

# Module 1. Global/Cultural

## 1.3 Global Village Museum

### Introduction

A group of motivated individuals, working to establish a home for collections in their community, have been given space near their city center known as “Old Towne” to develop a small “Global Village Museum.” This museum will provide visible evidence of the international interests and mindset of many of the local citizens.

International residents contribute greatly to the development and education of their community and provide priceless service in helping our citizens understand the world. The vision is to develop a truly a globally-minded community that welcomes all. This museum will provide an interesting and welcoming anchor to the downtown area that will attract community members and visitors.

Interiors designers are often invited to be involved in community design projects – both on a pro bono or paid basis. This small commercial design project will expose students to local codes, and the remodel design process that happens in many tenant (rental) spaces.

**Objectives:** Upon completion of this unit students will be able to:

1. appreciate cultures within their community and how they relate to self.
2. understand global /cultural diversity and the richness it brings to their community and world.

### Method

- Design the Global Village Museum using the attached floor plan.
- Include a reception and gallery space
- Understand the codes related to security and fire safety.
- Clearly identify culturally inclusive features of the gallery.
- Provide research of various cultures that may be on display; their languages, artifacts, and traditions.

### Discussion Topics

- How should this Museum reflect the community as well as global/cultural design?
- What are the basics needs for the client?

#### AAFCS Assessment Domain:

AAFCS Interior Design  
Fundamentals. 5. Interior  
design application & analysis.

#### **National Content Standards.**

11.2.2, 11.2.3, 11.2.4, 11.3.0,  
11.3.6, 11.4.3, 11.4.4, 11.4.5,  
11.6.0, 11.7.1, 11.7.5, 11.7.6

**Life Skills:** Research, cultural sensitivity, writing skills, space planning and furniture arrangement skills.

#### **Time needed/Materials.**

Seven weeks; 50 min. class periods.

Materials. Materials include research materials, foam core, adhesives, drawing paper, architectural scales, measuring tapes, colored pencils,

#### **Glossary Words/Phrases**

ADA, FF&E, Bubble and Block Diagrams, Adjacencies + circulation patterns

#### **Career Connections.**

Commercial Interior Design



- How do you prevent theft?
- What are the local codes that must guide the design of this museum?

#### **Deliverables.**

- concept/ inspiration board
- space plan board
- research notebook

#### **Concluding Exercise.**

Discuss the research collected concerning different cultures and how it impacts the community.

#### **References**

- [www.smithsonian.org](http://www.smithsonian.org)
- Local museums, online museum collections, foreign language staff at the local high school, community and school library, local Children's Museum, individuals who travel, visit local museums and interview staff

#### **Websites**

- Search Online museums – emphasis on international exhibits, art collections,
- Smithsonian Museums - [www.si.edu/museums](http://www.si.edu/museums)

#### **Acknowledgements.**

Stephanie Clemons, Ph.D., FIDEC, FASID, Colorado State University, Fort Collins, Colorado and Peggy Harrison, Family and Consumer Sciences Secondary Interior Design Education, Denver, CO.

Funding provided from the Interior Design Educators Council (IDEC) Special Projects Grant and Colorado Technical Education + Family and Consumer Sciences (CTE +FCS).

## 1.3 Project Description: Global Village Museum

### Project Context

A group of motivated individuals, working to establish a home for collections in their community, have been given space near their city center “Old Towne” to develop a small “Global Village Museum.” This museum will provide visible evidence of the international interests and mindset of many of the local citizens.

International residents contribute greatly to the development and education of your community and provide priceless service in helping our citizens understand the world. The vision is to develop a truly a globally-minded community that welcomes all. This Museum will provide an interesting and welcoming anchor to the downtown area that will attract community members and visitors.

This museum will provide multi-sensory experiences that delight visitors, expand their understanding of the world, inspire visitors to value differences and engage more meaningfully in cross-cultural experiences, and acknowledge contributions that all cultures make toward creating a joyful, peaceful and sustainable future.

*Optional: Bring a speaker into class who is either from another country, or has participated in international travel to discuss the project. Perhaps make them your client. Also, invite a building code official in from the community to discuss local codes such as fire safety and egress (entering and exiting building) for this commercial building.*

### Special Requirements to be determined:

- What are the major functions of the space?
- What natural light and views are available?
- Should the facility be barrier-free as well as ADA compliant?

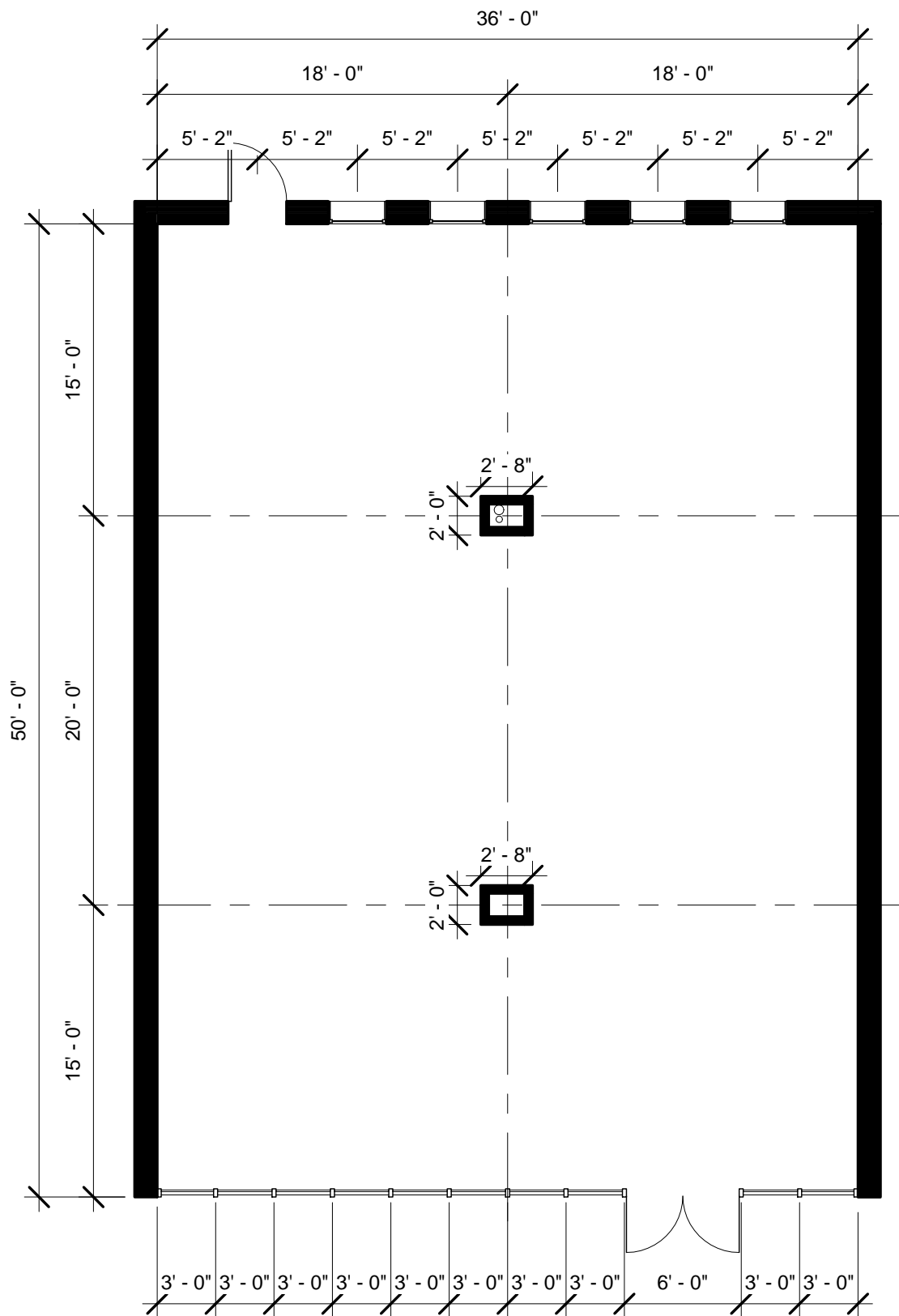
### Basic Philosophical Approaches (Identified by Client)

- Flexibility of Space - ability to use the space in more than one configuration, open and close moveable walls where needed.
- Affordability - We are a fledgling organization and we need to make the renovation as affordable as possible, and also keep maintenance costs low.
- Accessibility (e.g. handicapped, mobility impaired)
- Safe space for collections - secure, out of direct sunlight.
- Sustainable design strategies used whenever possible
- The general atmosphere of the museum should essentially reflect its international connections and diverse cultures

## **Functional Areas (Required)**

- 1) **Reception Desk**
- 2) **Gallery Area** with ability to accommodate creative interaction with the displays; moveable benches, exhibit cases and work surfaces with ready access to electrical outlets, internet, local audio and speakers, track lighting, projection screen, etc.
  - a. Special/Changing Exhibits Area
  - b. Opportunistic Exhibit Areas (e.g. along hallways- behind glass, etc.)
- 3) **Other Considerations:**
  - a. Sound system
  - b. Moveable lighting
  - c. Entrance or access to storage from “behind” exhibit areas.
  - d. Niche areas for interactive sound/sight exhibits, video presentations, small exhibits, etc.

<b>1.3 Global Village Museum</b> <b>Rubric</b> Student Names: _____ Class: _____	Points
<b>Research Notebook:</b> Create a Research Reference Notebook ( <b>10 points</b> ) *Front Cover –Project Name, computer-generated, client information, your name *Quality Document (as assigned): dividers, typed, orderly (as assigned), notes  <b>Research Contents and Order:</b> <ul style="list-style-type: none"> <li>• Client’s Programming Notes – typed, organization of information – TBD (20 pts)</li> <li>• Written Research specifics to include but not limited to:</li> <li>• Philosophical Approach (20 pts)</li> <li>• Special Requirements (20 pts)</li> <li>• Functional Spaces (20 pts)</li> <li>• Codes (10)</li> </ul>	_____/100
<b>Attend Three Cultural Experiences</b> - Written documentation of information for research notebook addressing the client’s needs, wants, priorities. <ul style="list-style-type: none"> <li>• Class field trip to local museum (10 pts)</li> <li>• Speaker #1 - Foreign Language Teacher (10 pts)</li> <li>• Commercial Interior Designer (10 pts)</li> </ul>	_____/75
<b>Proof of Design Process and Documents:</b> (as outlined in class) <ul style="list-style-type: none"> <li>• Scope of the Project</li> <li>• Programming (above)</li> <li>• Research</li> <li>• Concept Development</li> <li>• Schematic Design</li> <li>• Space Planning</li> <li>• Design Presentation Development</li> </ul>	_____/100
<b>Space Planning – Space Design Board</b> <ul style="list-style-type: none"> <li>• Critical adjacencies</li> <li>• Concept implementation</li> <li>• Efficient use of space</li> <li>• Egress and code compliance</li> </ul>	_____/50
<b>Furniture &amp; Finishes in Required Areas:</b>	_____/25
<b>Visual and Oral Presentaion:</b>	_____/25
<b>Total:</b>	_____/375



① Level 01  
 1/8" = 1'-0"

# COMMERCIAL BUILDING 1