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The Role of Interactive Technologies in the Development of Interior Architecture of Lecture Halls in Arts and Design Colleges – A Comparative Study

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Abstract:

This research explores the role of interactive technologies in the development of the interior architecture of lecture halls and facilities in Arts and Design colleges, highlighting the importance of employing interactive design as an effective tool to support the educational process and interaction between students and instructors. The study emphasizes the close relationship between the interior design of educational spaces and academic outcomes, through the integration of technologies such as Virtual Reality (VR), Augmented Reality (AR), and interactive displays in classrooms, studios, and associated facilities.

The problem addressed in this research is the limited adoption of these technologies in many educational institutions specializing in the arts, which weakens the quality of the learning environment and reduces interaction and motivation within lecture halls. The objective of the research is to identify the most commonly used technologies, study their impact on academic performance, and present a comparative study of three applied models: a local model (Applied Science University – Jordan), a regional model (Canadian University – Dubai), and a global model (Mount Royal University – Canada).

The study adopted a descriptive-analytical approach to identify types of interactive design technologies and analyze their impact, alongside a comparative method to assess the differences and similarities between the studied models. The results indicate that interactive design significantly contributes to activating active learning, increasing the flexibility of educational spaces, and enhancing the learning experience through the integration of multi-sensory tools. The study also revealed that the efficiency of lecture halls and educational facilities is directly linked to the extent of integrating interactive technology in the interior design of these spaces.

Based on these findings, it is recommended to restructure the interior architecture of Arts and Design colleges to accommodate digital transformations, through the adoption of modern technologies and the provision of training for faculty members, enhancing the quality of education and improving the academic experience of students.

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