



## Semester description

### General information about the semester

Semester: LiD7, 7th semester, MSc in Lighting Design  
Department: [Architecture, Design and Media Technology](#)  
Study Board: [Media Technology](#)  
Period: 1 September 2022 — 31 January 2023  
Study plan: <https://studieordninger.aau.dk/2022/35/3162>

### Semester theme description

Title: Seeing the light

At the Master's program in Lighting Design, the work will cover both daylight and artificial light in the crossing between three scientific fields; media technology, engineering and architecture. The purpose of the program is for graduates to have an academic- technological, humanistic as well as process-related approach to lighting design, and not least, a particular sense in designing with light in virtual and physical spaces.

During the first semester, a range of themes will be presented such as the interplay between the basic physical elements of light, lighting technologies, digital media, context, human factors, light perception and creative knowledge-based design methods. These topics will be introduced in the three courses and related to the semester projects, where lighting design must create new potentials in existing interior spaces.

### Semester organization

The semester is comprised of a 15 ECTS group based project module and three 5 ECTS course modules.

It should be stressed that AAU expects each student to spend 30 hours of study per ECTS credit, amounting to 900 hours per semester. This gives a load of about 45 hours per week.

The basic issues of the three academic fields will be integrated and combined in project work under the theme "Seeing the Light". The purpose is to develop competences in designing with light by combining the fields architecture, design, science, and media technology. Through the projects, the complexity and interplay between these areas will be trained when designing with light in real and virtual spaces.

The three courses cover the fundamental principles for the interplay between light, space, technology and human perception. One subject will be the "experience of light and space". Real-world studies of the interplay between light, space, texture, and the human experience are included in the course "Meaning of Light: Light and Space". The course "Lighting Fundamentals" will cover the basic photometric and colorimetric terms as well as the processes in perception of the luminous environment. The course "Rendered Light Simulation" will introduce digital simulation of light. The three courses propose to link subjective observations and the metrics behind as well as the digital simulation of light.

### Semester coordinator and secretary

[Mihkel Pajuste](#) (coordinator), [Lisbeth Nykjær](#) and [Christine Pedersen](#) (secretary)