

Interior Design 2015-2016 Curriculum Goals

Skills / Knowledge / Project Type / Software  
 Level I: Intro  
 Level II: Application  
 Level III Deep Exploration

**Required ID Course**  
**Required Arch Courses (15cr.)**  
**Elective Courses in ID/Arch (+3 Arch for Minor)**

Fall

Spring

Goals

Year 1	<b>Arch 1341 Freehand</b> Sketching, hand drawing skills	<b>ID 1101 Drafting</b> Dimensions I Line Weights Drawing Types (copy)	<b>ID 1381 ID Intro</b> Color Theory I (Intro) Elements & Principles Architectural Features Professional Exposure Life-Long Learning		<b>ID 1385 ID Studio I (2D) (Commercial &amp; Residential)</b> Creative Exploration Abstract design Color Theory II (Application) Space Planning Dimensioning II Furn. Arrangement Source Boards & Page Layout I Drawing Types (Develop their own)	Design Theory Program I Photoshop Power Point			Introduce students to the basic design process skills, tools, and theories of interior design. Provide exposure to the design profession.		
	<b>Arch 2311 History of World Arch</b>	<b>Arch 2351 Arch Construction I</b> Basic construction methods	<b>ID 2381 ID Studio II (3D) (Commercial &amp; Residential)</b> Creative Exploration Manipulation of Abstract 3D Design Process I Vertical Circulation Dimensioning II Rendering/Perspective Dwgs (Hand skills) Customization of Exist. Elements Physical Models Anthropometrics II	<b>Sophomore Portfolio Review</b>	<b>ID 3382 Period Furnishings</b> (Writing Intensive) Design Theory Design History Apply Precedence	<b>ID 3387 CAD</b> Refined Const. Docs. Schedules RC Plan Dim Plan Rendering Elevations Photoshop II	<b>ID 2385 Studio III (Residential: Wounded Warrior / Married student housing)</b> Multi-cultural Design Process II Experiential Learning Concept / Sketchup I Program I (Interview/Observe) Vert. Circulation II ADA II (residential)	Research I Wall/Door Types Casework Details Budget RC & Power Plans	<b>ID 3325 Interior Tour - Guided Elective - Summer I</b>	Provide a greater overview of the components of the design process and design communication with increased introduction of skills, technology, and level of complication in project type.	
Year 3	<b>Arch 3313 History of World Arch III (OR 3314 Cont. Issues in</b>	<b>ID 4383 BIM</b> 3D Digital Modeling (coordinated with Lighting) Revit	<b>ID 3381 Lighting</b> RCP III Lighting and: Color, Aging, ADA, Human Behavior Sustainability RCP coordination w/ other disciplines ASHRAE 90.1 (coordinated with BIM)	<b>ID 3380 Advanced Studio I (Small Scale Commercial)</b> Lecture with Application Critical Thinking Programming II (analysis) Codes I & II (Codes Guidebook & Workbook) Building Systems (Fire, HVAC, Data) Acoustics I Wall Types II	<b>ID 3386 Procedures/ Practice</b> Life-long Learning Experiential Social Dynamics Business Ethics	<b>ID 3311 Materials</b> Specifications Sustainability Materials (cost high/low) Life-Cycle Cost Fire Ratings Construction Acoustics II Fixtures	<b>ID 3385 Advanced Studio II (Commercial) (Sustainable &amp; Writing Intensive)</b> Programming III (Peña) Specs & Systems Furniture Vert. Circ. III Wall Types III Budget Acoustics II	<b>Summer Internship</b> Business Ethics Professional Exposure		Thoroughly explore high level programming skills, technical knowledge, critical thinking methodology, and written exploration of ideas. Reinforce professional exposure through visits to studio and internship opportunities.	
	<b>ID 4381 Research</b> (Writing Intensive)	<b>Arch 3314 Contemporary Issues in Arch. (Or 3313)</b>	<b>Arch 5319 History of American Arch. Pre-Contact-1865</b>	<b>ID 4606 Collaboration (Large Scale, Collaboration)</b> Concept Development Codes II / Egress Fire/Sprinkler / Data/Comm I HVAC I Acoustics Lighting Application Circulation II Security I	Experiential Learning Critical Thinking Program Analysis Research II Const. Docs II Presentation III Sketchup II Revit Rhino Prezi	<b>ID Portfolio</b>	<b>Arch 3362 Product Design Workshop</b>	<b>Arch 5320 History of American Arch. 1865-Present</b>	<b>ID 4388 Studio III Capstone (Large Scale, Individual, Deep Exploration, Diversity)</b> Concept Development Codes II / Egress Building Systems II Acoustics Lighting Application Circulation II Security I	Creative Exploration Critical Thinking Research III Const. Docs III Presentation III Specifications Color Application Social Dynamics Revit Prezi	<b>Senior Exhibition</b> Professional Exposure Portfolio Development