

VII. B. INTERIOR DESIGN COURSE SYLLABI

IDES 1211: Introduction to Interior Design
IDES 1212: Interior Design I
IDES 1413: Interior Design II
IDES 2331: Behavior and the Physical Environment
IDES 2332: Materials for Interior Design
IDES 2411: Interior Design III–Digital Media, Residential Design
IDES 2412: Interior Design IV–Digital Media, Non-Residential
Design
IDES 3321: Interior Building Systems I
IDES 3322: Interior Building Systems II
IDES 3331: Interior Lighting
IDES 3332: Introduction to Furniture Design
IDES 3341: History of Furniture, Decoration, and Interior Design I
IDES 3342: History of Furniture, Decoration, and Interior Design II
IDES 3343: Professional Practices for Interior Designers
IDES 3411: Interior Design V – Office Design
IDES 3412: Interior Design Studio VI – Hospitality
IDES 4337: Sustainable Design
IDES 4338: Interior Design Internship
IDES 4425: Interior Design VII – Healthcare Design
ASSE 4311: Learning Assessment III

Course Title: IDES 1211: Introduction to Interior Design

Semester Credit Hours: 2 (2,0)

I. Course Overview

This course provides an introduction to the processes of interior design and the various aspects and considerations involved in practice of both residential and commercial design. It exposes the students to interior design as a profession and provides a framework for future courses.

II. PMU Competencies and Learning Outcomes

PMU competencies are supported through traditional classroom activities. Communication is supported through reading, writing, listening, and speaking in English. Critical thinking and problem solving are supported through reading, listening, and speaking activities that require students to demonstrate an active, analytical approach to material. Teamwork is emphasized through small group activities in the classroom. Information technology skills are developed as students use word-processing and the Internet to complete assignments.

III. Detailed Course Description

The course acquaints the student with the profession of interior design including: design basics, planning, materials and elements, furniture, textiles, lighting, color, art and accessories, kitchens and bathrooms, public spaces, human factors, design history, working methods, systems, and business practices. Classroom activities support the student's ability to work in a team and enhance written, graphic and oral communication skills (written, graphic, and oral).

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of freshman year.

V. Required Prerequisites

This is the first course in the Interior Design sequence

VI. Learning Outcomes

Students in this course gain knowledge of:

- The interior design profession
- The design process
- Elements of interior design
- Technical aspects of interior design projects
- Interior design as a business

VII. Assessment Strategy

Grades are generated by homework, in-class participation, and productivity, quizzes, and the final examination.

- Weekly reading assignments (10%)
- In-class participation, including presentation of homework, oral responses, interactive group work, discussions, presentations, note taking (10%)
- Four Quizzes over selected sections of the text (20%)
- Three 100-point projects (30%)
- Term research paper (20%)
- Final exam (10%)

VIII. Course Format

The class has a traditional lecture format. Students are expected to complete reading assignments prior to class.

Classroom Hours (2 hours per week)

Class: 2

Studio: 0

IX. Topics to be Covered

- A. Overview of the profession
 1. Practice of design
 2. Current issues
 3. Future directions
- B. Design fundamentals
 1. Design quality
 2. Design basics
 3. Design history
- C. The Design process
 1. The design process
 2. Planning
 3. Human factors
 4. Special needs
- D. Elements and materials of design
 1. Materials and their uses
 2. Color
 3. Lighting
 4. Textiles
 5. Furniture
 6. Accessories, art and signage
- E. Technical issues and specialized spaces
 1. Mechanical systems
 2. Special-purpose spaces
 3. Public interiors
- F. The business of interior design
- G. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Information technology skills are developed as students use word processing and the Internet to complete homework assignments. Students are assigned reading and research projects that require use of the computer and library resources.

XII. Special Projects/Activities

- A. Brain Test: Students are asked to complete an on-line test of learning style.
- B. Color Theory: Students select a color scheme and then locate an image of an interior that reflects that scheme and create a presentation board of that scheme.
- C. Product Research: Students select an aspect of interior materials and elements. They then locate five examples to present to the class. The professor produces a list of typical types of interior materials and elements for the students to use as a framework for their research. The list is based on elements that the text outlines.
- D. Research Paper: Students are required to write a report on some aspect of the Rybczynski text as it relates to the course material.

XIII. Textbooks and Teaching Aids

A. Required Textbook

Pile, John F. *Interior Design*, Third Edition. Upper Saddle River, New Jersey: Prentice Hall Press, 2003.
ISBN: 0-131-83296-4

Rybczynski, Witold, *Home: A Short History of an Idea*. East Rutherford, New Jersey: Penguin USA, 1987.
ISBN: 0140102310

B. Alternative Textbooks

None

C. Supplemental Print Materials

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

Course Title: IDES 1212: Interior Design I

Semester Credit Hours: 2 (0,2)

I. Course Overview

This foundations class exposes students to interior design as a profession utilizing new skills and knowledge. It introduces the application of principles, elements, processes and vocabulary of Interior Design

II. PMU Competencies and Learning Outcomes

The six competencies are reinforced throughout the course. Communication is a critical component of any studio-based class. Students are required to speak, write and present their work regularly. Critical thinking and problem solving are inherent to the design studio and are required for success. Some projects will require teamwork for the assignment.

III. Detailed Course Description

The course provides an introduction to interior design and cultivates the attitudes, values, work habits and skills appropriate to the educational environment and professional practice. Students develop a basic understanding of the design process, design decision making and the factors that influence design solutions.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of freshman year.

V. Required Prerequisites

Students must be concurrently enrolled in IDES 1211-Introduction to Interior Design.

VI. Learning Outcomes

Students in this class develop:

- An awareness of the types and degrees of interior enclosure, volumetric accommodation of activities and functions, and spatial scale and continuity.
- An awareness of two-dimensional and volumetric composition of spaces, layering, circulation, entry/exit, transition, and sequence.
- Competency in all forms of lettering for communication.
- Competency in orthographic projection.
- Competency in multiview drawing including layout and construction of plan, section and elevation.
- An understanding of paraline projection and freehand drawing.
- An awareness of model building and design diagramming.

VII. Assessment Strategy

Major design submissions will receive a letter grade. The criteria to be used in grading will be explained in the project statement. Understanding the nature of the project is important. Students should feel free to ask questions and discuss ideas that arise during the introduction of project requirements and expectations.

All projects must be turned in complete and on time. Late projects will be penalized by as much as one letter grade per day. The exact penalty for incomplete work will depend on the discretion of the studio instructor. Students should ask about this if it is not made clear.

To pass the course, the students must demonstrate competency in the semester's main topics and issues.

VIII. Course Format

The course is conducted in the context of the professional design office. Students and instructor attend each studio period, much as the practitioner is expected to be at the office each working day. This time period will be the only opportunity for the exchange of design theory and criticism.

Classroom Hours (4 hours per week)

Class: 0

Studio: 4

IX. Topics to be Covered

- A. Types and degrees of interior enclosure
- B. Volumetric accommodation of activities and functions
- C. Spatial scale and continuity
- D. Two-dimensional and volumetric composition of spaces
 - 1. Layering
 - 2. Circulation
 - 3. Entry and exit
 - 4. Transition
 - 5. Sequence
- E. Drafting conventions
 - 1. Lettering
 - 2. Layout and construction of plan, section and elevation
 - 3. Orthographic projection
- F. Model building
- G. Design diagramming
- H. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

There is no specific requirement for use of computer technology for this course.

XII. Special Projects/Activities

The following activities serve as a skeletal reference and are supplemented by the individual instructor.

- Project One: Learning to see and notate an existing space
- Project Two: Abstraction of the space from Project One
- Project Three: Freehand perspective drawing of the space from Project One
- Project Four: Analysis of an existing space
- Project Five: Representing the form of space (study models)
- Project Six: The design of defined space

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Ching, Francis, D.K., *Architectural Graphics*, Fourth Edition. New York: John Wiley & Sons, 2002
ISBN: 0-471-20906-6
2. Ching, Francis, D.K., *Architecture: Form, Space, and Order*, Second Edition. New York: John Wiley & Sons, 1995
ISBN: 0-471-28616-8
3. Pable, Jill B., *Sketching Interiors at the Speed of Thought*. New York: Fairchild Publishers, 2004
ISBN: 1-563-67313-4

B. Alternative Textbooks

1. Alexander, Christopher, et al., *A Pattern Language*. New York: Oxford University Press, 1977
ISBN: 0-195-01919-9
2. Barnet, Sylvan, *A Short Guide to Writing About Art*. St. Laurent, Quebec, Canada: Pearson Longman, 2002
ISBN: 0-321-10144-8
3. Ching, Francis, D.K., *Design Drawing*. New York: John Wiley & Sons, 1997.
ISBN: 0-471-28654-0
4. Ching, Francis, D.K., *Interior Design Illustrated*. New York: John Wiley & Sons, 1987.
ISBN: 0-471-28868-3
5. Koberg, Don, & Bagnall, Jim, *The Universal Traveler: A Soft Systems Guide to Problem Solving*, . Fredricton, New Brunswick, Canada: CRISP Publications, 2003.
6. Koberg, Don, & Bagnall, Jim, *The Process of Reaching Goals*, Fourth Edition. Fredricton, New Brunswick, Canada: CRISP Publications, 2003.
ISBN: 1-560-51679-3

C. Supplemental Print Materials

Journals and Magazines:

1. *Interior Design*
2. *Interiors*
3. *Metropolis*
4. *Dwell*
5. *Wallpaper*
6. *Architectural Digest*
7. *Elle D'cor*
8. *Metropolitan Home*

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

Course Title: IDES 1413: Interior Design II

Semester Credit Hours: 4 (1,3)

I. Course Overview

This course is a continuation of the foundations class sequence begun in IDES 1212: Interior Design I. It continues the introduction to professional skills and to written, graphic, and oral communication through creative projects.

II. PMU Competencies and Learning Outcomes

The six competencies are reinforced through-out the course. Communication is a critical component of any studio-based class. Students are required to speak, write and present their work regularly. Critical thinking and problem solving are inherent to the design studio and are required for success. Some projects require teamwork for a part, or, all of the assignment.

III. Detailed Course Description

The course continues the introduction to interior design education and cultivates the attitudes, values, work habits and skills appropriate to the educational environment and professional practice. Students establish a basic understanding of the design process, design decision making and the factors that influence design solutions.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of freshman year.

V. Required Prerequisites

Successful completion of IDES 1211: Introduction to Interior Design and IDES 1212: Interior Design I.

VI. Learning Outcomes

Students in this class gain:

- An understanding of the types and degrees of interior enclosure, volumetric accommodation of activities and functions, and spatial scale and continuity.
- An understanding of two-dimensional and volumetric composition of spaces, layering, circulation, entry/exit, transition and sequence.
- A limited understanding of the qualitative use of planes, surfaces, and openings that enclose space.
- An awareness of color theories, perception, and the psychological and emotional responses to color and light.

- An understanding of light, shade, and shadow in plan, elevation and axonometric.
- Competency in freehand representation of design solutions.
- An understanding of the construction and use of models for study and presentation.

VII. Assessment Strategy

Major design submissions will receive a letter grade. The criteria to be used in grading will be explained in the project statement. It is very important that students understand the nature of the project, what is expected, and how to address the issues of each assignment before spending time on the project. Students should feel free to ask questions and discuss ideas that arise during introductions of projects.

All projects must be turned in complete and on time. Late projects will be penalized by as much as one letter grade per day. The exact penalty for incomplete work will depend on the discretion of the studio instructor. Students should ask about this statement if not made clear.

VIII. Course Format

The course is conducted in the context of the professional design office. Students and instructor will attend each studio period, much as the practitioner is expected to be at the office each working day. This time period will be the only opportunity for the exchange of design theory and criticism.

Classroom Hours (8 hours per week)

Class: 1

Studio: 6

IX. Topics to be Covered

- A. Types and degrees of interior enclosure
- B. Volumetric accommodation of activities and functions
- C. Spatial scale and continuity
- D. Two-dimensional and volumetric composition of spaces
 1. Layering
 2. Circulation
 3. Entry and exit
 4. Transition
 5. Sequence
- E. Drafting conventions
 1. Lettering
 2. Layout and construction of plan, section and elevation
 3. Orthographic projection
- F. Model building
- G. Design diagramming
- H. Freehand sketching
 - I. Color theories and applications
- J. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

This course will lay the traditional groundwork in freehand sketching, model building, and other skills that are the basis for later skills in CAD and design tools using computers. Students will find information on the Internet to supplement topics covered in lectures.

XII. Special Projects/Activities

The following activities will serve as a skeletal reference and should be supplemented by the individual instructor.

- A. The design of implied space
- B. Drawing as a design tool
- C. The effects of color
- D. Creation of an alternate world: The students will create a "character" then design a habitat and living environment that is specific to that creature. Outcomes will include all forms of drafted elements, models, application of all previous acquired skills and knowledge from both semesters.

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Ching, Francis, D.K., *Architectural Graphics*, Fourth Edition. New York: John Wiley & Sons, 2002
ISBN: 0-471-20906-6
2. Ching, Francis, D.K., *Architecture: Form, Space, and Order*, Second Edition. New York: John Wiley & Sons, 1995
ISBN: 0-471-28616-8
3. Pable, Jill B., *Sketching Interiors at the Speed of Thought*. New York: Fairchild Publishers, 2004
ISBN: 1-563-67313-4

B. Alternative Textbooks

1. Alexander, Christopher, et al. *A Pattern Language*. New York: Oxford University Press, 1977
ISBN: 0-195-01919-9
2. Barnett, Sylvan. *A Short Guide to Writing About Art*. St. Laurent, Quebec, Canada: Pearson Longman, 2002.
ISBN: 0321101448
3. Ching, Francis, D.K. *Design Drawing*. New York: John Wiley & Sons, 1997.
ISBN: 0471286540

4. Ching, Francis, D.K. *Interior Design Illustrated*. New York: John Wiley & Sons, 1987.
ISBN: 0-471-28868-3
5. Koberg, Don, & Bagnall, Jim, *The Universal Traveler: A Soft Systems Guide to Problem Solving*, . Fredricton, New Brunswick, Canada: CRISP Publications, 2003.
6. Koberg, Don, & Bagnall, Jim, *The Process of Reaching Goals*, Fourth Edition. Fredricton, New Brunswick, Canada: CRISP Publications, 2003.
ISBN: 1-560-51679-3

C. Supplemental Print Materials

Journals and magazines:

1. *Interior Design*
2. *Interiors*
3. *Metropolis*
4. *Dwell*
5. *Wallpaper*
6. *Architectural Digest*
7. *Elle D'cor*
8. *Metropolitan Home*

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

Course Title: IDES 2331: Behavior and the Physical Environment

Semester Credit Hours: 3 (3,0)

I. Course Overview

The course introduces the students to the basic psychology of designing spaces and places for human occupancy. Concepts introduced provide students with a basic knowledge of crowding, territoriality, attitudes relative to personal space, personality, and the definition of space and privacy as they relate to both residential and non-residential environments. Other concepts include managing limited resources and the design of habitable environments.

II. PMU Competencies and Learning Outcomes

The study of the impact of human behavior as it effects the built environment is important to designing appropriate interior spaces. The students are required to employ critical thinking and problem solving. The students use the Internet to retrieve additional information and data to address problem-solving exercises.

III. Detailed Course Description

This course is an introduction to the basic psychology of designing spaces and places for human occupancy within a cultural context. These concepts provide a foundation for humans' use of space in the public and private built environment. The course provides the students with assimilation of data, organization of information and data, and experience with interpreting data in a graphic format. The course content is important to the development of critical thinking and problem-solving skills.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of sophomore year.

V. Required Prerequisites

Successful completion of IDES 1413: Interior Design II

VI. Learning Outcomes

Students in this class learn:

- To understand the dynamic relationship between behavior and the built environment.
- To explore the concepts of territoriality, perceptions of space, proxemics in a cross-cultural context, and behavior related to space utilization.
- To make an oral PowerPoint presentation of final project.
- To solve problems.
- To communicate design decisions through use of graphs and charts.
- To assist students in developing sensitivity to user requirements based on social and cultural factors.

VII. Assessment Strategy

Assignments and projects constitute 100% of the grade. Assignments and projects increase professional competence, technological competence, and knowledge of research methods and strategies.

A. Readings (20%)

B. Essay/review of literature (30%)

C. Final project (50%)

1. Observation method
2. Informal questionnaire
3. Final presentation (PowerPoint) of findings to include summary and conclusions of findings based on observations and informal questionnaire.

VIII. Course Format

The class includes lectures, discussions, and project development including research strategies. Students are expected to read the assigned material before class, and spend an average of two hours per week outside of class for each hour of class.

Classroom Hours (3 hours per week)

Class: 3
Studio: 0

IX. Topics to be Covered

- A. Proxemics as a method to study the effects of spatial relationships.
- B. Proxemics as a method to communicate the effects of spatial relationships.
- C. Critical thinking and problem solving.
- D. Organization and time management.
- E. Space planning, crowding, and territoriality.
- F. Social space planning and group living.
- G. Critically evaluate the dynamics of space use based on informal observation.
- H. Creating spatial layouts that provide for activity patterns of users and helps users meet their goals.
- I. Development and administer an informal questionnaire to assess user/space utilization of an existing space.
- J. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Students will use word processing and the Internet to prepare written report and conduct research. The final presentation will be make use of PowerPoint.

XII. Special Projects/Activities

- A. Conduct an observation study on an existing space.
- B. Assignments
 - 1. Readings as assigned.
 - 2. Write an essay that is cross-cultural and discusses the differences of use of an identified space.

XIII. Textbooks and Teaching Aids

A. Required Textbook

- 1. Israel, Toby. *Some Place Like Home: Using Design Psychology to Create Ideal Places*. New York: John Wiley & Sons, Inc., 2003. ISBN: 0-470-849-50-9
- 2. Gifford, Robert. *Environmental Psychology: Principles and Practice*. Third edition. Colville, WA. Optimal Books, 2002. ISBN: 0-205-18941-5

B. Alternative Textbooks

None

C. Supplemental Print Materials

1. Bechtel, Robert B. and Arza Churchman. (Eds.). *Handbook of Environmental Psychology*. New York: John Wiley & Sons, Inc., 2002.
ISBN: 0-471-40594-9
2. *Hall, Edward T. *Personal Space*. Englewood Cliffs, New Jersey: Prentice-Hall, Inc., 1969.
ISBN: 0-136-575-773
3. Lang, Jon, Charles Burnett, Walter Moleski and David Vachon. (Eds.). *Designing for Human Behavior: Architecture and the Behavioral Sciences*. Stroudsburg, Pennsylvania. Downen, Hutchinson and Ross, Inc., 1974.
ISBN 0-879-330-546

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

1. Other supplemental online materials as provided by the publisher.
2. Instructors will provide a list of suitable, contemporary Web sites that are appropriate for the topics and level of detail that they will teach.
 - a. www.isdesignet.com/
 - b. www.edra.org/

**NOTE: This book is out-of-print. The instructor should request permission from the publisher to re-print portions as a library resource.*

Course Title: IDES 2332: Materials for Interior Design

Semester Credit Hours: 3 (3,0)

I. Course Overview

The course covers the technical aspects of surface and structural materials in relation to function and appropriate application in the interior environment. It covers ways in which materials are communicated in design projects including: estimation, specification writing and contract documentation.

II. PMU Competencies and Learning Outcomes

The course increases professional competence in the area of interior materials and their application, enhances ability to work as a team and enhances communication skills (written, graphic, and oral). Technological competence is supported through product research using the Internet. Teamwork and leadership skills are developed through the activity of functioning as a design team to present product research and problem-solve.

III. Detailed Course Description

This exploration of the materials used in interior environments concentrates on the functional aspects of finishes and materials and how they are communicated in design projects including: estimation, specification writing and contract documentation. Codes and appropriate testing of materials will also be addressed.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of sophomore year.

V. Required Prerequisites

- Successful completion of first year interior design classes
- IDES 2411: Interior Design Studio III
- IDES 2331: Behavior and the Physical Environment.

VI. Learning Outcomes

Students in this class develop:

- Understanding of the functional aspects of interior materials.
- Understanding of estimation of materials for budget assessment.
- Understanding of the CSI format for specification.
- Awareness of codes and standard testing procedures for interior materials.
- Understanding of how to specify furniture fabric and equipment for interiors.
- Understanding of research processes for interior specification.

VII. Assessment Strategy

Grades are generated by homework, in-class participation and productivity, quizzes, and the final examination.

- A. Weekly reading assignments (10%)
- B. In-class participation: presentation of homework, oral responses, interactive group work, discussions, presentations, note taking (10%)
- C. Four quizzes over selected sections of the text (20%)
- D. Three 100-point projects (30%)
- E. Team research project (20%)
- F. Final exam (10%)

VIII. Course Format

This course is taught in lecture format with some in-class team assignments to reinforce research methodologies. Students are expected to complete assigned reading prior to class and participate in class discussion and inquiry.

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. Physical environment
 - 1. Air quality
 - 2. LEED certification
- B. Paint and finishes
 - 1. Components
 - 2. Types
 - 3. Finishes
 - 4. Color
 - 5. Application
 - 6. Estimation
 - 7. Specification
- C. Carpet
 - 1. History and function
 - 2. Fibers
 - 3. Construction methods
 - 4. Dyeing
 - 5. Testing
 - 6. Estimation
 - 7. Specification
 - 8. Installation
- D. Floors
 - 1. Types
 - 2. Applications
 - 3. Estimation
 - 4. Specification

- E. Walls
 - 1. Types
 - 2. Applications
 - 3. Estimation
 - 4. Specification
- F. Ceilings
 - 1. Types
 - 2. Applications
 - 3. Estimation
 - 4. Specification
- G. Components
 - 1. Types
 - 2. Application
 - 3. Specification
- H. Cabinet construction
 - 1. Joinery
 - 2. Edge treatments
 - a. Drawers and doors
 - b. Joints
 - c. Hardware
 - d. Documentation
- I. Kitchen and baths
 - 1. Application of materials specifically for these environments.
- J. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Information technology skills including use of the Internet and Microsoft Word are required to complete research assignments.

XII. Special Projects/Activities

Student teams are selected to research and prepare a project brief and class presentation about current products and projected trends in specific areas of the course material. Small in-class projects reinforce methods of researching and specifying materials in interior environments.

XIII. Textbooks and Teaching Aids

A. Required Textbook

- 1. Riggs, J. Rosemary, *Materials and Components of Interior Architecture*, Sixth Edition. Upper Saddle, New Jersey: Prentice Hall, 2003.
ISBN: 0-13-048399
- 2. Rezinkoff, S.C., *Specifications for Commercial Interiors*, New York: Whitney Library of Design, 1989.
ISBN: 0-8230-4893-4

B. Alternative Textbooks

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

C. Supplemental Print Materials

None

D. Supplemental Online Materials

None

Course Title: IDES 2411: Interior Design III–Digital Media, Residential Design

Semester Credit Hours: 4 (0,4)

I. Course Overview

This course introduces students to the primary digital media required to produce and present professional interior design projects. A residential design project provides the site for students to learn AutoCAD, 3D Studio Viz, Photoshop, InDesign and PowerPoint. Students will improve their quick sketching skills and be familiar with Internet resources for 3D models of furniture, objects and images.

II. PMU Competencies and Learning Outcomes

Communication through visual means of drawing and digital modeling is the predominant student competency developed by this course. Critical thinking and problem solving are developed through space planning and design. Students demonstrate an active, analytical approach to the creation of interior projects. Although the primary output is by individual students, teamwork is required in small groups through peer critique and learning exercises. Information technology skills develop as students use CAD drafting, 3D Modeling, image editing, page layout, e-mail, and the Internet to complete homework assignments.

III. Detailed Course Description

This course is the third in a series of eight design studios. Topics in this course include two-dimensional and three-dimensional drafting and representation of interior spaces. Students study the effects of light, color, furniture and decorative objects in residential design. Space planning and volumetric study as it relates to the human body (individuals and groups) are emphasized.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of sophomore year.

V. Required Prerequisites

IDES 1413: Interior Design II.

VI. Learning Outcomes

Students in this class will acquire:

- Two-dimensional digital drafting skills as they apply to residential interior spaces.
- Three-dimensional digital modeling skills.
- Basic capabilities in graphic design page layout and photograph editing programs.
- Knowledge of space planning techniques and conventions.
- Familiarity with the effects of color and light on interior spaces and objects.
- Improved skills in quick sketching

VII. Assessment Strategy

Assessment for this course consists of a series of evaluations of completed project assignments and an evaluation of students sketch books. Specific assessment includes the following:

- A. Documentation of building shell in two dimensions (10% of the final grade).
- B. Development of three-dimensional building shell (10% of the final grade).
- C. Interior partitions in two dimensions (10% of the final grade).
- D. Development of three-dimensional interior partitions (10% of the final grade).
- E. Furniture layout in two dimensions (15% of the final grade).
- F. Furniture development in three dimensions (15% of the final grade).
- G. Application of light, color and texture in two dimensions and three dimensions. (10% of final grade).
- H. Development of final presentation using PowerPoint software. (10% of final grade).
- I. Evaluation of the daily sketchbook. (10% of the final grade).

VIII. Course Format

The course is primarily a studio which incorporates a series of lectures and demonstrations of software.

Attendance is mandatory. Much of the student outcome is produced in the four-hour class periods.

Students present their work verbally three times throughout the semester for peer critique.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (12 hours per week)

Class: 0

Studio: 12

IX. Topics to be Covered

- A. Conceptual underpinnings of architectural desktop
- B. Working with standard commercial construction techniques
- C. Building a model and space programming
- D. Beginning a floor plan and residential space planning
- E. The building shell
- F. Introducing Viz objects
- G. Editing objects
- H. Adding cameras and lights
- I. Enhancing models with materials
- J. Inserting 3D models from Internet sources
- K. Human scale and dimensions
- L. Controlling lights and materials
- M. Using Photoshop with Viz
- N. Using InDesign with Photoshop, AutoCAD and Viz
- O. Scanning sketches
- P. Generating printed output
- Q. Creating PowerPoint presentations
- R. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is integrated in a semester-long studio project for the design of a single-family house.

XI. Technology Component

Students learn the fundamentals of AutoCAD, Viz, Photoshop, InDesign, PowerPoint and Internet.

XII. Special Projects/Activities

This course requires that students integrate digital technology skills while designing a single-family residence. The fundamentals of residential design techniques and philosophies are integrated seamlessly with the learning of digital representation. In addition to digital techniques, students are required to maintain a sketchbook. Process sketches are scanned and integrated into the final presentation. Final presentations are made with PowerPoint and include the following components:

- A. Furniture plan(s)
- B. Three-dimensional digital models of primary spaces (five images required)
- C. Sketches of preliminary bubble diagrams
- D. Sketches of preliminary design ideas
- E. Written concept statement

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Aubin, Paul F. *Mastering Autodesk Architectural Desktop*, 2004. Florence, KY: Delmar Learning, 2003. ISBN: 1-401-84885-0
2. Omura, George. *Mastering Autodesk Viz 4*. Alameda, CA.: Sybex, Incorporated, 2002. ISBN: 0-782-4132-3

B. Alternative Textbooks

Since digital technology evolves quickly, updated books may be available at the time of course introduction.

C. Supplemental Print Materials

Instructors develops a list of reference handouts for the basic familiarization of Photoshop, InDesign, PowerPoint and scanning techniques.

Sources include the following:

1. Shufflebotham, Robert. *Photoshop 7 in Easy Steps*. Dayton, New Jersey: Barnes and Noble Books, 2004. ISBN: 0-760-74784-9
2. *Adobe InDesign CS Classroom in Book*. Berkeley, CA: Adobe Press, 2003. ISBN: 0-321-19377-6
3. Blanton, Alex, & Wrothwell, Aileen. *Microsoft Office PowerPoint 2003 Step by Step*. Riyadh, Saudi Arabi: Microsoft Press, 2003. ISBN: 0-735-61522-5

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors will develop a list of suitable, contemporary Websites that are appropriate for the topics they teach and sources for three-dimensional furniture models and objects.

1. Mr. Furniture - www.mr-cad.com
2. 3D CAFÉ - www.3dcafe.com
3. 3D ART - www.the123d.com

Course Title: IDES 2412: Interior Design IV–Digital Media, Non-Residential Design

Semester Credit Hours: 4 (1,3)

I. Course Overview

This course expands knowledge and use of the primary digital media required for production and presentation of professional interior design projects. A small scale non-residential design project (such as an art gallery, boutique, or café) provides the site for students to further their skills in AutoCAD, 3D StudioViz, Photoshop, Indesign and PowerPoint. In addition, students are introduced to Lightscape and animation. Students continue to improve their quick sketching skills.

II. PMU Competencies and Learning Outcomes

Communication through the visual means of drawing and digital modeling is the dominant student competency developed by this course. Critical thinking and problem solving are developed through space planning and design. Students demonstrate an active, analytical approach to creation of interior projects. Although the primary output is by individual students, teamwork is required in small groups through peer critique and learning exercises. Information technology skills are developed as students use CAD drafting, 3D modeling, image editing, page layout, animation, e-mail, and the Internet to complete homework assignments.

III. Detailed Course Description

This course is the fourth in a series of eight design studios. Topics covered in this course include two-dimensional drafting, three-dimensional modeling, and animation of interior spaces. Students study the effects of light, color, furniture, and decorative objects in non-residential design. Space planning and volumetric study as it relates to the human body (individuals and groups) are emphasized.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of sophomore year.

V. Required Prerequisites

IDES 2411: Interior Design III.- Digital Media, Residential Design

VI. Learning Outcomes

Students in this course acquire:

- Two-dimensional digital drafting skills as they apply to non-residential interior spaces
- Three-dimensional digital modeling skills
- Enhanced abilities with graphic design page layout and photograph editing programs
- Space planning techniques and conventions
- Understanding of the effects of color and light on interior spaces and objects
- Improved quick sketching skills
- Basic three-dimensional animation skills
- Programming procedures for non-residential spaces

VII. Assessment Strategy

Assessment for this course consists of a series of evaluations of completed project assignments and evaluation of student sketchbooks. Specific assessment includes the following:

- A. Documentation of project program. (10% of the final grade)
- B. Development of schematic design in two and three dimensions. (20% of the final grade)
- C. Design development in two and three dimensions. (20% of the final grade)
- D. Development of animation. (10% of the final grade)
- E. Development of final presentation using PowerPoint software. (30% of final grade)
- F. Evaluation of the daily sketchbook. (10% of the final grade)

VIII. Course Format

The course is primarily a studio which incorporates a series of lectures and demonstrations of software.

Attendance is mandatory. Much of the student outcome is produced in the four-hour class periods.

Students present their work verbally three times throughout the semester for peer critique.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (12 hours per week)

Class: 1

Studio: 12

IX. Topics to be Covered

- A. Programming for non-residential projects
- B. Developing floor plans
- C. Building a digital model
- D. Understanding typical non-residential building types
- E. Creating objects in Viz
- F. Advanced work with cameras
- G. Using Radiosity
- H. Advanced material editing
- I. Human scale and dimension
- J. Reflected ceiling plans
- K. Advanced work with Photoshop and InDesign
- L. Creating animation
- M. Advanced PowerPoint presentations
- N. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is integrated in a semester-long studio project to design a small non-residential project such as an art gallery, boutique, or café.

XI. Technology Component

Students enhance skills in AutoCAD, Viz, Photoshop, InDesign, PowerPoint and Internet. Students learn the fundamentals of animation and Lightscape.

XII. Special Projects/Activities

This course requires that students integrate digital technology skills while designing a non-residential project. The fundamentals of non-residential design techniques and philosophies are integrated seamlessly with the learning of digital representation. In addition to digital techniques, students are required to maintain a sketchbook. Process sketches are scanned and integrated into the final presentation. Final presentations are presented with PowerPoint and include the following components.

- A. Furniture plan(s) (15% of grade)
- B. Three-dimensional digital models of primary spaces. Five images required. (40% of grade)
- C. Sketches of preliminary bubble diagrams (10% of grade)
- D. Sketches of preliminary design ideas (10% of grade)
- E. Written concept statement (10% of grade)
- F. Ceiling plan(s) (15% of grade)

XIII. Textbooks and Teaching Aids

A. Required Textbook

The following materials supplement the textbooks required for IDES 2411: Interior Design III.- Digital Media, Residential Design:

- 1. Aubin, Paul F. *Mastering Autodesk Architectural Desktop 2004*. Florence, KY: Delmar Learning, 2003.
ISBN: 1-401-84885-0
- 2. Omura, George. *Mastering Autodesk Viz 4*. Alameda, CA: Sybex, Incorporated, 2002.
ISBN: 0782141323

Students will be required to use the following:

- 1. *Adobe Photoshop 6.0 Classroom in a Book*. Berkeley, CA: Adobe Press, 2000.
ISBN: 0-201-71016-1
- 2. *Adobe InDesign CS Classroom in Book*. Berkeley, CA: Adobe Press, 2003.
ISBN: 0-321-19377-6

B. Alternative Textbooks

Since digital technology evolves quickly, updated books may be available at the time of course introduction.

C. Supplemental Print Materials

Instructors provide reference handouts for programming techniques applicable to the selected project.

Sources include the following:

1. Scott-Webber. *Programming: A Problem Solving Approach for Users of Interior Spaces*. Thomson Learning, 1998.
ISBN: 0-873-93674-4
2. Karlen, Mark, Ruggeri, Kate, & Hahn, Peter. *Space Planning Basics*. New York: John Wiley and Sons, Incorporated, 2003.
ISBN: 0-471-43439-6

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Web sites that are appropriate for the topics they teach and sources for 3-dimensional furniture models and objects.

1. Mr Furniture – www.mr-cad.com
2. 3D café – www.3dcafe.com
3. 3D ART – www.the123d.com

Course Title: IDES 3321: Interior Building Systems I

Semester Credit Hours: 3 (3,0)

I. Course Overview

This lecture course covers standard interior building systems including partitions, ceilings, floors, and stairs. Students learn about glazing, woodwork, hardware, structural coordination, barrier free design, means of egress and the international building code.

II. PMU Competencies and Learning Outcomes

Technological competence concerning building technology, and the details, and methods of the construction industry is the primary focus of the course. Students also learn professional communication through acquiring the vocabulary of the industry. The course requires critical thinking and problem solving through applied problems on periodic tests.

III. Detailed Course Description

The creation of functional and aesthetically pleasing interior spaces requires not only sensitivity to aesthetics but also a strong grounding and understanding of construction systems. This is the first of a two-course series dealing specifically with interior building systems. Students learn about floor, wall, ceiling and other construction methods in a lecture and discussion format.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of junior year.

V. Required Prerequisites

Third year standing in the interior design program.

VI. Learning Outcomes

Students in this class achieve familiarity with:

- Technical aspects of interior structures
- Assembling and finishing of floors
- Construction and finishing of wall.
- Construction and finishing of ceilings
- Building systems and acoustics
- Stair design and construction
- Structural coordination
- Barrier-free design
- Basic aspects of the International Building Code

VII. Assessment Strategy

Assessment for this course consists of two examinations (mid-term and final).

- A. Mid-term exam (50% of the final grade).
- B. Final exam (50% of the final grade).

VIII. Course Format

The course is primarily a lecture format which incorporates a series of in class discussion sessions.

Attendance is extremely important for learning the material presented. Each student is allowed three excused absences before her grade is affected.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. Partitions
- B. Ceilings
- C. Doors
- D. Hardware
- E. Glazing
- F. Architectural woodwork
- G. Ornamental metals
- H. Flooring construction
- I. Acoustics
- J. Stair design and construction
- K. Signage systems
- L. Security systems
- M. Audiovisual systems
- N. Structural coordination
- O. Barrier-free design
- P. Building codes and regulations
- Q. Means of egress
- R. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is presented through lecture. In addition to lectures, the information is reinforced through in-class exercises related to structural systems, building codes, and barrier-free design. Group discussions compare and contrast international and local construction procedures and practices.

XI. Technology Component

Knowledge of building technologies is the primary focus of the course. Students use the Internet to research topics covered in the course

XII. Special Projects/Activities

Students complete in-class exercises related to structural systems, building codes, means of egress, and barrier-free design. The subject for the exercises is the same as the student's project in IDES 3411: Interior Design Studio V – Office Design, which is taken the same semester.

XIII. Textbooks and Teaching Aids

A. Required Textbook

Ballast, David Kent. *Interior Construction and Detailing for Designers and Architects*. Belmont, CA: Professional Publications, Incorporated, 2002.
ISBN: 1-888-57778-9.

B. Alternative Textbooks

Ching, Francis D.K. & Adams, Cassandra. *Building Construction Illustrated*. New York: Wiley, John and Sons, Incorporated, 2000.
ISBN: 0-4713-5898-3.

C. Supplemental Print Materials

Instructors provide handouts for construction techniques and practices specific to local customs and traditions, including local/regional construction systems, techniques, materials, and building codes.

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Web sites that are appropriate for the topics they teach, including local/regional materials suppliers, construction companies, and structural systems).

Course Title: IDES 3322: Interior Building Systems II

Semester Credit Hours: 3 (3,0)

I. Course Overview

This lecture course covers standard interior building systems including heating, ventilation, air conditioning, plumbing, fire protection, and electrical distribution. Students gain more knowledge of the international building code.

II. PMU Competencies and Learning Outcomes

Technological competence concerning building technology, and the details and methods of the construction industry is the primary focus of the course. Students also learn professional communication through acquiring the vocabulary of the industry. The course requires critical thinking and problem solving through applied problems on periodic tests.

III. Detailed Course Description

The creation of functional and beautiful interior spaces requires not only sensitivity to aesthetics but also a strong grounding and understanding of construction systems. This is the second of a two-course series dealing specifically with interior building systems. Students learn about heating, ventilating and air conditioning (HVAC); plumbing; fire protection; and electrical systems in a lecture/discussion format.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of junior year.

V. Required Prerequisites

IDES 3321: Interior Building Systems I.

VI. Learning Outcomes

Students in this course will become familiar with:

- Fundamental aspects of HVAC systems.
- Indoor air quality.
- Water supply and elimination of waste.
- Principles of electricity and electrical distribution systems.
- International Building Code.

VII. Assessment Strategy

Assessment for this course consists of two examinations (mid-term and final).

- A. Mid-term exam (50% of the final grade).
- B. Final exam (50% of the final grade).

VIII. Course Format

The course is primarily a lecture format which incorporates a series of in class discussion sessions.

Attendance is extremely important for learning the material presented. Each student is allowed three excused absences before her grade is affected.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. Energy overview
- B. Climate comfort and design strategies
- C. Thermal control
- D. Heat flow
- E. Designing for heating and cooling
- F. Indoor air quality
- G. Water supply
- H. Solid waste
- I. Fire protection
- J. Electricity
- K. Standard for energy efficient building design
- L. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is presented through lectures. In addition to lectures, the information is reinforced through in-class exercises related to HVAC design and layout. Group discussions compare and contrast international and local construction procedures and practices.

XI. Technology Component

Knowledge of building technologies is the primary focus of the course. Students use the Internet to research topics covered in the course.

XII. Special Projects/Activities

Students complete in-class exercises related to HVAC design and layout. The subject for the exercises will be the project students' work on in IDES 3412: Interior Design Studio VI ? Hospitality, which is taken the same semester.

XIII. Textbooks and Teaching Aids

A. Required Textbook

Stein, Ben & Reynolds, John. *Mechanical and Electrical Equipment for Buildings*. New York: Wiley, John and Sons, Incorporated, 1999. ISBN: 0-471-15696-5.

B. Alternative Textbooks

Lechner, Norbert M. *Heating, Cooling, Lighting: Design Methods for Architects*. New York: Wiley, John and Sons, Incorporated, 1991. ISBN: 0-471-62887-5.

C. Supplemental Print Materials

Instructors provide handouts for construction techniques and practices specific to local customs and traditions, including HVAC systems, water usage guidelines, fire protection systems, and local/regional standards for energy efficiency.

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Websites appropriate for the topics they teach, including HVAC systems, water usage guidelines, fire protection systems, and local/regional standards for energy efficiency.

Course Title: IDES 3331: Interior Lighting

Semester Credit Hours: 3 (3,0)

I. Course Overview

This course focuses on lighting design for interior spaces. Students gain knowledge of the perception and psychological aspects of light as well as technical information related to current fixture types and appropriate application.

II. PMU Competencies and Learning Outcomes

Students learn professional communication through the means of reflected ceiling plans and fixture schedules. Technological competence is gained by Internet searches of products, online learning tools, e-mail, and word processing. The course requires critical thinking and problem solving through the application of knowledge gained in the classroom to a project completed in the concurrent design studio course (IDES 3411: Interior Design V - Office Design). The course teaches professional competence through the learning of industry-specific vocabulary and the development of written and graphic communication.

III. Detailed Course Description

Topics covered in this course include perception and psychology of light, brightness, color, use of daylight, lamp types, fixture types, light control, photometrics, electrical distribution systems, and lighting layout/design.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of junior year.

V. Required Prerequisites

IDES 2412: Interior Design IV – Digital Media, Non-residential Design

VI. Learning Outcomes

In this course, students learn:

- How light is seen and perceived through the human eye and brain.
- Psychological and emotional impact of light.
- How surface finish and reflectance affect brightness.
- Variations of color temperature and color rendering.
- Various lamp and fixture types.
- Measurement of light.
- Electrical distribution and control systems as related to lighting.
- Standard means of communicating lighting design through reflected ceiling plans and fixture schedules.

VII. Assessment Strategy

Assessment for this course consists of two examinations (mid-term and final) and the evaluation of one project (completed in concurrently with IDES 3411: Interior Design V - Office Design).

- A. Mid-term exam (40% of the final grade)
- B. Final exam (40% of the final grade)
- C. Project drawings and specifications. (20% of the final grade)

VIII. Course Format

The course is primarily a lecture format which incorporates a series of in-class Internet work sessions.

Attendance is extremely important for learning the material presented. Each student will be allowed three excused absences before her grade is affected.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. Perception of light
- B. Psychology of light
- C. Brightness
- D. Color
- E. Daylight
- F. Incandescent lamps
- G. Discharge lamps
- H. Auxiliary equipment
- I. Light control
- J. Photo metrics
- K. Electricity
- L. Luminaries
- M. Design issues
- N. Reflected ceiling plans and schedules
- O. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is presented through lecture. In addition to lectures, the information is reinforced through in-class online sessions and through the Lightolier website. The instructor for this course will visit the IDES 3411: Interior Design V - Office Design studio at appropriate times in the semester to integrate lighting information into the design project.

XI. Technology Component

Students enhance their Internet skills through in-class online study sessions. Students use AutoCAD for the completion of reflected ceiling plans and Excel for the completion of lighting schedules.

XII. Special Projects/Activities

This course requires that students integrate classroom learning with the office design project being completed in IDES 3411: Interior Design V Office Design. Specific requirements for the lighting design component of that project include a reflected ceiling plan, a light fixture schedule, and a lighting concept statement. Students complete portions of the Lightolier online “Lessons in Lighting” program.

XIII. Textbooks and Teaching Aids

A. Required Textbook

Gordon, Gary. *Interior Lighting for Designers*. New York: John Wiley & Sons, Inc., 2003.
ISBN: 0-471-4411-8.

B. Alternative Textbooks

Steffy, Gary. *Architectural Lighting Design*, Second Edition. New York: John Wiley & Sons, Inc., 2001.
ISBN: 0-471-38638-3.

C. Supplemental Print Materials

Instructors provide reference handouts for examples of reflected ceiling plans and schedules provided by local design/architecture firms.

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Websites that are appropriate for the topics they teach and lighting manufacturers.

- 1.Cooper Lighting – www.cooperlighting.com
- 2.Lightolier – www.lightolier.com
- 3.Nessen Lighting – www.nessenlighting.com

Course Title: IDES 3332: Introduction to Furniture Design

Semester Credit Hours: 3 (3,0)

I. Course Overview

The course covers the basic skills of concept development, three-dimensional fabrication, and presentation techniques appropriate to furniture design and object making for application in the interior environment.

II. PMU Competencies and Learning Outcomes

The course increases professional competence in the area of materials and their application, enhances ability to work as a team and enhances communication skills (written, graphic, and oral). Technological competence is supported through product research using the Internet. Leadership skills are developed through group presentations of product research, development, and models.

III. Detailed Course Description

This exploration of the appropriate use of materials and construction methods for furniture and other objects concentrates on the functional aspects of finishes and materials and how they are communicated in design projects including: machine processes, material manipulation, computer-based studies of furniture and object designs, and developing and prototyping of design ideas.

IV. Requirements Fulfilled

This course is an elective for students majoring in interior design.

V. Required Prerequisites

- Successful completion of the first two years of interior design courses.

VI. Learning Outcomes

Students in this course develop:

- Understanding of the functional aspects of furniture and designed-object materials.
- Understanding of machine processes for construction of furniture and designed-objects.
- Understanding of the design process for developing and prototyping of design ideas.
- Awareness of methods of material manipulation.
- Awareness of the relationship of design history to the creation of new products for interior design.

VII. Assessment Strategy

Grades are generated by homework, in-class participation and productivity, and projects.

- A. Weekly reading assignments (10%)
- B. In-class participation: presentation of homework, oral responses, interactive group work, discussions, presentations, note taking (10%)
- C. Four quizzes over selected sections of the texts (20%)
- D. Research project (10%)
- E. Design projects (50%)

VIII. Course Format

The course is conducted in the context of the professional design office. Students and instructor attend each studio period, much as the practitioner is expected to be at the office each working day. This time period is the only opportunity for the exchange of design theory and criticism. Classes will include lecture, discussion, presentation and field trips to observe manufacturing processes and applications.

Classroom Hours (12 hours per week)

Class: 4

Studio: 8

IX. Topics to be Covered

- A. Furniture and object design methodologies
- B. Typical materials for furniture and objects
 - 1. Wood
 - a. Basic properties
 - b. Basic joinery
 - c. Basic fabrication techniques
 - d. Finishing
 - 2. Metals
 - a. Basic properties
 - b. Basic joinery
 - c. Basic fabrication techniques
 - d. Finishing
 - 3. Plastics
 - a. Basic properties
 - b. Basic joinery
 - c. Basic fabrication techniques
 - d. Finishing
 - 3. Other
 - a. Glass
 - b. Stone
 - c. Fabric
 - d. New materials
 - 4. Field trip – to be determined by professor-of-record.

- C. Production methodologies
 - 1. Machine processes
 - 2. Applications
- D. Design development for three-dimensional objects
- E. Prototype creation and evolution
- F. Field trips to be determined by professor of record

X. Laboratory Exercises

None

XI. Technology Component

Information technology skills are developed through a variety of tools. The Internet, Microsoft Office, AutoCAD, 3D Studio Viz, Photoshop, and InDesign are required to complete assignments.

XII. Special Projects/Activities

Students will complete a variety of projects that include: an evaluation of the materials, construction, and manufacturing processes of a classic 20th century object; the construction of a structurally sound, full-scale piece of seating from corrugated cardboard; and the creation of varied objects exhibited through prototypical models and construction documentation.

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Jurgen-Sembach, Klaus, *Furniture Design*, Taschen, September 2002
ISBN: 3822821403
2. Fine Woodworking, *Practical Design Solutions and Strategies: Key Advice for Sound Construction from Fine Woodworking (Essentials of Woodworking)*, Taunton Press, 2000.
ISBN: 1561583448
3. Ashby, Michael, *Materials and Design: The Art and Science of Material Selection in Product Design*, Butterworth-Heinemann; 1st edition 2002.
ISBN: 0750655542
4. Faud-Luke, Alastair, *Eco Design, the Sourcebook*, San Francisco, CA, Chronicle Books, 2002.
ISBN: 0-8118-3548-0

B. Alternative Textbooks

None

C. Supplemental Print Materials

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

Course Title: IDES 3341: History of Furniture, Decoration, and Interior Design I

Semester Credit Hours: 3 (3,0)

I. Course Overview

The course surveys the evolution of furniture styles, decorative elements and motifs, and interior design. The course is an introduction to the history of furniture design, decoration, and interior design inclusive of the Ancient World period, Classical World period, and Middle Ages. The student explores design choices and critically analyzes existing designs based on historical information. This course prepares students to participate in designing in a broader context

II. PMU Competencies and Learning Outcomes

This course provides the students with experience in critical thinking, reasoning in examining design elements and styles in a global context. Students learn problem solving and creativity in making design decisions for clients. Written and graphic communication skills are enhanced through development of the notebook assignment.

III. Detailed Course Description

The Ancient World category includes arts of Prehistory, the Stone Age, Prehistoric design, Egyptian design, and the ancient Near East. The Classical World category includes Greek design and Roman design. The Middle Ages category includes Early Christian and Byzantine design, Romanesque and Norman design, Gothic design, and Islamic design. The progression of furniture styles, decoration, and the design of the interior environment throughout history provides an appreciation for humankind's achievements and aids in understanding current design trends.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of junior year.

V. Required Prerequisites

Successful completion of all second-year interior design courses.

VI. Learning Outcomes

Students in this course learn:

- To recognize furniture styles, decorative elements and motifs, and interior design components specific to a historical period.
- To name period styles of furniture and decorative arts from the Ancient World, the Classical World, and the Middle Ages.
- To identify the stylistic development of furniture styles, decorative elements and motifs, and interior design components as a reflection of changing influences in the social, cultural and technological context.
- To recognize the relationship of social and political influences in the designed environment.
- To reproduce accurate interior designs in museum settings for historic preservation and conservation.
- To value design differences that lead to global consciousness and appreciation for alternative points of view of cultural diversity.

VII. Assessment Strategy

The course assessment will include:

- A. Five exams (15% each = 60%)
- B. Historic Notebook = 40%
- C. Attendance and class participation.

VIII. Course Format

The course format will include:

- A. PowerPoint presentations that include illustrations to support lecture and discussions.
- B. Lectures
- C. Discussions
- D. Guest speaker/s (local and regional artisans)
- E. Video/CD presentations
- F. Field trips to museums and other locations

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. The Ancient World
 - 1. The arts of Prehistory
 - 2. The Stone Age
- B. Egypt
 - 1. The Egyptian house
 - 2. Egyptian furniture
 - 3. Egyptian decorative arts
- C. The ancient Near East
 - 1. Samaritans
 - 2. Babylonians
 - 3. Assyrians
 - 4. Persians
- D. The Classical World
 - 1. Greek
 - 2. Roman
- E. The Middle Ages
 - 1. Early Christian and Byzantine
 - 2. Roman and Norman
 - 3. Gothic
 - 4. Islamic
- F. Saudi Arabia and the Islamic World
- G. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Illustrations for notebook assignments can be completed using available computer software.

XII. Special Projects/Activities

Historic Notebook

- Students create a three-ring notebook with dividers for each period.
- Short essay for each period including cultural, political, social, and economical impacts.
- Illustrations of a piece of furniture, decorative elements, and an interior from each period.
- Pictures from books or popular literature illustrating elements from the period.

Work should be neat, labeled appropriately and exhibit careful analysis of the furniture design, the decorative elements, and the interior. Students are not permitted to use pictures from textbooks.

Since students will not study Art History or History of Architecture, the instructor may request additional research and illustrations from the periods to compliment work listed above with examples of art and architecture.

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Sherrill, Whiton, and Abercrombie, Stanley. *Interior Design & Decoration*, Fifth edition. Upper Saddle River, New Jersey: Prentice Hall, 2002.
ISBN: 0-13-030748-3
2. Cranz, Gafen. *The Chair*. New York: W. W. Norton and Company, 2000.
ISBN 0-393-04655-9

B. Alternative Textbooks

None

C. Supplemental Print Materials

1. Boger, Louise Ade. *The Complete Guide to Furniture Styles*. Prospect Heights, Illinois: Waveland Press, Inc., 1997.
ISBN 0-88133-939-3
2. Speltz, Alexander. *The Styles of Ornament*. New York: Dover Publications, Inc., 1959.
ISBN 0-486-20557-6

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

NOTE: Recommended textbooks do not include design in Saudi Arabia and the Islamic World as a separate period and style. The faculty teaching this course should provide text recommendations for this topic.

Course Title: IDES 3342: History of Furniture, Decoration, and Interior Design II

Semester Credit Hours: 3 (3,0)

I. Course Overview

The course continues to survey the history and evolution of furniture styles, decorative elements and motifs, and interior design with a concentration on the East, the Renaissance Period, the New World, and the Modern World. The progression and evolution of furniture styles, decoration, and the design of the interior environment throughout history gives an appreciation for humankind's achievements and aids in understanding current design trends.

II. PMU Competencies and Learning Outcomes

The course provides the students with experience in reasoning logically and creatively in making design decisions for clients. Written and graphic communication skills are enhanced through development of the notebook assignment. Critical thinking and problem solving, reasoned thought and research skills will be utilized.

III. Detailed Course Description

The East category includes India, China, and Japan. The Renaissance Period includes Italy, Spain, France, and America and the Europeans in North America. The New World period includes pre-Columbian American period and Europeans in North America. The Modern World category includes the Nineteenth Century including Modernism and Eclecticism. Students explore design choices and critically analyze existing designs. The course prepares the students to participate in designing in a broader context.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of junior year.

V. Required Prerequisites

IDES 3341: History of Furniture, Decoration, and Interior Design I.

VI. Learning Outcomes

Students in this course learn:

- To recognize furniture styles, decorative elements and motifs, and interior design components specific to a historical period
- To name period styles of furniture and decorative arts from Eastern influences, the Renaissance period, the New World period, the Columbian American period, the Europeans in North America period, and influences from the Modern World.

- To identify the stylistic development of furniture styles, decorative elements and motifs, and interior design components as a reflection of changing influences in the social, cultural and technological context.
- To recognize the relationship of social and political influences in the designed environment.
- To reproduce accurate interior designs in museum settings for historic preservation and conservation.
- To value design differences that lead to global consciousness and appreciation for alternative points of view of cultural diversity.

VII. Assessment Strategy

Course assessment will include:

- Six exams (10% each = 60%)
- Historic Notebook (40%)

VIII. Course Format

The course format will include:

- A. Power-point presentations that include illustrations included in the lectures and discussions.
- B. Lectures
- C. Discussions
- D. Guest speakers/artisans from local community and region
- E. Video/CD presentations
- F. Field trips to museums, etc.

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. Eastern influences
 1. India
 2. China
 3. Japan
- B. Renaissance
 1. Italy
 2. Spain
 3. France
 4. England
- C. New World influences
 1. pre-Columbian American
 2. Europeans in North America

- D. Modern World influences
 - 1. 19th Century
 - 2. Arts and Crafts Movement
 - 3. Art Nouveau Movement
- E. 20th Century
 - 1. Modernism
 - 2. Eclecticism
- F. Saudi Arabia and the Islamic World
- G. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Illustrations can be completed using available computer software.

XII. Special Projects/Activities

Historic Notebook

- Students create a three-ring notebook with dividers for each period.
- Short essay for each period including cultural, political, social, and economical impacts.
- Illustrations of decorative elements, a piece of furniture, and interior from each period.
- Pictures from books or popular literature from each period.

Work should be neat, labeled appropriately and exhibit careful analysis of the furniture design, the decorative elements, and the interior. Students are not permitted to use pictures from textbooks.

Since students will not study Art History or History of Architecture, the instructor may request additional research and illustrations from the periods to compliment work listed above with examples of art and architecture.

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Sherrill, Whiton, and Abercrombie, *Interior Design & Decoration*, Fifth edition. Upper Saddle River, New Jersey: Prentice-Hall, 2002
ISBN: 0-13-030748-3
2. Cranz, Gafen. *The Chair*. New York: W. W. Norton and Company, 2000.
ISBN 0-393-04655-9

NOTE: Recommended textbooks do not include design in Saudi Arabia and the Islamic World as a separate period and style. The faculty teaching this course should provide text recommendations for this topic.

B. Alternative Textbooks

None

C. Supplemental Print Materials

1. Boger, Louise Ade. *The Complete Guide to Furniture Styles*. Prospect Heights, Illinois: Waveland Press, Inc. 1997.
ISBN 0-393-04655-9
2. Speltz, Alexander. *The Styles of Ornament*. New York: Dover Publications, Inc., 1959.
ISBN 0-486-20557-6

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None

Course Title: IDES 3343: Professional Practices for Interior Designers

Semester Credit Hours: 3 (3,0)

I. Course Overview

This course covers standard practices and procedures of the interior design profession. Students gain knowledge of the history of the profession, ethics, business structures, organization, management, legal issues, fee structures, and promotional activities.

II. PMU Competencies and Learning Outcomes

Students learn professional communication through writing resumes and letters of application for jobs. They gain technological competence through Internet searches of interior design and architecture firms, and through the use of e-mail and word processing. The course builds critical thinking and problem solving abilities through project management exercises. Students gain professional competence as they learn the language, procedures, and traditions of practice.

III. Detailed Course Description

Contemporary practice of interior design is a relatively young profession. This course defines the profession and explains its history. The course includes topics of professional conduct and proper business procedures. It explains allied professions and advisors, differences in business formations, management strategies, job descriptions, legal responsibilities, financial management, preparation of design contracts, marketing, relationships with trade sources, contract administration, and career options.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of junior year.

V. Required Prerequisites

Third year standing in the interior design program.

VI. Learning Outcomes

Students in this course become familiar with:

- History of the profession of interior design.
- Professional business structures internationally and locally.
- Relationships with allied professions.
- Legal issues specific to the profession.
- Management techniques.
- Fee structures and design contracts.

- Differences between marketing, selling, and promotion.
- Working with trade sources.
- Basics of contract documents and contract administration.
- Career options for women in Saudi Arabia, with emphasis on innovative methods of practice including how to establish and run a business from the home.

VII. Assessment Strategy

Assessment for this course consists of two examinations (mid-term and final) and the evaluation of an application letter, resume, and mini-portfolio.

- A. Mid-term exam (35% of the final grade)
- B. Final exam (35% of the final grade)
- C. Application letter, resume, and mini-portfolio. (30% of the final grade)

VIII. Course Format

The course is primarily a lecture format which incorporates a series of in class discussion sessions.

Attendance is extremely important for learning the material presented. Each student will be allowed three excused absences before her grade is affected.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (3 hours per week)

Class: 3

Studio: 0

IX. Topics to be Covered

- A. The profession
- B. Ethics
- C. Advice and counsel
- D. Business formations
- E. Business organization and management
- F. Legal responsibilities
- G. Determining design fees
- H. Preparing design contracts
- I. Product pricing considerations
- J. Marketing and promoting interior design practice

- K. Project management techniques
- L. Working with trade sources
- M. Contract documents and specifications
- N. Contract administration
- O. Career options
- P. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is presented through lecture. In addition to lectures, the information is reinforced through in-class exercises related to project management and fee calculations. Group discussions compare and contrast international and local business procedures and practices.

XI. Technology Component

Students enhance their Internet skills through online research of major design firms. Students use word processing, Photoshop, and InDesign to create personal marketing and job search materials.

XII. Special Projects/Activities

Students create an application letter, resume, and mini-portfolio.

XIII. Textbooks and Teaching Aids

A. Required Textbook

Piotrowski, Christine. *Professional Practices for Interior Designers*, Third Edition. New York: John Wiley & Sons, Inc., 2001.
ISBN: 0-471-38401-1.

B. Alternative Textbooks

None

C. Supplemental Print Materials

Instructors provide handouts for business practices specific to local customs and traditions including resumes, cover letters, business contracts, and descriptions of business formations.

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Web sites appropriate for the topics they teach, including local and regional design and architectural firms, and professional organizations.

Course Title: IDES 3411: Interior Design V - Office Design

Semester Credit Hours: 4 (1,3)

I. Course Overview

This course focuses on contemporary approaches to office design projects. In addition to refining students' design skills for non-residential projects, the studio emphasizes research and programming methods. Selection and specification of office system products, finishes, and design of custom millwork balance practical aspects of practice with a concept-driven design solution.

II. PMU Competencies and Learning Outcomes

Communication through the means of drawing, digital modeling, and preparation of visual and verbal presentations is the dominant student competency developed by this course. Critical thinking and problem solving skills are developed through space planning and design. Students demonstrate an active, analytical approach to creation of interior projects. Although the primary output is by individual students, teamwork is required in small groups through group research and programming as well as peer critique. Students develop technology skills as they use CAD drafting, 3D modeling, image editing, page layout, e-mail, and the Internet to complete assignments.

III. Detailed Course Description

Topics covered in this course include programming, research, specification (partial) and design of medium scale office projects. Students incorporate digital representation with specific product knowledge. Designs mix custom elements with industry-standard systems furniture. The course also emphasizes space planning and volumetric study as it relates to the human body and ergonomics in the work environment.

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the first semester of junior year.

V. Required Prerequisites

Third year standing in the interior design program.

VI. Learning Outcomes

Students in this course will develop:

- Programming and research techniques.
- Space planning skills as related to office design.
- Basic skills related to custom millwork and construction details.
- Integration lighting systems.

- Two-dimensional digital drafting and three-dimensional digital modeling skills.
- Quick sketching skills.
- Selection of interior materials, finishes, and furnishings.
- Visual and verbal presentation skills.

VII. Assessment Strategy

Assessment for this course consists of a series of evaluations of completed project assignments and evaluation of students sketch books. Specific assessments include the following.

- A. Documentation of research and programming. (10% of the final grade).
- B. Development of schematic design in two and three dimensions. (20% of the final grade).
- C. Design development in two and three dimensions. (20% of the final grade).
- D. Development of partial furniture specifications. (10% of the final grade).
- E. Development of final presentation. (30% of final grade).
- F. Evaluation of the daily sketchbook. (10% of the final grade).

VIII. Course Format

The course is primarily a studio which incorporates a series of lectures, discussions, and product presentations.

Attendance is mandatory. Much of the student work is produced in the four-hour class periods.

Students present their work verbally three times throughout the semester for peer criticism.

Web supplement: The course homepage (using the university's Web tool, WebCt or BLACKBOARD) includes the following.

- A. Course syllabus
- B. Course assignments
- C. Course e-mail utility
- D. Course discussion list
- E. Student course grades

Classroom Hours (4 hours per week)

Class: 1

Studio: 4

IX. Topics to be Covered

- A. Programming for office projects
- B. Preparing precedent analysis
- C. Developing floor plans
- D. Building a digital model
- E. Understanding office building construction types
- F. Lighting design for office design
- G. Furniture selection and specification
- H. Material and finish selection
- I. Human scale, dimension and ergonomics
- J. Design of custom millwork or construction items
- K. Preparing verbal and visual presentations
- L. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

The previous list of topics is integrated in a semester-long studio project to design a medium size office including systems furniture.

XI. Technology Component

Students enhance their skills in AutoCAD, Viz, Photoshop, InDesign, PowerPoint and use of the Internet.

XII. Special Projects/Activities

This course requires that students integrate digital technology skills while designing an office project. The fundamentals of office design techniques and philosophies provide the foundation for partial specification of products and design of custom items. In addition to digital techniques, students are required to maintain a sketchbook. Process sketches are scanned and integrated into the final presentation. Final presentations include the following components:

- A. Furniture plan(s)
- B. Three-dimensional digital models of primary spaces (five images required)
- C. Sketches of preliminary bubble diagrams
- D. Sketches of preliminary design ideas
- E. Written concept statement
- F. Ceiling plan(s)
- G. Programming and research document

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Panero, Julius & Zelnik, Martin. *Human Dimension & Interior Space*. New York, NY: Watson-Guption Publications, Incorporated, 1979.
ISBN: 0-823-07271-1
2. Rengel, Roberto J. *Shaping Interior Space*. New York: Fairchild Books, 2002.
ISBN: 1-563-67221-9.

B. Alternative Textbooks

DeChiara, Joseph, Panero, Julius, and Zelnik, Martin. *Time-Saver Standards for Interior Design and Space Planning*. New York: McGraw-Hill Company, 2001.
ISBN: 0-071-34616-3.

C. Supplemental Print Materials

Instructors provide reference handouts for programming techniques and product information applicable to the selected project.

Sources include the following.

1. Scott-Webber, *Programming: A Problem Solving Approach for Users of Interior Spaces*. London, England: Thomson Learning, 1998.
ISBN: 0-873-93674-4
2. Karlen, Mark, Ruggeri, Kate, & Hahn, Peter. *Space Planning Basics*. New York: John Wiley and Sons, Incorporated, 2003.
ISBN: 0-471-43439-6

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

Instructors provide a list of suitable, contemporary Websites that are appropriate for the topics they teach and furniture manufacturers.

1. Knoll, Inc. - www.knoll.com
2. Herman Miller - www.hermanmiller.com
3. Steelcase - www.steelcase.com

Course Title: IDES 3412: Interior Design Studio VI - Hospitality

Semester Credit Hours: 4 (1,3)

I. Course Overview

In this course, students develop a restaurant and hotel project that applies research and specific knowledge related to the hospitality industry. The course builds the student's ability to apply acquired interior design knowledge by adding specialized information and skills appropriate in the hospitality industry.

II. PMU Competencies and Learning Outcomes

The six competencies are reinforced throughout the course. Communication is a critical component of any studio-based class. Students are required to speak, write and present their work regularly. Critical thinking and problem solving are inherent to the design studio and are required for success. Some parts of the project require teamwork. Professional leadership opportunities are exhibited through project supervision and presentation.

III. Detailed Course Description

This course exposes the students to hospitality design by utilizing skills and knowledge obtained in all previous interior design courses. Project experience includes the following:

- A. Working experience on a phased project.
- B. Adjacency needs
- C. Spatial requirements
- D. Code restrictions
- E. Specification for fixtures, furnishing, and equipment
- F. Aesthetic considerations
- G. Oral and visual presentation methods
- H. Contract documents requirements
- I. Integration of art and accessories
- J. Materials performance
- K. Custom lighting and millwork

IV. Requirements Fulfilled

This course is required of all students majoring in interior design. It is taken in the second semester of junior year.

V. Required Prerequisites

Academic standing as a second semester junior.

VI. Learning Outcomes

At the end of the course students will exhibit the following:

- Awareness of aesthetic considerations in hospitality design.
- Understanding of the application of the design process in the development of hospitality design projects.
- Competency in application of codes in the hospitality industry.
- Competency in selection of furniture, finishes and materials for appropriate use in hospitality situations.
- Competency in creation of furniture, fixtures, and equipment specifications for the hospitality industry.
- Awareness of the use of art and accessories in hospitality environments.
- Understanding of the use and documentation of custom lighting and millwork in hospitality environments.
- Understanding of contract documents required for implementation.

VII. Assessment Strategy

Projects have periodic reviews assigned based on the specific project and will include reviews of the following points:

- Concept development (10%)
- Adjacency studies (5%)
- Bubble diagrams (10%)
- Draft Layout I and II (10%)
- Study model to review three-dimensional use of space (10%)
- Selection of materials and finishes (5%)
- Selection of furniture (5%)
- Sections and elevations (10%)
- Custom millwork and lighting documentation (10%)
- Contract documents (10%)
- Final presentation board layout (10%)
- Final presentation (5%)

The final grade is determined by the student's application of knowledge to the noted items. Letter grades are assigned for each item and averaged at the end of the semester.

The final presentation, documents and boards are weighted as one-third of the final grade.

VIII. Course Format

The course is conducted in the context of the professional design office. Students and instructor will attend each studio period, much as the practitioner is expected to be in the office each working day. This time period will be the only opportunity for the exchange of design theory and criticism.

Classroom Hours (8 hours per week)

Class: 1

Studio: 6

IX. Topics to be Covered

A. Lodging Facilities

1. Overview
2. Types of lodging facilities
3. Planning and design concepts
4. Design applications: lobby, function and meeting spaces, guest rooms, food and beverage facilities

B. Food and beverage facilities

1. Overview
2. Types of food and beverage facilities
3. Planning and design concepts: exterior, space allocation, entry and waiting, dining, public restrooms, kitchen and back of facility

C. Field trips – to be determined by professor-of-record.

X. Laboratory Exercises

None

XI. Technology Component

Students use their AutoCAD skills to complete their project documentation. Students use the Internet to broaden their product knowledge for appropriate selection and specification of fixtures, furnishing, and equipment.

XII. Special Projects/Activities

Students develop solutions for a hospitality project. The project includes a dining facility and a portion of the lodging in a small boutique hotel in a pre-existing structure. Client and program are determined by the instructor.

XIII. Textbooks and Teaching Aids

A. Required Textbook

1. Piotrowski, Christine & Rogers, Elizabeth. *Designing Commercial Interiors*. New York: John Wiley & Sons, 1998.
ISBN: 0-471-17103-4
2. DeChiara, Joseph, Panero, Julius, and Zelnik, Martin, *Time-Saver Standards for Interior Design and Space Planning*. New York: McGraw-Hill, 2001.
ISBN: 0-07-134616-3

B. Alternative Textbooks

None

C. Supplemental Print Materials

Additional Arabic books, journals, and magazines may be identified and included by the professor-of-record.

D. Supplemental Online Materials

None