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LIGHTING ENGINEERING MODULE: COURSE B

General information

Name   : Lighting Design and Simulation (LDS)
Credits   : 2T+1P (T: theory, P: practice)
Code   : DT156
Type   : Prerequisite
Prerequisite : Lighting Engineering
Enrollment : Every 2nd semester

Workload

- Lecture   : 30 hours
- Practice   : 30 hours
- Self-study   : 90 hours

Learning objectives

At the end of the course students will be able to:

- Describe the process of lighting design and its validation.
- Use simulation software for designing different indoor and outdoor lighting installations.
- Validate lighting design: simulation results as well as lighting installations.

Course content

	Contents
M3.2	Validation methods of lights designs
M3.3	Lighting design through simulations
M3.4	Light and architecture
M3.5	Daylight applications
M3.6	Prevention of design/projection errors
M3.7	Lighting design considerations (advanced lighting design)
M4.1	Introduction to simulation Software
M4.2	Calculations interior lighting (how do simulations work?)
M4.3	Calculations exterior lighting
M6.4	Energy labelling light sources and certificates
M8.4	Office lighting

Materials

- Lecture slides.
- https://www.dialux.com/en-GB/download
- https://reluxnet.relux.com/en/
- https://rangdong.com.vn/

Assessment

- Mini project.