

ID A105: INTERIOR DESIGN STUDIO 1

Item	Value
Curriculum Committee Approval Date	12/02/2020
Top Code	130200 - Interior Design and Merchandising
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)

Course Description

This studio course will apply concepts and theories presented in the lecture course, Interior Design A100. Therefore, it is recommended that this course be taken concurrently. Emphasis is placed on the application of design principles and elements and the design process in developing solutions for residential interior design projects. PREREQUISITE: ID A100 or concurrent enrollment. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Apply design principles elements to residential interior environments.
2. Apply the design process to the development of solutions for interior design projects.
3. Demonstrate the ability to coordinate interior furnishings, finishes, materials and lighting, with appropriate use of color schemes and design themes / interior styles.

Course Objectives

- 1. Apply the design process to the development of solutions for residential interior design projects.
- 2. Trace and draw simple floor plans.
- 3. Identify the relationship of design principles and elements in conceptual two-dimensional and three dimensional design and interior spaces.
- 4. Identify basic accessibility codes and Universal design principles in planning residential interior spaces.
- 5. Develop awareness to the application of computer technology for the interior design profession.
- 6. Measure a space and the furnishings and record the dimensions.
- 7. Apply thematic and interior styles to design projects.
- 8. Apply color theories and schemes to design projects.
- 9. Select and coordinate appropriate interior furnishings, finishes materials, and lighting for design projects.
- 10. Research and apply materials and products that support environmentally responsible design.
- 11. Demonstrate time management skills.

Lecture Content

Introduction: Course OCC interior design program Interior design profession Discussion: Studio climate / group participation and support Materials list Time management Developing a time line Organizing resources Demonstrations of equipment and materials Interpreting design elements through historical cultures Project 1 Application of principles and elements of interior design to residential interiors Space planning, floor planning, measuring Color Understanding color characteristics and application to interiors Color schemes Project 2 Planning a residential interior environment using the design process Programming client needs Space planning Furniture selection and placement Selection of materials and color Lighting plan and application Project 3 Final presentation

Lab Content

I. Interpreting design elements II. Applying principles and elements of interior design to residential interiors III. Space planning, floor planning, measuring IV. Color A. Understanding color characteristics and application to interiors B. Developing and working with Color schemes V. Planning a residential interior environment using the design process A. Programming client needs B. Space planning C. Furniture selection and placement D. Selection of materials and color E. Lighting plan and application

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- Lab (04)
- DE Live Online Lab (04S)

Instructional Techniques

Lecture, demonstration, laboratory, critique (instructor/student), multi-media presentations, research, and student presentation.

Reading Assignments

Students will be expected to complete reading assignments from the required text, printed hand-outs, library resources, and research online articles throughout the course. (15 hours, approximately 1 hour/week)

Writing Assignments

Students will be expected to complete a series of three projects. The number of boards per project will vary with each project. A summary of the three projects is as follows: Project 1 CULTURE AND DESIGN (8 hours) Students will research and analyze design elements from one of numerous historical cultures. Using the storyboarding technique each students will create a visual presentation that represents various sources for design inspiration deriving from that culture. In addition, students will offer their interpretation of how these elements are infused into today's interior environments. The project consists of one board 15 x 20. Project 2 COLOR AND THEME APPLICATION (12 hours) Using a residential interior space, students will apply a specific color scheme and design theme to create a visual impact. In addition, appropriate furnishings, materials, and finishes are selected to support the psychological, physical, economic, and esthetic needs of a specific client. The project consists of one board 15 x 20 and written design concept. Project 3 COMPREHENSIVE RESIDENTIAL DESIGN PROJECT (22 hours) Students will apply the design process and design principles and elements to the development of a residential interior environment. The scope of the

project will include programming, schematic plan, furniture plan, lighting plan, three dimensional model, elevations, and color and material board. Consideration will be given to Universal, accessible, and sustainable design. The project will consist of two boards 15 x 20 with written design concept and job folder.

Out-of-class Assignments

Students will perform additional research and complete a series of presentations and projects throughout the course. Out of Class assignments are used to improve skills and knowledge to be applied to projects and assignments. (15 hours)

Demonstration of Critical Thinking

Student projects, class presentations, research, student participation, and group collaboration.

Required Writing, Problem Solving, Skills Demonstration

Students will be expected to complete a series of three projects. The number of boards per project will vary with each project. A summary of the three projects is as follows: Project 1 CULTURE AND DESIGN Students will research and analyze design elements from one of numerous historical cultures. Using the storyboarding technique each student will create a visual presentation that represents various sources for design inspiration deriving from that culture. In addition, students will offer their interpretation of how these elements are infused into today's interior environments. The project consists of one board 15 x 20. Project 2 COLOR AND THEME APPLICATION Using a residential interior space, students will apply a specific color scheme and design theme to create a visual impact. In addition, appropriate furnishings, materials, and finishes are selected to support the psychological, physical, economic, and esthetic needs of a specific client. The project consists of one board 15 x 20 and written design concept. Project 3 COMPREHENSIVE RESIDENTIAL DESIGN PROJECT Students will apply the design process and design principles and elements to the development of a residential interior environment. The scope of the project will include programming, schematic plan, furniture plan, lighting plan, three dimensional model, elevations, and color and material board. Consideration will be given to Universal, accessible, and sustainable design. The project will consist of two boards 15 x 20 with written design concept and job folder.

Eligible Disciplines

Interior design: Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Nielson, Karla J. and David A. Taylor. Interiors an Introduction, 5th Edition ed. New York: McGraw Hill, 2011 Rationale: 2011 is the most current version available. We consistently review content and editions of this book to ensure that students are receiving relevant and up to date information.