

Course Name – Light, Color, and User Experience in Spatial Design

Course Code – INTD-6015

Credits - 3

Faculty Name - Kripesh Jani

Faculty Biography -

Kripesh Jani is a theatre and film practitioner with over 25 years of experience in direction, design, stagecraft, and performance. He holds a Master's degree in Performing Arts (Design and Direction) from the University of Hyderabad. His practice bridges traditional performance forms and contemporary scenography, with expertise in spatial storytelling, lighting design, and immersive environments.

Course Description-

This elective course explores the dynamic relationship between light, color, and user experience in spatial design. It investigates how sensory elements shape perception, emotion, and behavior within built environments.

Drawing from both interior design principles and theatrical scenography, the course encourages students to think beyond functional design and engage with atmosphere, narrative, and human-centered experience. Students will explore how light and color can be used as active design tools to construct meaning, guide movement, and influence psychological responses.

Through studio-based experimentation, model-making, and spatial interventions, students will develop immersive environments that respond to user interaction. The course integrates techniques such as mood creation, spatial staging, and narrative-driven design to cultivate a deeper understanding of experiential spaces.

Prerequisites-

- Basic understanding of spatial design (Interior Design / Architecture fundamentals)
- No prior experience in lighting design required, but familiarity with visual representation is beneficial

Scheme of Evaluation and Grading -

1. Studio Exercises (30%)

- Short exploratory assignments on light, color, and material interaction
- Focus on experimentation and process documentation

2. Assignment 1: Light Study (15%)

- Analysis and recreation of lighting conditions (natural/artificial)
- Understanding intensity, direction, and shadow

3. Assignment 2: Color & Emotion Mapping (15%)

- Translating emotional responses into spatial color strategies
- User-centric design exploration

4. Assignment 3: Experiential Installation / Spatial Design Project (25%)

- Design and execution of a small-scale immersive environment
- Integration of light, color, and narrative

5. Final Jury / Presentation (15%)

- Comprehensive presentation of concept, process, and outcome
- Evaluation by internal/external jury

Pedagogical Approach

This course follows a studio-based, experiential, and interdisciplinary pedagogy.

1. Learning by Doing

Students will engage in hands-on exercises involving light setups, material testing, and spatial installations rather than purely theoretical learning.

2. Scenographic Thinking

Borrowing from theatre practices, students will approach space as a narrative medium—designing for mood, timing, and user journey.

3. Iterative Process



The course emphasizes process over perfection. Students will be encouraged to prototype, test, fail, and refine.

4. User-Centric Design

Design decisions will be driven by human perception, emotion, and interaction rather than purely aesthetic or functional concerns.

5. Cross-Disciplinary Integration

The course bridges: Interior Design, Architecture and Theatre & Performance Design

6. Reflective Practice

Students will maintain process journals to critically reflect on their design decisions and learning journey.