

Interior Design for Cultural Tourism Building: Grounded in Multi-Sensory, Multi-Dimensional Experiential Strategies Design IV/2026

Tutor: Jun Yan & Rong Lu
Number of participants: 6 students
StudioTime: Sep.14 2026 to Dec.25 2026, Fri at 8:00~11:30
StudioPlace: CAUP-C310
First Meeting: Sep.14 2026, Fri at 8:00~11:30, C310

COURSE OVERVIEW

This course is an Interior Design studio for graduate students in Architecture. It requires students to master the principles and methods of interior design, become familiar with the processes and characteristics of interior design, explore the relationship between emotion, behavior, and space, investigate the integration of new technologies with regional culture, and explore the use of interior surface design, lighting environment design, color design, material selection, and furniture and furnishing arrangement, etc. to create multi-sensory, multi-layered experiential interior spaces. The course is taught primarily in Chinese, with integrated English discussion and exchange.

INTRODUCTION

For this course, students are required to work in groups of 2~3 to complete the interior design of a cultural-tourism building. The requirements include: rational spatial planning and equipment allocation to satisfy multifunctional needs such as viewing, performing, circulation, and operations; telling the spatial narrative of regional culture; developing spatial scenarios and atmospheres based on the narrative (the main performance space must feature at least two distinct atmospheric scenarios with at least one atmospheric transition); creating multi-sensory, multi-layered spatial experiences—visual, auditory, tactile, and olfactory—through the integration of sound, light, and electrical technologies; integrating diverse elements such as interior surfaces, light, color, materials, furniture, furnishings, and equipment into a unified whole; and ultimately presenting the design outcome through drawings, images, and short videos.

The course encourages students to use AI and virtual technologies to assist in design, and encourages the exploration of new forms and technological means for the translation of regional culture, as well as new models for performance spaces.

PHASE 1: Conceptualization (3~4Weeks)

1. Research interior design of immersive performance buildings ;
2. Select, adapt, and create a spatial narrative for the performance building based on regional cultural materials such as local legends and myths;
3. Choose representative passages from the narrative, design experiential scenes for them, and establish the atmospheric motif for each scene.

PHASE 2: Spatial Generation (4~5Weeks)

1. Based on operational models, rationally plan spaces, generate performance spatial patterns, and satisfy multiple functional needs such as viewing, performing, and circulation;
2. Based on the narrative and scene settings, generate the main performance space.

PHASE 3: Technical Facilities (5~6Weeks)

1. Refine spaces and conduct surface, color, material, and other design work;

2. Equip sound, light, and electrical devices to satisfy operational and spatial creation requirements;
3. Visit and research material, furniture, and lighting equipment manufacturers and companies.

PHASE 4: Design Representation, Critique, and Exchange (2~3Weeks)

1. Design expression and representation;
2. Design critique and exchange.

GRADING

Students must complete one research report, two interim design presentations, and the corresponding design drawings.

Research Report: A composite multi-functional interior space emphasizing multi-sensory experience (e.g., Disney, Universal Studios, banquet and entertainment venues), with a focus on investigating audience circulation, performer circulation, operational queuing, and equipment placement.

Design drawings include: floor plans, reflected ceiling plans, interior elevations or sectional views, detail drawings, color renderings, primary material samples, and a brief design statement, etc..

Final grades are composed of the following:

Class participation: 10%

Research report: 20%

Midterm presentation and design drawings: 30%

Final presentation and design drawings: 40%

Class participation grades are determined by attendance and the degree of active engagement in class discussions. Students with four or more absences will be ineligible to receive a final grade for this course.