

Interior Design Curriculum Plan

2017/2018

Third Semester - Interior Design			
Course Code	Course Title	Credit Hours	Pre – Requisite
INTR281	Interior Design Studio I	3.0	ARCH101
ARCH201	Technical Drawing II: Introduction to CAD	3.0	ARCH101
CDS213	3D Design Visualization Studio	3.0	CDS101
PHY105	Conceptual Physics	4.0	None
ENG201/ENG_201	English for Research Purposes	3.0	ENG102
INTR261	Human Dimensions in Housing and Interiors	3.0	None
Total		19.0	

Fourth Semester - Interior Design			
Course Code	Course Title	Credit Hours	Pre – Requisite
INTR252	Concept and Representation I	3.0	INTR281
INTR282	Interior Design Studio II	3.0	INTR281
ARCH202	Basic Architecture Design	3.0	INTR281
INTR285	Model Construction	4.0	ARCH201
ARCH241	Building Construction And Materials	3.0	INTR281
Total		16.0	

Fifth Semester - Interior Design			
Course Code	Course Title	Credit Hours	Pre – Requisite
INTR381	Interior Design Studio III	4.0	INTR282
INTR371	The Materials of Interior Design	3.0	None
INTR352	Concept and Representation II	3.0	INTR252
INTR351	Heritage of Interior Design	2.0	None
INTR355	Communication and Professional Practice I - working details	3.0	INTR282
INTR372	Detail: Furniture & Construction	3.0	INTR282
Total		18.0	

Sixth Semester - Interior Design

Course Code	Course Title	Credit Hours	Pre – Requisite
INTR382	Interior Design Studio IV	4.0	INTR381
INTR361	Contemporary Design in Housing and Interiors	2.0	None
INTR356	Communication and Professional Practice II - specifications, quantities, contracts and ethics	3.0	INTR355
INTR321	Systems and Environmental Control	3.0	INTR282
MKT201/MKT201a	Marketing I	3.0	None
Elective 1	Refer to list of Electives :Humanities & Social Sciences (H/S Electives)	3.0	ENG101
Total		18.0	

Seventh Semester - Interior Design

Course Code	Course Title	Credit Hours	Pre – Requisite
INTR405	Graduation Project I	6.0	INTR382
INTR481	Interior Design Studio V	4.0	INTR382
DSN451	User Interaction Techniques in Design	3.0	None
Elective DSN 1	Refer to list of Design Elective (D/S Electives)	3.0	None
Elective 2	Refer to list of Electives :Humanities & Social Sciences (H/S Electives)	3.0	ENG101
Total		19.0	

Eighth Semester - Interior Design

Course Code	Course Title	Credit Hours	Pre – Requisite
INTR406	Graduation Project II	8.0	INTR405 + INTR481
INTR472	Forecasting Interior Design Trends	2.0	None
DSN455	Product Branding	3.0	MKT201
Elective DSN 2	Refer to List of Elective Design (D/S Electives)	3.0	None
		16.0	
Total		141.0	

Interior Design Units Specifications:

INTR281 - Interior Design Studio I

- This unit is a studio-based, first interior design unit, it includes an introduction to the interior design profession, with an emphasis on problem solving for small residential spaces. Elements and principles of design are explored as well as human factors, color theory, and the art of lighting. Students are introduced to residential space planning, furniture layouts, the development of color schemes and the selection of finishes, furnishings and materials.
- The objectives of this course are to enable students understand the fundamentals of interior design process and creative principles and applications. Students will develop the necessary skills to think and process as designers based on designing the interiors of compact residential spaces in class assigned projects. Students are trained to adopt critical and analytical thinking in evaluating a diverse range of global innovative designs, which will ultimately develop their aesthetical awareness, design abilities and sense of creativity.

ARCH201 - Technical Drawing II: Introduction to CAD

- This unit is a lab-based unit that teaches students how to design using CAD as a drawing tool, achieve, and present their designs and creativity concept.
- Unit Module has 3 directions for different students :
- One: for interior and cinema & theatre design students, it can help them in creating and editing plans, elevations and sections.
- Second: for graphic design students, it can help them in making designing patterns and geometrical illustration concept easily and open new way in creativity.
- Third: for fashion design students, it can help them in designing pattern and shapes to reflect geometrical concept in their designs.
- It aims to use CAD effectively in geometrical designs and technical drawing, design & create (geometric patterns –shapes), measure and draw interior(plans - elevations –sections),present (designs-drawing) using colors & hatching and related stuff.

CDS213 - 3D Design Visualization Studio

- This unit covers all concepts relating to 3D form as well as related special issues. The unit will introduce the key skills and professional knowledge needed to creative development, the built environment and the elements within it. Students will learn how to design real as well as virtual objects, products.
- Model making, both analogue and digital, is an important part of this unit. Students are encouraged to experience materials and processes, and to question the relationship between form and function. The unit also examines ethical practice and the role of design in sustaining natural and social environments.
- Working in parallel with 2D visualization, this unit aims to develop the students' creative thinking and to enhance their imagination capabilities through 3D practice. It also aims to explore the students 'awareness of the values of both Form and space throughout a number of workshops and studio practice as well as

introductory sessions in 3D digital Design.

INTR261 - Human Dimensions in Housing and Interiors

- This unit is a studio-based unit that discusses the relationships between people and various characteristics of their habitats. It deals with physical and cultural issues. Physically, it also studies the measurements of the human body on a comparative basis known as anthropometrics. Furthermore, it discourses the implications of social, cultural, psychological, and ecological factors which determine how individuals behave in different housing environments on design solutions.
- The objectives of this unit are two fold; on one hand, students will be able to discern the fundamentals of anthropometrics and gain a basic understanding of how interior design standards are established. Students will develop the necessary skills to explore the problem of adjustability in design from the physical standpoint. On the other hand, students will also be trained to incorporate socio-cultural human factors in their design activity through group work research on case studies.

INTR252 - Concept and Representation I

- This unit is a studio-based unit that identifies methods used in the visual presentation of interior spaces and articulates them in written and visual language. Student should acquire an ability to communicate simple forms graphically by transforming visual information into a two-dimensional image with shade and shadow. This course presents a range of styles and techniques. The goal is to provide students and practitioners with information on visual presentation techniques and a variety of methods and materials.
- The unit aims to develop the abilities for visualization & representation based on scientific methods. The students should know the fundamentals of the architectural drawing and representation including orthographic projection, shade and shadow and, perspective.

INTR282 - Interior Design Studio II

- This unit is a studio-based unit, that reinforces concepts and skills developed in Interior Design Studio I. It focuses on solving functional and aesthetical problems of the interior residential environment. It emphasize on environmental factors, orientation, styles, space planning, lighting, fabrics and furnishings for residential spaces. It also introduces students to some local and international laws and regulations with impact on the design of interior spaces.
- The objectives of this unit are to enable students to identify various types and styles of residence, develop the necessary skills to analyze a client's needs using research methodology, assess a design project using the building code, zoning by-laws, fire code, health regulations, environmental issues and special needs concerns and prepare an appropriate design concept of three-dimensional form.

ARCH202 - Basic Architecture Design

- This unit is a studio-based unit, this unit is the student's first interaction with Architecture; thus it aims to introduce the vast definitions of Architecture as well as its major principles and elements. The unit comprises a set of basic techniques linking both the theoretical and real aspects of Architecture.

- This unit aims to develop a broad perspective for students concerning the fundamental factors that shape and affect Architectural design. It presents special rules and compositions that aid in developing students' basic communication skills. Students also learn to appreciate basic Architectural principles, such as order, proportion, balance, unity, etc. Aspects that result from form generation such as enclosure, openness and continuity are also discussed.

- **INTR285 - Model Construction**

- This unit is a workshop-based unit, it is designed to provide students with an understanding of the essential architectural and interior design modeling materials and equipment, guiding them through the basics of the process, such as determining scale, transforming architectural plans into three dimensional model forms, using the appropriate tools and materials (wood, metal sheets, screens, clay, Plexiglas and other materials). Students have to learn how to work safely and effectively using power tools with safety precautions.
- The unit aims to develop the student's technical and aesthetic abilities using a wide variety of processes and materials to answer challenging briefs. It also reflects the need for today's model makers to take responsibility for project management in media production, architectural interpretation and exhibition design. It improves students' ability to think creatively, analytically and interpretively, thus developing an independent approach to learning, designing and problem solving.

- **ARCH241 - Building Construction And Materials**

- This unit is a studio-based unit; the first interior design unit is an introduction to the building construction, with an emphasis on problem solving for small building "room guard". Elements and principles of building construction are explored as well as loads, load transfer mechanisms in buildings, construction systems, and masonry bearing walls, steel frames, and reinforced concrete. Students are introduced to room guard plan "load-bearing system details, skeleton construction system, bricks, stones, masonry and ashlar & openings, lintels & arches, system of roofing & building finishing.
- This unit is designed to give students the basic materials and methods used in building construction emphasizing common construction systems such as masonry bearing walls, and reinforced concrete. New introductory material on the processes, organization, constraints, and choices in construction offers a better look at the management of construction.

- **INTR381 - Interior Design Studio III**

- In this unit the first part focuses on commercial design projects with several types of shops, whilst the second part concentrates on the office spaces such as: cultural centres, banks, different types of companies. This unit handles space planning and circulation focusing on the special requirements of each project and the development of interior design solutions. Sketching and drafting techniques are reinforced through furnished plans, sectional elevations, perspective shots including working details of flooring and ceiling. Computer-aided drafting skills are incorporated in the design.

- The purpose of this unit is to enable the students to handle the different categories of commercial and office spaces; and it is intended to increase the ability to investigate any commercial projects through independent research and to communicate results in an expert professional manner.

- **INTR371 - The Materials of Interior Design**

- This unit discusses the materials and techniques used in furnishing interiors. It presents the details of design and quality of materials and construction used in the design product. It also discusses interrelationships among components of interiors, material properties, resourcing, and detailing.
- The goal of the unit is to initiate students to appropriate selection of materials and applicable execution methods that promote design functionally, aesthetically and economically.

- **INTR352 - Concept and Representation II**

- This unit continues to build upon the prerequisite unit "INTR 252 - Concept & Representation I", this unit develops the understanding of the analysis of the program and methodologies required to generate the appropriate design concepts. Ideas of adjacency, stacking and test-fits are explored and integrated in the conceptualization process. Working simultaneously with computer generated drawing and digital design; students further develop their ability to communicate their ideas. Particular emphasis is placed on an experiential understanding of spatial design and interior space.
- The purpose of this unit is to develop the abilities for visualization and representation based on scientific methods. To acquire students with the skills of drawing and rendering in both manual and digital forms as required at all stages of interior design. The textbook is the same as last Semester's.

- **INTR351 - Heritage of Interior Design**

- This unit is a historical study of interior architecture and furnishings from ancient times until the nineteenth century. Topics are woven together from cave dwellings and temple architecture, through Gothic cathedrals and renaissance palaces, to the grand civic spaces of the nineteenth century. Movements, styles, and traditions are chronologically explored in Europe and the Islamic world. The evolution of interior design is presented in the context of the social, political, and technological developments of the time.
- The purpose of this unit is to enable the student to identify characteristics of the main period styles and design movements; to recognize the stylistic development in interior design and architecture, in furniture and other design forms as a reflection of changing influences and cultural contextual factors; also, to use appropriate period furniture and treatments to successfully recreate a harmonious interior.

INTR355 - Communication and Professional Practice I - working details

- This unit's purpose is to enable the student to establish a thorough comprehension of the technical aspects of architectural drafting as applied to interior design; to acquire basic knowledge of construction drawing conventions, two and three dimensional drawing methods, and quality graphic communication skills and to prepare a concise set of construction documents by the application of various drafting techniques, drawing conventions and space relationships.
- The designer to master and translate spatial concepts into applicable and realizable drawings for the implementation phase. It deals with the process of generating Construction Documents and space planning as they apply to the interior design field. The unit will explore the various components necessary to present and clearly illustrate the various drawing types used in the profession, as well as, the terminology associated with these techniques. Furthermore, the intentions of this unit are to instill a work ethic in the student that will carry on through the remainder of his/her design coursework and eventually into a professional interior design career.

INTR372 - Detail: Furniture & Construction

- This unit embodies the technical aspects of drafting and sketching, as well as the process of generating furniture drawings with the preliminary understanding of construction documents and details as they apply to furniture making field. Various components necessary to present and clearly illustrate the various drawing types used in the profession are explored, as well as, the terminology associated with these techniques. It incorporates the study of materials, history, theories and structure detailing and manufacturing techniques.
- The goal of the unit is to encourage and assist students in the development of a mature artistic statement based upon intellectual, aesthetic and technical capabilities in conjunction with their career goals. The curriculum is formulated to broaden understanding of the furniture making and construction details field and its historical and contemporary context through research, experimentation, and reading on critical issues in art and design.

INTR382 - Interior Design Studio IV

- This unit reinforces knowledge, concepts and skills developed in Interior Design Studio III and in Working Details. It focuses on problem solving for institutional building types.
- The main theme to follow in design is SUSTAINABILITY. Appropriate research methods and programming of client requirements are introduced, as well as techniques of diagramming space to provide proper circulation and activity relationships. Design concept, image, color and finishes, graphics, building codes, and barrier-free design compliance are emphasized. Design details of ceiling and flooring are within the projects' requirements.
- The aim of this unit is to qualify students to identify and apply the socio-cultural and eco-economic sustainable aspects as well as concepts of human factors and dimensions in public space design; to develop acquired programming skills and conceptual approach in the design of complex spatial problems;

to apply the principles and elements of design as well as the working details of ceiling and flooring. To identify spatial codes for institutional space requirements and to recognize different aspects of security issues and provide solutions.

INTR361 - Contemporary Design in Housing and Interiors

- This unit is a historical study of interior architecture and furnishings from the mid-nineteenth century until end of twentieth century. Topics are intertwined starting from the Industrial Revolution in the nineteenth century in Europe through the Aesthetic Movements that followed until the Post Modern. Movements, styles, and traditions are chronologically explored in Europe, England, and America, then finally the architecture in contemporary Egypt and Arab world (XIX and XX) Centuries. The evolution of interior design is presented in its social, political, and technological developments context.
- The purpose of this unit is to enable the student to identify characteristics of the main period styles and design movements; to recognize the stylistic development in interior design and architecture, in furniture and other design forms as a reflection of changing influences and cultural contextual factors; also, to use appropriate period furniture and treatments to successfully recreate a harmonious interior.

INTR356 – Communication and Professional Practice II - specifications, quantities, contracts and ethics

- This unit's purpose is to enable the student to establish a complete tendering package as applied to interior design. Acquire basic knowledge of construction documents and profession ethics.
- As a means for communication, graphic visualization of ideas is an important language for the designer to master, and translate spatial concepts into applicable and realizable drawings for the implementation phase. It deals with the process of generating Construction Documents and space planning as they apply to the interior design field. The unit will explore the various components necessary to present and clearly illustrate the various types of tender documents used in the profession. Furthermore, the intentions of this unit are to instill a work ethic in the student that will carry on through the remainder of his/her design coursework and eventually into a professional interior design career.

INTR321 - Systems and Environmental Control

- This unit will explore the various components of a building and the sequence of construction in different types of spaces and how various building systems—environmental control systems—involving water supply, waste water treatment, plumbing, space-heating, ventilation, air-conditioning, electrical, vertical transportation, noise control and acoustic concerns are designed and integrated into the building shell so student can effectively design safe, healthy and suitable environments for human activity.
- The purpose of this unit is to introduce students building systems and advanced building technologies. Other unit objectives are to give learners the knowledge about environmental control systems with ability to transfer the given information to design process for maintaining indoor comfort and for the design of sustainable environments.

INTR405 - Graduation Project I

- In this unit –along with INTR406- students will finally exploit all their expertise and previous experiences acquired throughout their course of study to accomplish their final Interior Design project.
- The Graduation Project. In these two major units (INTR 405 & INTR 406) students will execute one final project representing their knowledge, skills and cultural awareness gained in the previous years of study. The student will focus all his/her tools to accomplish the desired outcome.
- This unit reinforces knowledge and skills in providing students with the practical expertise needed in data gathering, analysis, design program formulation and concept design.
- The main theme is to qualify students to identify and apply their knowledge in writing effectively the literature review, the research methodology, and the results of their study of the selected theme for their graduation project.
- It teaches them how to use effective communication aids in presenting their outcomes. These should finally lead them to a design program and a design concept to be further developed throughout the design process of their graduation project.

INTR481 – Interior Design Studio V

- This unit is a studio-based unit reinforcing knowledge, concepts and skills developed in Interior Design Studio IV and in Working Details, and focusing on problem solving for hospitality and recreational areas.
- The main theme to follow in design is “SUSTAINABILITY and ECO-FRIENDLY DESIGN”. Appropriate research methods and programming of stakeholders such as client and operator’s requirements are introduced, as well as techniques of diagramming space to provide proper circulation and activity relationships. Design concept, image, color and finishes, graphics, building codes, and barrier-free design compliance are emphasized. Architecture and (FF & E)* design details are within the projects’ requirements.
- The goal of this unit is to qualify students to ascertain and apply the socio-cultural and eco-economic sustainable aspects as well as concepts of human factors and dimensions in public buildings interior design; to develop acquired programming skills and conceptual approach in the design of complex spatial problems; to apply the principles and elements of design as well as the working details of ceiling and flooring. Moreover, the aim also is to use spatial codes for hospitality and recreational areas requirements and to recognize different aspects of security issues and provide solutions.

DSN451 - User Interaction Techniques in Design

- This unit is an Introduction to interactive design it is a practical, introductory unit to the world of interactive and digital design. The focus will be on creating interactive experiences that are both functional and engaging. This will be approached from various points-of-view: design, usability, technique, and entertainment.
- The unit provides hands-on experience conducting a needs analysis, followed by the design of a suitable design discipline innovation, and ending with the implementation of a solution. Students utilize computer software and technology to present text, graphics, video, audio, and animation in an integrated way to produce interactive materials. This unit looks at interactivity through a focus on the capabilities and

constraints of human cognitive processing. This unit is an Introduction to interactive design it is a practical, introductory unit to the world of interactive and digital design. The focus will be on creating interactive experiences that are both functional and engaging. This will be approached from various points-of-view: design, usability, technique, and entertainment.

- The unit provides hands-on experience conducting a needs analysis, followed by the design of a suitable design discipline innovation, and ending with the implementation of a solution. Students utilize computer software and technology to present text, graphics, video, audio, and animation in an integrated way to produce interactive materials. This unit looks at interactivity through a focus on the capabilities and constraints of human cognitive processing.

- **INTR406 - Graduation Project II**

- To develop a final Graduation Project in one of the major fields of the Interior Design Department in response to a self-initiated design agenda/brief.
- In INTR 406 unit –after finalizing INTR 405- students will finally exploit all their expertise and previous experiences acquired throughout their course of study to accomplish their final Interior Design project – The Graduation Project. In these two major units (INTR405 & INTR406) students will execute one final Design Project representing their knowledge, skills and cultural awareness gained throughout the previous years of study while focusing on the theme researched in INTR405.

- **INTR472 - Forecasting Interior Design Trends**

- This unit is a theoretical unit exploring the human, environmental, and technical issues that have affected recent developments in interior design. Students will develop a personal design theory based on research in design philosophy from contemporary sources of the new millennium.
- This unit will encompass new trends in interior design such as futuristic interactive interiors, virtual environment as a design tool for interior design, the cognitive dimensions in design and the use of Nanotechnology in interior design.
- This unit aims to develop, advance the working methodology of interior design and prepare them for profession business.

- **DSN455 - Product Branding**

- This unit is designed to develop the students' knowledge and understanding of the concepts and principles of branding and brand management, and their application to relevant industries.
This unit explores the process of establishing a successful brand position. Through reading, research, lectures, case studies and workshops students learn the principles of modern branding. Students then apply those principles as they develop a brand strategy, brand position and brand personality for a specific product or service just as they would in the professional world.