ID A100: FUNDAMENTALS OF INTERIOR DESIGN

Item	Value
Curriculum Committee Approval Date	04/08/2020
Top Code	130200 - Interior Design and Merchandising
Units	3 Total Units
Hours	54 Total Hours (Lecture 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
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	• OC Life Skills - Theory - AA (OE1)

Course Description

Application of design principles and elements in planning of total interior environments that meet individual, functional, legal, and environmental needs. Selection of materials and products used in interior environments will be emphasized for functional, economic, and aesthetic qualities. Evaluation of color theories, space planning, floor plans, lighting, environmentally responsible design, accessibility, and the design process will be introduced. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Identify, evaluate, and apply principles and elements of design to interior environments.

Course Objectives

- 1. Identify career paths leading to the position of a professional interior designer.
- 2. Identify, analyze and evaluate the physiological, psychological, environmental, and cultural factors which affect interior design.
- 3. Identify, evaluate, and apply design principles and elements to interior environments.
- 4. Interpret and apply color systems and theories.
- 5. Evaluate current/future trends in housing and floor plans for function and user needs.
- 6. Identify categories of light and their applications regarding their affect on interior environments.
- 7. Evaluate materials and products used in interior environments for their aesthetic, economic, functional, and performance qualities.
- 8. Identify materials and products that support environmentally responsible design.
- 9. Understand basic accessibility codes and Universal design principles.
- 10. Recognize the phases of the design process.

Lecture Content

Course Introduction The interior design profession Definition of interior designer Career ladder Technology and the profession Professional affiliations Life Styles and Current Movements Interpreting Design Cultural physiological, psychological, and environmental interpretations Structural vs. decorative Terminology Color Systems and theories Application to interior design Dimensional manipulation of space and objects Design Principles Definitions Applications to interior design Design Elements Definitions Application to interior design Space Planning Identifying functions and users needs Evaluate floor plans Arrangement of furniture Space planning and furniture selection with legal issues of codes and product standards Universal design and implications for interior design Selection of Background Materials Wall finishes Window treatments Floor coverings Architectural interior details Lighting and interior design Day lighting and artificial lighting Effect of lighting on interior environments Fundamental principles of lighting Interior applications of lighting The Design Process Thematic and interior design styles Furniture and fabric selection Selection of accent details ADA and Universal design Sustainability

Method(s) of Instruction

- • Lecture (02)
- • DE Online Lecture (02X)

Instructional Techniques

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

Reading Assignments

Assigned readings from textbook. (1.5 hours/week = 24 hours) Relevant articles in trade magazines and product/design research. (1 hours week = 16 hours)

Writing Assignments

1. Working in teams, use an established floor plan, evaluate space planning, traffic and circulation flow, and furniture placement. Produce written documentation and give a team oral presentation. (10 hours) 2. Create a three dimensional project, demonstrating knowledge of design principles and elements, creative solutions, design styles, ADA codes, background materials, environmentally responsible design, and lighting applications. Give an oral team presentation. (10 hours)

Out-of-class Assignments

Lighting notebook assignment: Document interior design photos of light fixtures and applications. (1 hours week = 16 hours) Create a personal design resource journal to demonstrate understanding and application of design principles and elements, including color theories and harmonies. (1 hours week = 16 hours) Sustainability notebook assignment: Research and compile visual examples of environmentally responsible products and materials. (1 hours week = 16 hours)

Demonstration of Critical Thinking

Student projects, team projects, class presentations, discussions, research, examinations, student participation

Required Writing, Problem Solving, Skills Demonstration

1. Create a personal design resource journal to demonstrate understanding and application of design principles and elements, including color theories and harmonies.2. Working in teams, use an established floor plan, evaluate space planning, traffic and circulation flow, and furniture placement. Produce written documentation and give

a team oral presentation.3. Lighting notebook assignment: Document interior design photos of light fixtures and applications.4. Sustainability notebook assignment: Research and compile visual examples of environmentally responsible products and materials.5. Create a three dimensional project, demonstrating knowledge of design principles and elements, creative solutions, design styles, ADA codes, background materials, environmentally responsible design, and lighting applications. Give an oral team presentation.

Eligible Disciplines

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

Textbooks Resources

1. Required Nielsen, Karla and Taylor, David. Interiors: An Introduction, 5 ed. New York: McGraw Hill, 2019 Rationale: latest