CHAPTER ONE INTRODUCTION

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Outline

Objectives

- ✓ Explain the purpose of the introduction.
- ✓ Show how to write the background and problem.
- ✓ Guide on research questions and objectives.
- ✓ Highlight significance and scope.
- ✓ Illustrate the logical flow of the chapter.

Outcomes

By the end of this lecture, students will be able to identify the key parts of an introduction chapter, write the background and problem statement clearly, formulate appropriate research questions and objectives, justify the significance and scope of their research, and organize the chapter with coherence.

1ﮬ1 Chapter Introduction

✓ The **chapter introduction** provides a **brief overview of the contents** and main themes of the chapter.

✓ It **outlines the key topics** that will be discussed and clarifies the purpose of the chapter, enabling the reader to understand the structure and direction of the discussion without reading the entire chapter in detail.

✓ This section is included at the beginning of each chapter to guide the reader and create a logical flow throughout the thesis.

1.2 Project Definitions

What is the topic? Define your topic.

General Definition

Start by defining the broad category of your project.

> **Example**: If your project is a *Cultural Museum*, first define what a *museum* is in general.

Specific Definition

Then, narrow it down to the specific type or focus of your project.

> Example: Define what a *Cultural Museum* is, explaining how it differs from other types of museums.

Purpose: This approach helps the reader understand the context and scope of your project, from the general concept to the specific application.

Example 5

1.2 Project Definitions

A <mark>museum</mark> is a not-for-profit, permanent institution in the service of society that acquires, conserves, researches, communicates, and exhibits tangible and intangible heritage for education, study, and enjoyment <mark>(Smith,2023)</mark>. <mark>Specifically</mark>, a <mark>Cultural Museum</mark> focuses on preserving and showcasing the cultural heritage of a particular community or region, highlighting its traditions, customs, art, and history. While general museums cover a wide range of topics, cultural museums provide an in-depth, immersive experience that allows visitors to understand and appreciate the unique identity and social practices of that culture <mark>(James, 2024)</mark>.

1.3 Problem Definition

✓ How to Write a Problem Statement?
 A problem statement is usually one or two sentences to explain the problem your process improvement project will address.

✓ In general, a problem statement will outline the negative points of the current situation and explain why this matters. The problem statement should be a concise description of the design problem and its context.

✓ Be sure to include only the functional requirements of the device and not components of the solution.

Example Ş

1ً3 Problem Definition

At present, visitors do not have a specific place to stay when visiting cultural and historical sites. This lack of accommodation or rest areas creates discomfort, shortens the duration of visits, and limits opportunities for deeper cultural engagement. Establishing a designated space for visitors is therefore necessary to enhance their comfort, extend their stay, and enrich their overall experience.

Note: This paragraph is based on original analysis and does not need references.

1.4 Research Question

✓ The research question in an interior design thesis is the main question your study tries to answer.

Typically, it can be created by rephrasing your problem statement as a question.

Example

If the research problem is:

There is a need for a cultural museum in Erbil that preserves Kurdish heritage while also engaging visitors through modern, sustainable, and innovative design.

Soûthe research question can be :

How can interior design create a cultural museum in Erbil that preserves Kurdish heritage while offering a modern, engaging visitor experience?

✓ **Historical Background of the Project** refers to the essential context of its origin and development. It should address key questions such as: *Who* was involved, *when* it began, and *where* it took place. In addition, it should describe the historical development of the subject over time. For example, you may begin with a phrase like: *"In past times, ..."* to explain how the project or concept has evolved throughout history.

Note: This section requires proper citation, as it is based on external sources and not the author's original data.

If there is a photo related to the text, it should be included and referred to within the text. A proper citation must also be provided beneath the image.

Example 9

1.3 Historical Background of The Cultural Museum

The origins of the idea of museums can be traced to early collectors and scholars in ancient Greece, who gathered artifacts and objects of knowledge during the 5th century BCE. In past times, museums developed as private collections before gradually becoming public institutions in Europe during the Renaissance. Over the years, they evolved into specialized institutions such as cultural museums, reflecting society's increasing interest in preserving and presenting the heritage of specific communities (Luwis,2019).

1.6 Categories

✓ Categories refer to the different types of projects that can be designed. In this section, you should identify the category of your project and clearly state the specific type you will be working on.

Note: This section requires proper citation, as it is based on external sources and not the author's original data.

Example Ş

1.3 Museum Categories

Museums can be classified into several categories depending on their focus and collections. According to the International Council of Museums (ICOM, 2023), the main categories include:

o **Art Museums** – Institutions that collect and exhibit works of art, ranging from classical to contemporary.

o **History Museums** – Museums that focus on preserving and interpreting historical artifacts and events.

o **Science and Technology Museums** Ş Dedicated to scientific discoveries, technological innovations, and educational exhibitions.

o **Natural History Museums** ŞInstitutions showcasing natural specimens such as fossils, minerals, plants, and animals.

o **Cultural Museums** Ş Specialized museums that preserve and present the heritage, traditions, and identity of specific communities or regions.

This project falls under the category of **Cultural Museums**, as its primary aim is to conserve and present the cultural heritage of a particular society.

1.7 Objectives

✓ Research objective is a concrete statement describing what the research is trying to achieve.
✓ Objective will be SMART

✓ S – SPECIFIC
✓ M – MEASURABLE.
✓ A – ATTAINABLE.
✓ R – REALISTIC.
✓ T – TIME BOUND

This section is important!!

Types of Objectives

General objective

- ✓ General objectives are broad goals to be achieved.
- ✓ The general objectives of the study state what the researcher expects to achieve by the study in general terms.
- ✓ General objectives are broken into small, logically connected parts to form specific objectives.

Specific objectives

Specific objectives are short-term and narrow in focus.

- ✓ Each objective should focus on **one clear outcome**.
- ✓ Avoid mixing multiple ideas in one objective.

Example
Research Objectives

The cultural museum aims to preserve and promote Kurdish heritage by providing a contemporary exhibition space that integrates traditional cultural values with modern design principles, ensuring both educational value and an engaging visitor experience. **Based on the general objectiveû the research defines specific design-oriented objectivesûwhich are listed belowŞ**

1. To design functional spaces for exhibition, education, and community use.
2. To create interiors that merge Kurdish motifs with modern design.
3. To develop sustainable solutions for lighting, ventilation, and materials.
4. To propose innovative exhibition and display techniques.
5. To present a conceptual design for a cultural museum in Erbil.

1.8 Significance of the Study

- ✓ **This** section explains **why the research or project is important** and what contributions it will make to the field.
- ✓ It justifies the study by clarifying the potential benefits, applications, or implications of the research outcomes.
- ✓ This section demonstrates to the reader that the project is not only relevant but also valuable to professionals, users, and the academic community.

In simpler terms, it answers questions like:
Why is this design project worth doing?
Who will benefit from the outcomes?
How will it advance knowledge, practice, or experience in interior design?

1.9 Scope and Limitation

Scope:

Defines what the project will cover.

✓ For a cultural museum, this includes designing interior spaces such as exhibition halls, galleries, visitor circulation, and public amenities, with a focus on cultural heritage, functionality, and visitor experience.

Limitations:

Refers to constraints affecting the project.

✓ For example, budget limits material choices, structural and landscape design are not included, and time restricts extensive surveys.

1.10 Chapter Summary

o At the end of Chapter One, write a brief paragraph to lead into Chapter Two. Summarize Chapter One, introduce the purpose of the Literature Review, and explain how it connects to your study. Around 4–6 sentences.

General Notes

o The maximum length of this chapter is 10 pages.

o Figures should be added in the required parts.

Home Work

Draft Chapter One of your thesis using the required structure

1.1 Chapter Introduction 10%

1.2 Project Definition 10%

1.3 Problem Definition 10%

1.4 Research question 10%

1.5 Historical Background 10%

1.6 Categories 10%

1.7 Objectives 10%

1.8 Significance of the Study 10%

1.9 Scope and Limitations 10%

1.10 Chapter Summary 10%

At the end of Chapter One, write a concluding paragraph that summarizes Chapter One, and clearly leads into Chapter Two, which reviews related literature and establishes the theoretical foundation of the research.

Do you have any QuestionsȞ