



COLLEGE OF ARCHITECTURE & DESIGN COURSE CATALOG*

Bachelor of Science in Architecture
Bachelor of Science in Interior Design
Bachelor of Science in Graphic Design

Prepared By: **Dr. Chuloh Jung**, Chair of Architecture, Interior Design and Graphic Design
College of Architecture and Design.

E-mail: cchung@pmu.edu.sa

Revised and Updated By: **Dr. Jamal F. Nayfeh**, Dean, College of Architecture and Design.

E-mail: jnayfeh@pmu.edu.sa

COLLEGE OVERVIEW

The PMU College of Architecture and Design (COAD) will be dedicated to recruiting the highest caliber students, retaining them through guidance and direction, and graduating degree designers who will compete and be recognized both locally and in a global society. To further fulfill this mission, an ongoing and active recruitment program will be carried out to attract faculty and staff who will be recognized nationally for their expertise and ability to impart to students the most needed skills to function in a competitive work environment.

The PMU College of Architecture and Design will be comprised of the following academic units:

- **Department of Architecture**
- **Department of Interior Design**
- **Department of Graphic Design**

These basic-level programs will be designed to give the students an understanding of the fundamental principles underlying architecture and design and architecture and design practice. Each curriculum will contain core courses designed to develop a solid foundation in mathematics, science, and physics, with a general social and behavioral sciences background. Building on this background, the architecture and design courses will provide the application of fundamental theories and principles using predesign processes that lead to studio solutions of complex design problems.

Laboratory facilities in COAD will be equipped to facilitate learning. In these labs, students will become familiar with the industry's instruments, procedures, and processes. Computer laboratories will be available for students to use throughout their studies. In addition, every student must have their laptop computer.

DEGREES OFFERED

The College of Architecture and Design offers the following degree programs:

- **Bachelor of Science in Architecture**
(Male & Female Students, five years and 164 credit hours)
- **Bachelor of Science in Interior Design**
(Female Students, four years and 126 credit hours)
- **Bachelor of Science in Graphic Design**
(Female Students, four years and 126 credit hours)

VISION AND MISSION

1. Vision

The College of Architecture and Design at PMU will offer a unique and distinguished education that prepares future leaders, innovators, and creative global citizens in Architecture, Interior Design, and Graphic Design. Its graduates will apply research-informed design and innovative technology to address the fundamental and grand challenges of achieving economic, ecological, social, and aesthetic design solutions.

2. Mission

The PMU College of Architecture and Design and its faculty will provide education for future leaders and innovators in the professions of Architecture, Interior Design and Graphic Design, create new knowledge about the built environment and design, provide resources for lifelong learning, and serve the Kingdom of Saudi Arabia by increasing the quality of the environment of its communities and positively impact its economic prosperity.

The PMU College of Architecture and Design will have the following objectives:

- To increase the pool of qualified Saudi Arabian architects, interior and graphic designers.
- To provide students in the University's service region a high-quality architecture, interior design or graphic design education that equips them for professional employment and/or licensure in the local, national, and international job markets.
- To enable graduates to navigate and accommodate cultural differences and provide leadership across international boundaries to address significant challenges and opportunities.

To equip graduates with principles and knowledge to adapt to rapidly changing technologies and become leaders and entrepreneurs in Architecture, Interior Design, and Graphic Design.

ADMISSION PROCESS AND REQUIREMENTS

The character and quality of students entering the COAD will define the quality of the degree programs within the college. Therefore, it is essential that students be appropriately qualified to enter their chosen discipline and that they fulfill all of the admission requirements. Admissions to the COAD will be open to students who have completed the PMU Preparation Year Program or have met the university criteria for bypassing the program.

1. Required Courses in the Preparation Year Program

The PMU Preparation Year Program (as described in the report Preparation Program Design) concentrates on English language, mathematics, study skills, and learning strategies. All students require English language, study skills, and the first-semester math course, PRPM 0011: Introductory Algebra. However, during the second semester of mathematics, students have a choice of two tracks, depending on their desired major in college.

- Students seeking entrance to the Department of Architecture and Design must pass PRPM 0022: Pre-Calculus during the second semester of the Preparation Year Program.
- Students seeking entrance to the Department of Interior Design or Graphic Design will be required to pass PRPM 0012: Intermediate Algebra or higher during the second semester of the Preparation Year Program.

2. Application for Admission

Upon completion (or waiver) of the Preparation Year Program, students will make an application to the college in which they wish to study. This application will include:

- Preparation Year Program Certificate of Completion
- PMU placement test results
- Interview with the college
- Essay on a topic assigned by the college

A detailed discussion of admission requirements and procedures is contained in the report *PMU Admissions Plan*.

3. Performance Expectation

The College of Architecture and Design will require minimum academic performance standards from its students. Using a 4.0 scale for course grades, the College of Architecture and Design will require that students maintain minimum grade point averages (GPA) for various categories of courses consisting of:

- 2.0 GPA in courses from the PMU Core Curriculum
- 2.0 GPA in all degree-specific courses (courses from the Core Curriculum that students must take beyond the minimum requirement)
- 2.5 GPA in all courses within the major academic discipline

A student who receives a D (1.0) or F in any course will be required to repeat the course and achieve the required grade point average for that course category. In the case of an elective, another elective may be selected. These students will be required to participate in tutoring and remediation programs offered by the college faculty and the PMU Learning Resources Center.

Students may repeat a course once, with additional repeats allowed at the faculty's discretion. However, no more than 10 repeated courses will be permitted throughout the student's career at the PMU. After the first repeat, prior grades will count toward the student's GPA.

For example, A student who receives a D followed by an A will have the D erased and replaced with the A on the transcript. A student who gets an F followed by a D followed by an A will have the F erased, and both the D and the A will be averaged into the GPA. To graduate, all students at PMU will be required to maintain an overall GPA of 2.0.

STUDENT TECHNOLOGY REQUIREMENTS

1. Architecture and Interior Design

It should be noted, however, that hardware and software capabilities change rapidly and should be revised annually.

Personal Laptop

Like all other students at PMU, students in the Departments of Architecture and Interior Design must have personal laptop computers. They will have access to the University-wide technology-infused environment, including wireless Internet access. The departments will develop and revise specifications for student computers to ensure that they are appropriate for the graphics and analysis performance needs of a design professional.

However, students in the Departments will have specific computing and other technology requirements that extend beyond a typical laptop's standard Microsoft Office applications. Many of these computing requirements will be available to students' laptops through the University's technology infrastructure. Others will be provided through general access and specialized computer laboratories.

Hardware

Laptop configurations for PMU Architecture and Interior Design students.

Windows Laptop	
Processor	Intel i7 quad core or AMD equivalent
Memory	16.0 GB with expansion space or 32 GB
Hard Drive	256+ GB SSD
Video Card	2GB or more NVIDIA Quadro or AMD FirePro
Screen Size	17 inch
Connectivity	USB 3.0

Because several applications used in the curriculum are available only for the Windows operating system, Apple users will require a Parallels emulator for Windows to run Windows on their Apple hardware. As a result, the Department of Architecture should strongly urge students to purchase Windows-based PC laptops rather than machines running the Mac OS. PMU should also encourage students to adopt high-performance computers.

Software

Given variations in software packages and the frequent introduction of new software versions, the Departments of Architecture and Interior Design should recommend that students wait to purchase applications until after they have had the opportunity to consult with their instructors about exactly what they need and when they will need it.

2. Graphic Design

Like all other students at the PMU, students studying Graphic Design must have personal laptop computers to assist in their studies. Students will benefit from having continuous computing access to support research, communication, and studio practice. They will have access to the university-wide technology-infused environment, including wireless Internet access. Technologies such as interactive television, video conferencing, and BLACKBOARD will be central to maintaining effective communication between faculty and students and among students. Faculty and students involved in classroom presentations will have access to modern presentation technology connected to university computing, library resources, and the Internet.

However, students will have specific computing requirements that stem primarily from the demanding software created for the graphic design industry that they must learn and use. As a result, students in the Graphic Design program will require a laptop computer capable of handling this software. Laptop computers should meet or exceed the capabilities of the computers in the department’s dedicated computer labs. Since access to a personal computer is essential for the successful completion of the Graphic Design degree, the university requires all incoming Graphic Design students to have the following minimum configurations in their Apple or Windows laptops:

	Apple Laptop	Windows Laptop
Processor	3.1GHz Quad-core Intel Core i7	3.1GHZ Quad-core Intel Core i7
Memory	16.0 GB RAM	16.0 GB RAM
Hard Drive	1TB SSD	1TB SSD
Video Card	Radeon Pro 550 2GB	Nvidia GeForce GTX1070 8GB
Screen Size	MacBook Pro 15-17” Retina Display	DELL Alienware 15-17” G-SYNC Display
OS	Mac OS	Windows 11 64-bit

COMPONENTS OF DEGREE PROGRAMS

1. General Education and Core Classes

Interior Design and Graphic Design require 51 credit hours, and Architecture requires 53 general education credits for the University Core Curriculum. These credits include classes in the PMU core competencies, communication, Arabic language and Islamic studies, physical education, mathematics, laboratory science, and social/behavioral sciences. The Architecture program extends the basic Core requirements for 6 math credits to 8 credits.

The university-required courses are as follows:

Communication

COMM 1311 Written Communication
COMM 1312 Writing & Research
COMM 2311 Oral Communication
COMM 2312 Technical Communication

University Core Competency

UNIV 1211 Professional Development
UNIV 1212 Critical Thinking
UNIV 1213 Leadership & Teamwork

Arabic Language and Islamic Studies

ALIS 1211 Introduction to Islamic Culture
ALIS 1212 The Social System in Islam
ALIS 2211 Linguistic and Communication Skills
ALIS 2212 The Biography of the Prophet Mohammad

Physical Education

PHED 1112 Healthy Behaviors & Management
PHED 1111 Active Living Lifestyle

Learning Assessment

COMM 1311 Written Communication
COMM 1312 Writing & Research

University Core course requirements are:

- Math- 8 credits for Architecture, 6 credits for Interior and Graphic Design
- Social/Behavioral Sciences- 6 credits required
- Laboratory Sciences- 8 credits required

Each COAD major has specific course requirements chosen from the Core classes to enhance the learning involved in the major. In addition, the majors may allow students to choose from the list of available courses to meet program requirements. See the individual major program of study for these requirements.

2. Architecture and Interior Design

Required COAD Core Classes

Due to the crossover in subject matter, Architecture and Interior Design share 31 credits. These are held as combined COAD-prefixed classes with both majors attending together. The classes are:

- COAD 1311:** Design Studio I- Fundamentals
- COAD 1312:** Hand Drawing & Rendering Techniques
- COAD 1313:** Design Studio II- Fundamentals
- COAD 1314:** Construction Documents & Detail Drawings
- COAD 2251:** Digital Design I- 2D
- COAD 3322:** Building Codes and Universal Design
- COAD 3341:** Built World Design History and Theory I
- COAD 3342:** Built World Design History and Theory II
- COAD 3353:** Digital Design III: BIM

3. Degree Program Requirements

Each degree program has unique course requirements that apply to the major and differentiate the program from other majors within the college.

4. Electives

Each degree program identifies the available electives and any constraints that will apply to selecting and scheduling electives.

5. Internship

All COAD students must complete three credits for internships before their final year of classes. This translates to 320 working hours in the field of choice for the student. Every effort is made to place students in positions that will enhance their learning and simulate real-world experiences in their fields.

6. Capstone Series

PMU's Core Curriculum includes a series of required assessment courses. The series begins in the second year with ASSE 2111: Learning Outcome Assessment I and continues in the third year with ASSE 3211: Learning Outcome Assessment II. The series culminates in the final year with two final capstone courses.

During their final year, each student will undertake and complete a comprehensive design project in consultation with COAD faculty. Intended to simulate a work-world design project

in the specialization sought after graduation, the course includes skills and subject-matter the student has learned in earlier classes, including concepts, procedures, and processes.

All majors must complete a research portion for their final capstone project in the first semester of their final year. In the final semester of their final year, they will complete the project's design.

Architecture (9 credits):

ARCH 5327: Design Studio IX- Capstone Project Programming

ARCH 5628: Design Studio X- Capstone Project

Interior Design (5 credits):

IDES 4112: Interior Design Capstone Research

IDES 4413: Interior Design Capstone Project

Graphic Design (5 credits):

GDES 4112: Graphic Design Capstone Research

GDES 4413: Graphic Design Capstone Project

COURSE OF STUDY INFORMATION BY MAJOR

1. Architecture Courses Required

The Bachelor of Architecture degree requirements consist of 110 credit hours of coursework in architecture. These courses are divided into the following categories:

Foundation Classes (12 credit hours & shared with other COAD majors):

- COAD 1311:** Design Studio I-Fundamentals
- COAD 1312:** Hand Drawing and Rendering Techniques
- COAD 1313:** Design Studio II- Fundamentals
- COAD 1314:** Construction Documents and Detail Drawings

Design Studios (37 credit hours):

- ARCH 2421:** Design Studio III- Architectural Design
- ARCH 2422:** Design Studio IV- Integrated Architectural Design
- ARCH 3523:** Design Studio V- Architectural Design
- ARCH 3524:** Design Studio VI- Integrated Architectural Design
- ARCH 4525:** Design Studio VII- Architectural Design
- ARCH 4526:** Design Studio VIII- Integrated Architectural Design
- ARCH 5327:** Design Studio IX- Capstone Project Programming
- ARCH 5628:** Design Studio X- Architectural Capstone

History and Theory of Architecture and Design (6 credit hours & shared with IDES majors):

- COAD 3341:** Built World Design History and Theory I
- COAD 3342:** Built World Design History and Theory II

Materials, Structure, and Environmental Systems (18 credit hours):

- ARCH 2341:** Principles of Design with Climate
- ARCH 2342:** Materials and Methods
- ARCH 3343:** Principles of Structural Systems
- ARCH 4344:** Introduction to Environmental Systems
- ARCH 4345:** Architectural Structures
- ARCH 4346:** Integrated Hybrid Environmental Systems

Professional Courses (18 credit hours with 6 shared with IDES):

- COAD 2333:** Environmental Psychology for Design
- COAD 3322:** Building Codes and Universal Design
- ARCH 4361:** Preparing the Project Brief
- ARCH 4362:** Construction Process and Building Economics
- ARCH 5363:** Professional Practice and Ethics
- ARCH 4365:** Internship

Digital Technology Courses (10 credit hours with 7 of which are shared with IDES majors):

- COAD 2251:** Digital Design I: 2D
- COAD 2252:** Digital Design II: 3D
- COAD 3353:** Digital Design III: BIM
- ARCH 4354:** Simulation and Optimization

Degree Electives: The Bachelor of Architecture degree program will require 9 semester credit hours of professional electives to be taken from elective courses.

- COAD 4333:** History of Islamic Design (shared with IDES)
- COAD 4351:** Built World Photography (shared with IDES)
- ARCH 4371:** Contemporary Materials in Architecture and Design
- ARCH 5372:** Building Energy Use Modeling and Simulation
- ARCH 5373:** Sustainable Housing and Geo-Design
- ARCH 5374:** Advanced Design Visualization
- ARCH 5375:** Computational Modeling and Simulation

2. Architecture Course Sequence

Please check the attached “Five-Year Study Plan* for Bachelor of Science in Architecture Degree.”

College of Architecture and Design

Five-Year Study Plan* for Bachelor of Science in Architecture Degree



FIRST YEAR* (31 CREDIT HOURS)											
FALL SEMESTER					SPRING SEMESTER						
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 1311	Written Communication	3	3	0	PRPC/PRPW/ PREE 0061 or equivalent	ELECTIVE	Social Science Elective* I	3	3	0	N/A
UNIV 1211	Professional Development and Competencies	2	2	0	PRPC/PRPW/ PREE 0061 or equivalent	ALIS 1211	Introduction to Islamic Culture	2	2	0	PRPC/PRPW/ PREE 0061 or equivalent
MATH 1422	Calculus I	4	3	1	PRPM 0022	COMM 1312	Writing and Research	3	3	0	COMM 1311
COAD 1311	Design Studio I - Fundamentals	3	1	4	PRPM 0022* (C) COAD 1312	UNIV 1212	Critical Thinking & Problem Solving	2	2	0	UNIV 1211
COAD 1312	Hand Drawing and Rendering Techniques	3	1	4	(C) COAD 1311	COAD 1313	Design Studio II - Fundamentals	3	1	4	COAD 1311 COAD 1312
						COAD 1314	Construction Documents and Detail Drawings	3	1	4	COAD 1311 (C) COAD 1313
TOTAL		15	10	9		TOTAL		16	12	8	

SECOND YEAR* (35 CREDIT HOURS)											
FALL SEMESTER					SPRING SEMESTER						
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
MATH 1423	Calculus II	4	3	1	MATH 1422	UNIV 1213	Leadership and Teamwork	2	2	0	UNIV 1212
ASSE 2111	Learning Outcome Assessment I	1	1	1	Sophomore Standing	COMM 2311	Oral Communication	3	3	0	COMM 1312
COAD 2333	Environmental Psychology for Design	3	3	0	COAD 1313	PHYS 1421	Physics for Engineers I	4	3	3	PRPM 0022
ARCH 2341	Principles of Design with Climate	3	3	0	(C) ARCH 2421	ARCH 2342	Materials and Methods	3	2	2	(C) ARCH 2422
ARCH 2421	Design Studio III - Architectural Design	4	1	6	COAD 1313 (C) COAD 2333 (C) COAD 2251	ARCH 2422	Design Studio IV - Integrated Architectural Design	4	1	6	ARCH 2421 (C) COAD 2252 (C) ARCH 2342
COAD 2251	Digital Design I: 2D	2	1	3	COAD 1314	COAD 2252	Digital Design II: 3D	2	1	3	COAD 2251
TOTAL		17	12	11		TOTAL		18	12	14	

THIRD YEAR* (32 CREDIT HOURS)											
FALL SEMESTER					SPRING SEMESTER						
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 2312	Technical and Professional Communications	3	3	0	COMM 2311	ALIS 1212	The Social System in Islam	2	2	0	ALIS 1211
ASSE 3211	Learning Outcome Assessment II	2	2	0	ASSE 2111 & Junior Standing	ARCH 3343	Principles of Structural Systems	3	3	0	ARCH 2342
COAD 3341	Built World Design History and Theory I	3	3	0	COAD 2333	COAD 3342	Built World Design History and Theory II	3	3	0	COAD 3341
COAD 3353	Digital Design III: BIM	3	1	4	COAD 2252	COAD 3322	Building Codes and Universal Design	3	3	0	ARCH 2342
ARCH 3523	Design Studio V - Architectural Design	5	1	8	ARCH 2422 (C) COAD 3353	ARCH 3524	Design Studio VI - Integrated Architectural Design	5	1	8	ARCH 3523 (C) COAD 3342
TOTAL		16	10	12		TOTAL		16	12	8	

College of Architecture and Design

Five-Year Study Plan* for Bachelor of Science in Architecture Degree



FOURTH YEAR* (34 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
PHED 1111	Active Living Lifestyle	1	1	0	PRPC/PRPW/ PREE 0061 or its equivalent	ARCH 4361	Preparing the Project Brief	3	3	0	UNIV 1213 COAD 2333
ARCH 4344	Introduction to Environmental Systems	3	3	0	ARCH 2341	ARCH 4362	Construction Process and Building Economics	3	3	0	ARCH 3343
ARCH 4354	Simulation and Optimization	3	2	2	MATH 1423 COAD 3353 ARCH 3343	ARCH 4345	Architectural Structures	3	3	0	MATH 1423 COAD 4354 ARCH 4526
ARCH or COAD 43XX	Professional Electives I**	3	Varies	Varies	Varies	ARCH 4346	Integrated Environmental Systems	3	3	0	ARCH 4344 (C) ARCH 4526
ARCH 4525	Design Studio VII - Architectural Design	5	1	8	ARCH 3524 COAD 3322	ARCH 4526	Design Studio VIII - Integrated Architectural Design	5	1	8	ARCH4525 ARCH4345 ARCH 4346
TOTAL		15	9+	10+		TOTAL		17	13	8	

SUMMER OF FOURTH YEAR (3 CREDIT HOURS)				
Course Number	Course Title	Credit Hours		Pre-Requisite / Co-Requisite
ARCH 4365	Internship	3	8 weeks (320 hours) full time	Completion of 120 credit hours and department approval (summer before graduation)

FIFTH YEAR* (28 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
ALIS 2211	Linguistic Communication Skills/ Ethical Social System in Islam	2	2	0	ALIS 1212	ALIS 2212	The Biography of Prophet Mohammad	2	2	0	ALIS 2211
ELECTIVE	Social Science Elective* II	3	3	0	N/A	PHED 1112	Healthy Behaviors and Management	1	1	0	PHED 1111
CHEM 1411	Introductory Chemistry	4	3	3	PRPM 0011	ARCH 5363	Professional Practice and Ethics	3	3	0	ARCH 4526
ARCH 53XX	Professional Electives II**	3	Varies	Varies	Varies	ARCH 53XX	Professional Electives III**	3	Varies	Varies	Varies
ARCH 5327	Design Studio IX - Capstone Project Programming	3	1	4	ARCH 4365 ARCH 4526	ARCH 5628	Design Studio IX - Architectural Capstone Project	6	1	10	ARCH 5327
TOTAL		15	7+	7+		TOTAL		15	7+	10+	

ARCHITECTURAL PROGRAM TOTAL DEGREE CREDIT HOURS = 163

College of Architecture and Design

Five-Year Study Plan* for Bachelor of Science in Architecture Degree



SOCIAL SCIENCE ELECTIVES* = 1 Courses Required (3 Credit Hours)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
FREN 1311	Introduction to French Language	3	3	0		PSYC 1311	Introduction to Psychology	3	3	0	
FURS 1311	Introduction to Futures Skills	3	3	0		SERV 1311	Introduction to Service Learning and Volunteering	3	3	0	
FUTR 1311	Introduction to Futures Studies	3	3	0		SPAN 1311	Introduction to Spanish Language	3	3	0	
GEGR 1311	World Regional Geography	3	3	0		SUST 1311	Introduction to Sustainability	3	3	0	
HIST 1311	World Civilizations	3	3	0		SYST 1311	Introduction to Systems Thinking	3	3	0	
BSTW 1311	Behavioral Sciences in 3D World	3	3	0		DANT 1311	Digital Anthropology	3	3	0	

PROFESSIONAL ELECTIVES** = 3 Courses Required (9 Credit Hours)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COAD 4333	History of Islamic Design	3	3	0	COAD 3342	ARCH 5373	Sustainable Housing and GeoDesign	3	2	2	ARCH 3524
COAD 4351	Built World Photography	3	2	2	COAD 3342	ARCH 5374	Advanced Design Visualization	3	2	2	COAD 3353
ARCH 4371	Contemporary Materials in Architecture and Design	3	3	0	ARCH 2342	ARCH 5375	Computational Modeling and Simulation	3	2	2	ARCH 4354 ARCH 4326
ARCH 5372	Building Energy Use Modeling and Simulation	3	2	2	ARCH 4354 ARCH 4346						

NOTES:

- * Completion of PRPM 0022 Pre-Calculus is required before entry into Architecture Program.
- * This Program of Study applies to ONLY full-time students. Minimum of 12 credit hours constitutes full time status.
- * Student GPA determines maximum semester course load as per department advisement criteria.
- * ARCH major courses offered only in the semester shown on this plan. Other timings are not guaranteed.
- * ARCH major summer course offerings are not guaranteed.
- * Internship experience may not combined with any courses.

Chair Signature

Dr. Chuloh Jung

COAD Dean Signature

Dr. Jamal Nayfeh

CORE Dean Signature

Dr. Mohammad Ashraf

COURSES OFFERED FOR ARCHITECTURE

COAD 1311: Design Studio I – Fundamentals

Semester Credit Hours: 3 (1,2)

Course Overview:

This foundation course exposes students to architecture as a profession utilizing new skills and knowledge. It focuses on learning about architecture through graphic conventions and hand drafting.

Prerequisite: PRPM 0022: Introductory Calculus or equivalent

Co-requisite: COAD 1312: Hand Drawing and Rendering Techniques.

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 1312: Hand Drawing and Rendering Techniques

Semester Credit Hours: 3 (1,2)

Course Overview:

Hand drawing and rendering are essential tools in interpreting ideas and visual thinking. The course focuses on simple, basic techniques for drawing and rendering. Even in the computer age, hand drawing is the designer's most helpful tool for notation, design exploration, and graphic communication. This course will build skill and confidence through hand drawing and rendering techniques using various media.

Co-requisite: COAD 1311: Design Studio I- Fundamentals

Semester offered: As shown in the study plan

COAD 1313: Design Studio II- Fundamentals

Semester Credit Hours: 3 (1,2)

Course Overview:

This course continues the foundations class sequence begun in COAD 1311: Design Studio I—Fundamentals. It continues the introduction to professional skills and to written, graphic, and oral communication through creative projects.

Pre-requisites: COAD 1311: Design Studio I- Fundamentals, COAD 1312: Hand Drawing and Rendering Techniques

Semester offered: As shown in the study plan.

COAD 1314: Construction Documents and Detail Drawings

Semester Credit Hours: 3 (1,2)

Course Overview:

This studio course covers architectural/ interior environment construction documents and detail drawings that graphically represent and communicate how to construct and/or install a design project.

Pre-requisites: COAD 1311: Design Studio I- Fundamentals

Co-requisite: COAD 1313: Design Studio II- Fundamentals

Semester offered: As shown in the study plan.

COAD 2251: Digital Design I – Computer Aided 2D Drawing

Semester Credit Hours: 2 (1,1)

Course Overview:

This course is an introduction to computer drafting for architects and designers that teaches students the drafting skills required to produce two-dimensional architectural drawings. Small-scale design projects (such as a house, an art gallery, a boutique, a café, etc.) provide a site for students to gain an understanding of the commands and features of AutoCAD or another standard of the industry for designing and drawing architectural spaces. Students will expand other computer and design skills through the design and development of interior design presentations developed through Photoshop or other presentation media.

Pre-requisite: COAD 1314: Construction Documents and Detail Drawings

Co-requisite: ARCH 2421: Design Studio III

Semester offered: As shown in the study plan.

COAD 2252: Digital Design II – Computer Aided 3D Modeling and Rendering

Semester Credit Hours: 2 (1,1)

Course Overview:

This is the second of three computer-aided drawing courses. Topics covered in this course include three-dimensional drafting or modeling and color rendering of architectural spaces. Students explore the use of the V-Ray rendering engine for improved design visualization. Other programs may be introduced as they become industry standards.

Pre-requisite: COAD 2251: Digital Design I – Computer Aided 2D Drawing

Co-requisite: ARCH 2422: Design Studio IV

Semester offered: As shown in the study plan.

COAD 2333: Environmental Psychology for Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

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

Prerequisite: COAD 1313: Design Studio II- Fundamentals

PSYC 1311: Intro to Psychology

Semester offered: As shown in the study plan.

ARCH 2341: Principles of Design with Climate

Semester Credit Hours: 3 (3, 0)**Course Overview:**

This course introduces the fundamentals of climate-responsive design. It explores different climate regions worldwide and presents examples of how vernacular and contemporary construction methods have responded to changes in climate conditions. The course uses a case study approach to introduce the basic principles of thermal comfort, daylighting, ventilation, energy efficiency, and resource efficiency. Case studies from different climate regions will illustrate the possible range of climatic responses. Special focus will be given to vernacular approaches to building in hot and dry areas.

Pre-requisites: None

Semester offered: As shown in the study plan.

ARCH 2342: Materials and Methods**Semester Credit Hours: 3 (2, 1)****Course Overview:**

The course introduces concepts and skills fundamental to structure, construction, building enclosure, sustainability, and interior environments. It also explores the analysis and selection of materials, components, and assemblies and introduces the historic role of materials in architecture.

Pre-requisites: None

Semester offered: As shown in the study plan.

ARCH 2421: Design Studio III- Architectural Design**Semester Credit Hours: 4 (1, 3)****Course Overview:**

This course provides a foundational introduction to architecture and architectural design. It is conceived to address the breadth of knowledge in architecture and encourage students to situate their learning in subsequent courses to begin to identify a future area of focus for their careers. The course will use a design studio method that involves project-based learning.

Pre-requisites: COAD 1313: Design Studio II- Fundamentals Co-requisites: COAD 2251: Digital Design- 2D COAD 2333: Environmental Psychology

Semester offered: As shown in the study plan.

ARCH 2422: Design Studio IV- Integrated Architectural Design**Semester Credit Hours: 4 (1, 3)****Course Overview:**

This course provides a practical knowledge of materials and construction related to architectural design. Working in teams, students will design and construct a small outdoor shelter. The course is conceived to address the breadth of knowledge in architecture to encourage students to situate their learning in subsequent courses and begin to identify a

future area of focus for their careers. The course will use a design studio method that involves project-based learning. It will be carefully coordinated with ARCH 2342: Materials and Methods.

Pre-requisite: ARCH 2421: Design Studio III- Architectural Design

Co-requisites: ARCH 2342: Materials and Methods

COAD 2252: Digital Design II

Semester offered: As shown in the study plan.

COAD 3322: Building Codes and Universal Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

This lecture course covers universal and barrier-free design, means of egress, and the international building code as they apply to interior environments.

Pre-requisite: ARCH 2342: Materials and Methods.

Semester offered: As shown in the study plan.

COAD 3341: Built World Design History and Theory I

Semester Credit Hours: 3 (3, 0)

Course Overview:

The course surveys the evolution of architecture, design, and theory, including the Ancient World period, Classical World period, Middle Ages, Renaissance, Baroque, and design work up to 1800CE. 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.

Pre-requisite: Successful completion of 50 credit hours.

Semester offered: As shown in the study plan.

COAD 3342: Built World Design History and Theory II

Semester Credit Hours: 3 (3, 0)

Course Overview:

The course continues a survey of architecture, design, and theoretical characteristics of specific design styles in selected cultures from 1800 CE to the present. The progression and evolution of the design of the built environment throughout history give an appreciation for humankind's achievements and aid in understanding current design trends.

Pre-requisite: COAD 3341: Built World Design History and Theory I

Semester offered: As shown in the study plan.

ARCH 3343: Principles of Structural Systems

Semester Credit Hours: 3 (3,0)

Course Overview:

This course introduces the principles of architectural structures as related to architectural design. It includes consideration of spatial, structural, and aesthetic issues in building

structural systems and introduces structural behavior, forces, and responses in structural systems.

Pre-requisite: ARCH 2342: Materials and Methods

Semester offered: As shown in the study plan.

COAD 3353: Digital Design III - Building Information Modeling

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course expands the student's professional skills in computer-aided design software through experience with building information modeling (BIM) using Revit Architecture or any other industry standard to build a virtual model and generate 2D and 3D views from it.

Pre-requisites: COAD 2252: Digital Design II- 3D

Semester offered: As shown in the study plan.

ARCH 3523: Design Studio V- Architectural Design

Semester Credit Hours: 5 (1, 4)

Course Overview:

This course focuses on the integration of architectural theories and philosophy with environmental design systems; the study of theoretical approaches to graphic and analytical thinking, problem identification, and design dissemination through various media, case studies, and problem resolution; conditions and forces associated with a variety of building types; and the generation of design solutions.

Prerequisite: ARCH 2422: Design Studio IV- Integrated Architectural Design

Co-requisite: COAD 3353: Digital Design III - Building Information Modeling

Semester offered: As shown in the study plan.

ARCH 3524: Design Studio VI- Integrated Architectural Design

Semester Credit Hours: 5 (1, 4)

Course Overview:

This course focuses on applying verbal, graphic, research, critical thinking, and fundamental design skills to architectural projects that emphasize the integration of architectural history and theory issues.

Prerequisite: ARCH 3523: Design Studio V- Architectural Design

Co-requisite: COAD 3342: Built World Design History and Theory II

Semester offered: As shown in the study plan.

COAD 4333: History of Islamic Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course examines the architecture, interior design, and decorative arts of the Islamic world from pre-Islamic times through today. It studies the main characteristics of the Islamic style, focusing on the form and function of architecture, interior design, and decorative arts

as well as their historical and cultural backgrounds.

Pre-requisite: COAD 3342: Built World Design History and Theory II

Semester offered: As shown in the study plan.

ARCH 4344: Introduction to Environmental Systems

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course provides an introduction to the design of environmentally responsive buildings and the natural and artificial systems that support them. It includes considering active and passive heating and cooling, indoor air quality, solar orientation, daylighting and artificial illumination, acoustics, embodied energy, and building services systems.

Pre-requisite: ARCH 2341: Principles of Design with Climate

Semester offered: As shown in the study plan.

ARCH 4345: Architectural Structures

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course provides an advanced study of architectural structures. It considers the physical principles that govern classical statics and the strength of materials and the graphical and mathematical design of structural systems. The course also addresses considerations of the role of structural articulation in the design of buildings.

Pre-requisites: ARCH 3343: Principles of Structural Systems

Co-requisites: ARCH 4526: Design Studio VIII- Integrated Architectural Design

Semester offered: As shown in the study plan.

ARCH 4346: Integrated Environmental Systems

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course covers advanced issues in designing environmentally responsive buildings and the natural and artificial systems that support them, such as embodied energy, active and passive heating and cooling, indoor air quality, solar orientation, daylighting and artificial illumination, acoustics, and building services systems. It includes the use of appropriate performance assessment tools.

Pre-requisite: ARCH 4344: Introduction to Environmental Systems

Co-requisite: ARCH 4526: Design Studio VIII- Integrated Architectural Design.

Semester offered: As shown in the study plan.

COAD 4351: Built World Photography

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course introduces photography and covers its fundamentals and appreciation. Students will need a 35 mm single-lens reflex (SLR) camera with a manual. This course provides the

student with an understanding of photography's basic technical and creative processes. In addition, instruction is given with broad reference to the history of photography, photographic theory, and contemporary photographic practice.

Pre-requisite: ARCH 3524: Design Studio VI

Semester offered: As shown in the study plan.

ARCH 4354: Simulation and Optimization

Semester Credit Hours: 3 (2,1)

Course Overview:

This course covers architectural design methods, collaboration with representatives of allied disciplines, search for solutions, simulation of various criteria, such as energy performance, structural performance, cost performance, lighting performance, visual performance, and code compliance, optimization and comparison of schemes, performance criteria, and selection of a satisfying scheme.

Pre-requisites: COAD 3353: Digital Design III- BIM

ARCH 3343: Principles of Structural Systems

Semester offered: As shown in the study plan.

ARCH 4361: Preparing the Project Brief

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course covers the contents of a project brief, methods for creating a brief, evidence-based design, fundamental concepts in environmental psychology and sociology, benchmarking, development of a base case, and design using a brief. It directly addresses research-informed design, one of the hallmarks of the PMU architecture program.

Pre-requisite: UNIV 1213: Leadership and Teamwork

COAD 2333: Environmental Psychology

Semester offered: As shown in the study plan.

ARCH 4362: Construction Process and Building Economics

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course covers building development, design, construction, and operation; building market analysis; project financial structures; project scheduling; construction cost; facilities operations and management; and life cycle costing. It provides students with the context of architectural practice related to clients, contractors, tenants, and society.

Pre-requisite: ARCH 4344: Introduction to Environmental Systems

Semester offered: As shown in the study plan.

ARCH 4365: Architecture Internship Course

Semester Credit Hours: 3 (1, 320)

Course Overview:

This course enables students to apply their studio and class experience to practical use in a work-world apprentice situation. Students can seek design employment in the surrounding geographic area or the PMU Community Design Center if it is established.

Pre-requisite: Completion of 100 credit hours
Departmental approval

Semester offered: As shown in the study plan.

ARCH 4371: Contemporary Materials in Architecture and Design

Semester Credit Hours: 3

Course Overview:

This course serves as an introduction to the development of building materials and their application methods in contemporary architecture, art, design, and the construction industry. It also covers the aesthetics and performance of selected materials, the application of materials, construction/fabrication methods related to design proposals, and the theoretical understanding of the relationship between materials, materiality, and design intentions and executions.

Pre-requisite: ARCH 2241: Materials and Methods

Semester offered: As shown in the study plan.

ARCH 4525: Design Studio VII- Architectural Design

Semester Credit Hours: 5 (1, 4)

Course Overview:

This course covers the application of verbal, graphic, research, critical thinking, and fundamental design skills to architectural projects that emphasize the integration of structural, environmental, life safety, building envelope systems, and building service systems. It also covers code compliance, resource conservation, cost control, and economic analysis.

Pre-requisite: COAD 3322: Building Codes and Universal Design

ARCH 3524: Design Studio VI- Integrated Architectural Design

Semester offered: As shown in the study plan.

ARCH 4526: Design Studio VIII- Integrated Architectural Design

Semester Credit Hours: 5 (1, 4)

Course Overview:

This course offers a comprehensive and integrated design studio focused on integrating design theory with functionally sustainable environmental systems (ARCH 4345: Architectural Structures) and structural systems (ARCH 4346: Integrated Environmental Systems). It considers projects from site analysis and programming through design detailing. The integrated studio combines a studio focus with environmental systems and structural

course materials.

Prerequisite: ARCH 4525: Design Studio VII- Architectural Design

Co-requisites: ARCH 4345: Integrated Architectural Structures

ARCH 4346: Integrated Environmental Systems

Semester offered: As shown in the study plan.

ARCH 5327: Design Studio IX- Capstone Project Programming

Semester Credit Hours: 3 (1, 2)

Course Overview:

This first part of the capstone course in the Assessment Capstone Series is a research class that addresses the creative, professional, technical, and historical issues involved in a problem chosen and defined by the student. This course culminates in the formal presentation of a completed design program in preparation for the design segment of the capstone classes.

Pre-requisite: ARCH 4526: Design Studio VIII- Integrated Architectural Design

Semester offered: As shown in the study plan.

ARCH 5363: Professional Practice and Ethics

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course is a required course that meets accreditation standards and covers business, legal, and social issues in the practice of architecture, ethics in architecture and the environment, and architectural challenges of the 21st century.

Pre-requisite: ARCH 4526 Design Studio VIII- Integrated Architectural Design

Semester offered: As shown in the study plan.

ARCH 5372: Building Energy Use Modeling and Simulation

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course offers an advanced study of the integration of building energy use modeling and simulation into the design process to improve building performance in new and existing buildings. It utilizes state-of-the-art design-phase energy use and carbon emissions simulation tools.

Pre-requisite: ARCH 4354: Simulation and Optimization

ARCH 4346: Integrated Environmental Systems

Semester offered: As shown in the study plan.

ARCH 5373: Sustainable Housing and GeoDesign

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course explores the fundamentals of sustainable housing and community design in different world regions, theories and principles of dealing with different urban forms and

patterns of housing, and an introduction to tools using Geodesign, 3D analysis, and urban analytic approaches.

Pre-requisite: ARCH 4354: Simulation and Optimization

Semester offered: As shown in the study plan.

ARCH 5374: Advanced Design Visualization

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course introduces the history, elements, and rules of graphic design, including terminology, techniques, and tools. It also encompasses the advanced exploration of graphic processes and methods utilized in designing the built environment.

Pre-requisite: None

Semester offered: As shown in the study plan.

ARCH 5375: Computational Modeling and Simulation

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course explores the fundamentals of computer software development for problems in architecture; software development processes and methods; fundamental concepts in software; object-oriented programming; fundamentals of database systems; fundamentals of HTML and Web development; parametric modeling scripting; application programming interfaces; process modeling; product modeling; workflow analysis; and entrepreneurship.

Pre-requisite: ARCH 4354: Simulation and Optimization

ARCH 4526: Design Studio VIII- Integrated Architectural Design

Semester offered: As shown in the study plan.

ARCH 5628: Design Studio X- Architectural Capstone

Semester Credit Hours: 6 (1, 5)

Course Overview:

The second part of the capstone course in the Assessment Capstone Series is a design studio that addresses the creative, professional, technical, and historical issues involved in a problem chosen and defined by the student. This course culminates in formally presenting a unique solution to the problem as a part of the final professional portfolio.

Pre-requisite: ARCH 5327: Design Studio IX- Capstone Project Programming

Semester offered: As shown in the study plan.

3. Interior Design Courses Required

Foundation Classes (12 credit hours & shared with other COAD majors):

- COAD 1311:** Design Studio I- Fundamentals
- COAD 1312:** Hand Drawing and Rendering Techniques
- COAD 1313:** Design Studio II- Fundamentals
- COAD 1314:** Construction Documents and Detail Drawings

Design Studios (23 credit hours):

- IDES 2311:** Interior Design III- Residential Design
- IDES 2312:** Interior Design IV- Commercial Prog. & Space Planning Studio
- IDES 3411:** Interior Design V- Office Design
- IDES 3412:** Interior Design VI- Hospitality Design
- IDES 4425:** Interior Design VII- Healthcare Design
- IDES 4112:** Interior Design VIII- Capstone Project Programming
- IDES 4413:** Interior Design VIII -Capstone Project Design

History and Theory of Architecture and Design (6 credit hours & shared with ARCH majors):

- COAD 3341:** Built World Design History and Theory I
- COAD 3342:** Built World Design History and Theory II

Materials, Lighting, Interior Systems, and Sustainable Design (12 credit hours):

- IDES 2332:** Materials for Interior Design
- IDES 3321:** Interior Building Systems
- IDES 3331:** Interior Lighting
- IDES 4337:** Sustainable Design

Professional Courses (12 credit hours, 6 shared with ARCH):

- COAD 2333:** Environmental Psychology for Design
- COAD 3322:** Building Codes and Universal Design
- IDES 4343:** Professional Practices for Interior Designers
- IDES 3338:** Internship

Digital Technology Courses (7 credit hours with 7 shared with ARCH majors):

- COAD 2251:** Digital Design I: 2D
- COAD 2252:** Digital Design II: 3D
- COAD 3353:** Digital Design III: BIM

Degree Electives: The Interior Design degree program will require 3 semester credit hours of professional electives to be taken from elective courses.

- COAD 4333:** History of Islamic Design (shared with ARCH)
- COAD 4351:** Built World Photography (shared with ARCH)

IDES 4314: Advanced Design Methods

IDES 4332: Custom Furniture Design

IDES 4344: Interior Design Study Tour

Other electives allowed are: ACCT 2311, BUSI 3311, BUSI 3312, MATH 1313, MISY 2311, MISY 2312

4. Interior Course Courses Sequence

Please check the attached “Four-Year Study Plan* for Bachelor of Science in Interior Design Degree.”



College of Architecture and Design

Four-Year Study Plan* for Bachelor of Science in Interior Design Degree

FIRST YEAR* (30 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 1311	Written Communication	3	3	0	PRPC/PRPW/PREE 0061 or its equivalent	ELECTIVE	Social Science Elective* I	3	3	0	N/A
UNIV 1211	Professional Development and Competencies	2	2	0	PRPC/PRPW/PREE 0061 or its equivalent	PHED 1112	Healthy Behaviors and Management	1	1	0	PHED 1111
MATH 1311	Finite Math	3	3	1	PRPM 0012 or PRPM 0022	COMM 1312	Writing and Research	3	3	0	COMM 1311
PHED 1111	Active Living Lifestyle	1	1	0	PRPC/PRPW/PREE 0061 or its equivalent	UNIV 1212	Critical Thinking & Problem Solving	2	2	0	UNIV 1211
COAD 1311	Design Studio I - Fundamentals	3	1	4	PRPM 0022* (C) COAD 1312	COAD 1313	Design Studio II - Fundamentals	3	1	4	COAD 1311 COAD 1312
COAD 1312	Hand Drawing and Rendering Techniques	3	1	4	(C) COAD 1311	COAD 1314	Construction Documents and Detail Drawings	3	1	4	COAD 1311 (C) COAD 1313
TOTAL		15	11	9		TOTAL		15	11	8	

SECOND YEAR* (32 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 2311	Oral Communication	3	3	0	COMM 1312	ASSE 2111	Learning Outcome Assessment I	1	1	1	Sophomore Standing
UNIV 1213	Leadership and Teamwork	2	2	0	UNIV 1212	COMM 2312	Technical and Professional Communications	3	3	0	COMM 2311
MATH 1312	Calculus for Business	3	3	1	MATH 1311	ELECTIVE	Natural & Physical Science Elective** I	4	3	3	N/A
IDES 2332	Materials for Interior Design	3	3	0	COAD 1313	COAD 2333	Environmental Psychology for Design	3	3	0	COAD 1313
IDES 2311	Interior Design III - Residential Design Studio	3	1	4	COAD 1313 COAD 1314	IDES 2312	Interior Design IV - Commercial Programming & Space Planning Studio	3	1	4	IDES 2311
COAD 2251	Digital Design I: 2D	2	1	3	COAD 1314	COAD 2252	Digital Design II: 3D	2	1	3	COAD 2251
TOTAL		16	13	8		TOTAL		16	12	11	

THIRD YEAR* (32 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
ALIS 1211	Introduction to Islamic Culture	2	2	0	PRPC/PRPW/PREE 0061 or its equivalent	ALIS 1212	The Social System in Islam	2	2	0	ALIS 1211
ASSE 3211	Learning Outcome Assessment II	2	2	0	ASSE 2111 & Junior Standing	IDES 3412	Interior Design VI - Hospitality Design Studio	4	1	6	IDES 3411
IDES 3411	Interior Design V - Office Design Studio	4	1	6	IDES 2312 COAD 2252	COAD 3342	Built World Design History and Theory II	3	3	0	COAD 3341
COAD 3341	Built World Design History and Theory I	3	3	0	COAD 2333	COAD 3322	Building Codes and Universal Design	3	3	0	IDES 3321
IDES 3321	Interior Building System	3	3	0	IDES 2332 PHYS 1411	COAD 3353	Digital Design III: BIM	3	1	4	COAD 2252
IDES 3331	Interior Lighting	3	2	2	COAD 1314 IDES 2332 MATH 1312						
TOTAL		17	13	8		TOTAL		15	10	10	

College of Architecture and Design

Four-Year Study Plan* for Bachelor of Science in Interior Design Degree



SUMMER OF FOURTH YEAR (3 CREDIT HOURS)

Course Number	Course Title	Credit Hours		Pre-Requisite / Co-Requisite
IDES 3338	Internship	3	8 weeks (320 hours) full time	Completion of 90 credit hours and department approval (summer before graduation)

FOURTH YEAR* (29 CREDIT HOURS)

FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
ALIS 2211	Linguistic Communication Skills / Ethical Social System in Islam	2	2	0	ALIS 1212	ALIS 2212	The Biography of Prophet Mohammad	2	2	0	ALIS 2211
ELECTIVE	Natural & Physical Science Elective** II	4	3	3	N/A	ELECTIVE	Social Science Elective* II	3	3	0	N/A
IDES 4112	Interior Design Capstone Project Research/Pre-Design	1	1	0	IDES 3338 IDES 3412	IDES 4413	Interior Design Capstone Project Studio	4	0	8	IDES 4112 IDES 4425
IDES 4337	Sustainable Design	3	3	0	IDES 3321	IDES 4343	Professional Practices	3	3	0	IDES 4112
IDES 4425	Interior Design VII - Healthcare Design Studio	4	1	6	IDES 3412	IDES or COAD 43XX	Technical Electives***	3	Varies	Varies	Varies
TOTAL		14	10	9		TOTAL		15	8+	8+	

INTERIOR DESIGN PROGRAM TOTAL DEGREE CREDIT HOURS = 126

SOCIAL SCIENCE ELECTIVES* = 2 Courses Required (6 Credit Hours)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
FREN 1311	Introduction to French Language	3	3	0		PSYC 1311	Introduction to Psychology	3	3	0	
FURS 1311	Introduction to Futures Skills	3	3	0		SERV 1311	Introduction to Service Learning and Volunteering	3	3	0	
FUTR 1311	Introduction to Futures Studies	3	3	0		ECON 1311	Introduction to Macroeconomics	3	3	0	
GEGR 1311	World Regional Geography	3	3	0		SUST 1311	Introduction to Sustainability	3	3	0	
SPAN 1311	Introduction to Spanish Language	3	3	0		DANT 1311	Digital Anthropology	3	3	0	
BSTW 1311	Behavioral Sciences in 3D World	3	3	0		SYST 1311	Introduction to Systems Thinking	3	3	0	
HIST 1311	World Civilizations	3	3	0							

NATURAL AND PHYSICAL SCIENCE ELECTIVES** = 2 Courses Required (8 Credits)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
PHYS 1411	Introductory Physics	4	3	1	PRPM 0011	CHEM 1411	Introductory Chemistry	4	3	1	PRPM 0011



College of Architecture and Design

Four-Year Study Plan* for Bachelor of Science in Interior Design Degree

TECHNICAL ELECTIVES*** = 1 Courses Required (3 Credit Hours)											
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
IDES 4314	Advanced Design Methods	3	1	4	IDES 3412	IDES 4344	Interior Design Study Tour	3	1	Travel	COAD 3342 IDES 3412
IDES 4332	Custom Furniture Design	3	3	0	IDES 3412	COAD 4351	Built World Photography	3	2	2	COAD 3342
COAD 4333	History of Islamic Design	3	3	0	COAD 3342						

NOTES:

- * Completion of PRPM 0012 Intermediate Math or PRPM 0022 Pre-Calculus is required before entry into Interior Design.
- * This Program of Study applies to ONLY full time students. Minimum of 12 credit hours constitutes full time status.
- * Student GPA determines maximum semester course load as per department advisement criteria.
- * IDES major courses offered only in the semester shown on this plan. Other timings are not guaranteed.
- * IDES major summer course offerings are not guaranteed.
- * Internship experience may not combined with any courses.

Chair Signature

Dr. Chuloh Jung

COAD Dean Signature

Dr. Jamal Nayfeh

CORE Dean Signature

Dr. Mohammad Ashraf

COURSES OFFERED FOR INTERIOR DESIGN

COAD 1311: Design Studio I – Fundamentals

Semester Credit Hours: 3 (1, 2)

Course Overview:

This foundation course exposes students to architecture as a profession utilizing new skills and knowledge. It focuses on learning about architecture through graphic conventions and hand drafting.

Prerequisite: PRPM 0022: Introductory Calculus or equivalent

Co-requisite: COAD 1312: Hand Drawing and Rendering Techniques.

Semester offered: As shown in the study plan, except for the freshmen level courses.

COAD 1312: Hand Drawing and Rendering Techniques

Semester Credit Hours: 3 (1, 2)

Course Overview

Hand drawing and rendering are essential tools in interpreting ideas and visual thinking. The course focuses on simple, basic techniques for drawing and rendering. Even in the computer age, hand drawing is the designer's most helpful tool for notation, design exploration, and graphic communication. This course will build skill and confidence through hand drawing and rendering techniques using various media.

Co-requisite: COAD 1311: Design Studio I – Fundamentals

Semester offered: As shown in the study plan except for the freshmen level courses

COAD 1313: Design Studio II- Fundamentals

Semester Credit Hours: 3 (1, 2)

Course Overview:

This course continues the foundations class sequence begun in COAD 1311: Design Studio I—Fundamentals. It continues the introduction to professional skills and to written, graphic, and oral communication through creative projects.

Prerequisites: COAD 1311: Design Studio I – Fundamentals

COAD 1312: Hand Drawing and Rendering Techniques

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 1314: Construction Documents and Detail Drawings

Semester Credit Hours: 3 (1, 2)

Course Overview:

This studio course covers architectural/interior environment construction documents and detail drawings that graphically represent and communicate how to construct and/or install a design project.

Prerequisite: COAD 1311: Design Studio I – Fundamentals

Co-requisite: COAD 1313: Design Studio II – Fundamentals

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 2251: Digital Design I – Computer Aided 2D Drawing

Semester Credit Hours: 2 (1,1)

Course Overview:

This course is an introduction to computer drafting for architects and designers that teaches students the drafting skills required to produce two-dimensional architectural drawings. Small-scale design projects (such as a house, an art gallery, a boutique, a café, etc.) provide a site for students to understand the commands and features of AutoCAD or another standard of the industry for designing and drawing architectural spaces. Students will expand other computer and design skills through the design and development of interior design presentations developed through Photoshop or other presentation media.

Prerequisite: COAD 1314: Construction Documents and Detail Drawings

Co-requisite: IDES 2311: Interior Design III – Residential Design

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 2252: Digital Design II – Computer Aided 3D Modeling and Rendering

Semester Credit Hours: 2 (1, 1)

Course Overview:

This is the second of two computer-aided drawing courses. Topics covered in this course include three-dimensional drafting or modeling and color rendering of an interior space. Students study space planning and dimensioning as it relates to the human body. Students explore the use of the V-Ray rendering engine for improved design visualization. Other programs may be introduced as they become industry standards.

Prerequisite: COAD 2251: Digital Design I – Computer Aided 2D Drawing

Co-requisite: IDES 2312: Interior Design IV

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 2311: Interior Design III- Residential Design Studio

Semester Credit Hours: 3 (1, 2)

Course Overview:

This course continues students' learning of two-dimensional and three-dimensional hand drafting and representation of interior spaces while focusing on residential design. Students study the effects of light, color, furniture, and decorative objects in residential design. Space planning and volumetric study related to the human body are emphasized.

Prerequisites: COAD 1313: Design Studio II – Fundamentals

COAD1314: Construction Documents and Detail Drawings

Co-requisite: COAD 2251: Digital Design I

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 2312: Interior Design IV- Commercial Programming and Space Planning Studio

Semester Credit Hours: 3 (1, 2)

Course Overview:

This class emphasizes the study of programming, complex space planning, circulation patterns, and building codes related to non-residential design. It continues student learning of two-dimensional and three-dimensional hand and/or computer-aided drafting and representation of interior spaces while focusing on non-residential design.

Prerequisites: IDES 2311: Interior Design III

Co-requisite: COAD 2252: Digital Design II

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 2332: Materials for Interior Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

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

Co-requisite: COAD 1313: Design Studio II – Fundamentals

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 2333: Environmental Psychology for Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

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

Pre-requisite: COAD 1313: Design Studio II – Fundamentals

PSYC 1311: Intro to Psychology

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 3321: Interior Building Systems

Semester Credit Hours: 3 (3, 0)

Course Overview:

This lecture course covers standard interior building systems, including partitions, ceilings, floors, and stairs. Students learn about glazing, woodwork, hardware, structural coordination, heating, ventilation, air conditioning, plumbing, and electrical distribution.

Pre-requisite: IDES 2332: Materials for Interior Design

COAD 1314: Construction Documents and Detail Drawings

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 3322: Building Codes and Universal Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

This lecture course covers universal and barrier-free design, means of egress, and the international building code as they apply to interior environments.

Pre-requisite: IDES 3321: Interior Building Systems

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 3331: Interior Lighting

Semester Credit Hours: 3

Course Overview:

This course focuses on lighting design for interior spaces. Students gain knowledge of light's perception and psychological aspects and technical information related to current fixture types and appropriate applications.

Pre-requisites: COAD 1314: Construction Documents and Detail Drawings

IDES 2332: Materials for Interior Design

Math 1312: Calculus for Business

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 3338: Interior Design Internship

Semester Credit Hours: 3

Course Overview:

This course enables students to apply their studio and class experience to practical use in a work-world apprentice situation. Students can seek design employment in the surrounding geographic area or the PMU Community Design Center if it is established.

Pre-requisites: Completion of 80 credit hours

Departmental approval

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 3341: Built World Design History and Theory I

Semester Credit Hours: 3 (3, 0)

Course Overview:

The course surveys the evolution of architecture, design, and theory, including the Ancient World period, Classical World period, Middle Ages, Renaissance, Baroque, and design work up to 1800 CE. 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.

Pre-requisite: Successful completion of 50 credit hours.

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 3342: Built World Design History and Theory II

Semester Credit Hours: 3 (3, 0)

Course Overview:

The course continues with a survey of architecture, design, and theoretical characteristics of specific design styles in selected cultures from 1800 CE to the present. The progression and evolution of the design of the built environment throughout history give an appreciation for humankind's achievements and aid in understanding current design trends.

Pre-requisite: COAD 3341: Design History and Theory I

Semester offered: As shown in the study plan, except for the freshmen level courses

COAD 3353: Digital Design III - Building Information Modeling

Semester Credit Hours: 3 (1, 2)

Course Overview:

This course expands the student's professional skills in computer-aided design software through experience with building information modeling (BIM) using Revit Architecture or any other industry standard to build a virtual model and generate 2D and 3D views from it.

Pre-requisite: COAD 2252: Digital Design II-3D

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 3411: Interior Design V - Office Design Studio

Semester Credit Hours: 4 (1, 3)

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 custom millwork balance practical aspects of practice with a design solution that meets client requirements for corporate branding and budget.

Pre-requisites: IDES 2312: Interior Design IV

COAD 2252: Digital Design II

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 3412: Interior Design VI – Hospitality Design Studio

Semester Credit Hours: 4 (1, 3)

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.

Pre-requisite: IDES 3411- Interior Design V

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4112: Interior Design Capstone Project Research

Semester Credit Hours: 1 (1, 0)

Course Overview:

This first part of the capstone course in the Assessment Capstone Series is a research class that addresses the creative, professional, technical, and historical issues involved in a problem chosen and defined by the student. This course culminates in the formal presentation of a completed design program in preparation for the design segment of the capstone classes.

Co-requisite: IDES 3412: Interior Design Studio VI – Hospitality Design Studio

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4314: Advanced Design Methods (Elective)

Semester Credit Hours: 3 (1, 2)

Course Overview:

This course expands students' professional skills in various media used for design ideation and communication. Media could include, but are not limited to, Photoshop, Rhino, MicroStation, 3D printing applications, fabrication techniques, video and internet communications, as well as programs/methods that may be developed in the future.

Pre-requisite: IDES 3412: Interior Design Studio VI – Hospitality Design Studio

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4332: Custom Furniture Design (Elective)

Semester Credit Hours: 3 (3, 0)

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.

Pre-requisite: IDES 3412: Interior Design Studio VI – Hospitality Design Studio

Semester offered: As shown in the study plan, except for the freshmen level courses.

COAD 4333: History of Islamic Design (Elective)

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course examines the architecture, interior design, and decorative arts of the Islamic world from pre-Islamic times through today. It studies the main characteristics of the Islamic style, focusing on the form and function of architecture, interior design, and decorative arts as well as their historical and cultural backgrounds.

Pre-requisite: COAD 3342: Built World Design History and Theory II

Semester offered: As shown in the study plan, except for the freshmen level courses.

IDES 4337: Sustainable Design

Semester Credit Hours: 3 (3, 0)

Course Overview:

The course will expand students' awareness of the relationship between ecology and the built environment. It will also expose the student to sustainable design, utilizing skills and knowledge obtained in all previous IDES courses.

Pre-requisite: IDES 3321: Interior Building Systems

Semester offered: As shown in the study plan, except for the freshmen level courses.

IDES 4343: Professional Practices for Interior Designers

Semester Credit Hours: 3 (3, 0)

Course Overview:

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

Pre-requisite: IDES 4112- Interior Design Capstone Research

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4344: Interior Design Study Tour (Elective)

Semester Credit Hours: 3 (1, 80)

Course Overview:

This course examines architecture, interior design, and decorative arts worldwide through tours to historic places, both national and international. It studies design and culture on location and explores historical and cultural backgrounds.

Pre-requisite: COAD 3342: Design History and Theory II

IDES 3412: Interior Design Studio VI – Hospitality Design Studio

Semester offered: As shown in the study plan except for the freshmen level courses

COAD 4351: Built World Photography (Elective)

Semester Credit Hours: 3 (2, 1)

Course Overview:

This course introduces photography and will cover photography fundamentals and photo appreciation. Students will need a 35 mm single-lens reflex (SLR) camera with manual. This course provides the student with an understanding of photography's basic technical and creative processes. In addition, instruction is given with broad reference to the history of photography, photographic theory, and contemporary photographic practice.

Co-requisite: COAD 1311: Design Studio I- Fundamentals

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4413: Interior Design Capstone Project

Semester Credit Hours: 4 (1, 3)

Course Overview:

The second part of the capstone course in the Assessment Capstone Series is a design studio that addresses the creative, professional, technical, and historical issues involved in a problem chosen and defined by the student. This course culminates in formally presenting a unique solution to the problem as a part of the final professional portfolio.

Pre-requisite: IDES 4112: ID Capstone Project Research

IDES 4425: Interior Design VII- Healthcare Design

Semester offered: As shown in the study plan, except for the freshmen level courses

IDES 4425: Interior Design VII - Healthcare Design

Semester Credit Hours: 4 (1, 3)

Course Overview:

The course focuses on the interior design of healthcare facilities, including hospitals and outpatient services. Emphasis is placed on emerging technologies and space planning critical to healthcare facilities.

Pre-requisite: IDES 3412: Interior Design Studio VI – Hospitality

Semester offered: As shown in the study plan, except for the freshmen level courses

5. Graphic Design Courses Required

Design Studios (50 credit hours):

GDES 1311: Drawing
GDES 1312: Digital Imaging
GDES 1321: Two-Dimensional Design
GDES 1322: Three-Dimensional Design
GDES 2311: Typography I
GDES 2312: Arabic Typography
GDES 2321: Illustration
GDES 2322: Digital Photography
GDES 3311: Typography II
GDES 3312: Information Design
GDES 3321: Brand Identity
GDES 3322: Motion Design
GDES 3331: Interaction Design I
GDES 3332: Interaction Design II
GDES 4112: Graphic Design Capstone Project Research
GDES 4321: Advanced Graphic Design
GDES 4413: Graphic Design Capstone Project

History and Theory of Art and Graphic Design (9 credit hours):

GDES 1331: Art Appreciation
GDES 1332: Art History
GDES 2331: History of Visual Communication

Professional Courses (12 credit hours):

GDES 2332: Design Thinking
GDES 3338: Internship
GDES 4322: Portfolio Development

Degree Electives: The Graphic Design degree program will require 6 semester credit hours of professional electives to be taken from elective courses.

GDES 4331: Special Topics in Graphic Design

Additional electives developed based on current trends and demand

6. Graphic Course Courses Sequence

Please check the attached "Four-Year Study Plan* for Bachelor of Science in Graphic Design Degree."



College of Architecture and Design

Four-Year Study Plan* for Bachelor of Science in Graphic Design Degree

FIRST YEAR* (31 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 1311	Written Communication	3	3	0	PRPC/PRPW/ PREE 0061 or its equivalent	COMM 1312	Writing and Research	3	3	0	COMM 1311
PHED 1111	Active Living Lifestyle	1	1	0	PRPC/PRPW/ PREE 0061 or its equivalent	PHED 1112	Healthy Behaviors and Management	1	1	0	PHED 1111
MATH 1311	Finite Math	3	3	1	PRPM 0012 or PRPM 0022	UNIV 1211	Professional Development and Competencies	2	2	0	PRPC/PRPW/ PREE 0061 or its equivalent
GDES 1311	Drawing	3	1	4	N/A	GDES 1312	Digital Imaging	3	1	4	GDES 1311
GDES 1321	2D Design	3	1	4	N/A	GDES 1322	3D Design	3	3	0	GDES 1321
GDES 1331	Art Appreciation	3	3	0	N/A	GDES 1332	Art History	3	3	0	GDES 1331
TOTAL		16	12	9		TOTAL		15	13	4	

SECOND YEAR* (32 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
COMM 2311	Oral Communication	3	3	0	COMM 1312	ALIS 1211	Introduction to Islamic Culture	2	2	0	PRPC/PRPW/ PREE 0061 or its equivalent
UNIV 1212	Critical Thinking & Problem Solving	2	2	0	UNIV 1211	COMM 2312	Technical and Professional Communications	3	3	0	COMM 2311
ASSE 2111	Learning Outcome Assessment I	1	1	0	Sophomore Standing	MATH 1313	Statistical Methods	3	3	1	PRPM 0012/PRPM 0022
GDES 2311	Typography I	3	1	4	GDES 1321	GDES 2312	Arabic Typography	3	1	4	GDES 2311
GDES 2321	Illustration	3	1	4	GDES 1322	GDES 2322	Digital Photography	3	1	4	GDES 1312
GDES 2331	History of Visual Communication	3	3	0	GDES 1332	GDES 2332	Design Thinking	3	3	0	GDES 2331 (P) UNIV 1212
TOTAL		15	11	8		TOTAL		17	13	9	

THIRD YEAR* (31 CREDIT HOURS)											
FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
ALIS 1212	The Social System in Islam	2	2	0	ALIS 1211	ALIS 2211	Linguistic Communication Skills / Ethical Social System in Islam	2	2	0	ALIS 1212
GDES 3311	Typography II	3	1	4	GDES 2311	GDES 3312	Information Design	3	1	4	GDES 3311 GDES 3321 GDES 3331
GDES 3321	Brand Identity	3	1	4	GDES 2311 GDES 2321	GDES 3322	Motion Design	3	1	4	GDES 3311 GDES 3321 GDES 3331
GDES 3331	Interaction I	3	1	4	GDES 2312 GDES 2322 GDES 2332	GDES 3332	Interaction II	3	1	4	GDES 3331
ASSE 3211	Learning Outcome Assessment II	2	2	0	ASSE 2111 & Junior Standing	ELECTIVE	Natural & Physical Science Elective** I	4	3	3	N/A
ELECTIVE	Social Science Elective* I	3	3	0	N/A						
TOTAL		16	10	12		TOTAL		15	8	15	



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Four-Year Study Plan* for Bachelor of Science in Graphic Design Degree

SUMMER OF FOURTH YEAR (3 CREDIT HOURS)

Course Number	Course Title	Credit Hours		Pre-Requisite / Co-Requisite
GDES 3338	Internship	3	8 weeks (320 hours) full time	Completion of 90 credit hours and department approval (summer before graduation)

FOURTH YEAR* (28 CREDIT HOURS)

FALL SEMESTER						SPRING SEMESTER					
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
ELECTIVE	Social Science Elective* II	3	3	0	N/A	ELECTIVE	Natural & Physical Science Elective** II	4	3	3	N/A
ALIS 2212	The Biography of Prophet Mohammad	2	2	0	ALIS 2211	GDES 4322	Portfolio Development	3	3	0	GDES 4321
UNIV 1213	Leadership and Teamwork	2	2	0	UNIV 1212	GDES 4413	Graphic Design Capstone Project	4	0	8	GDES 4321 GDES 4112
GDES 4112	Graphic Design Capstone Project Research	1	1	0	GDES 3331 GDES 3332	GDES 4332	Technical Elective*** II	3	1	4	Varies
GDES 4321	Advanced Graphic Design	3	1	4	GDES 3312 GDES 3322 GDES 3332						
GDES 4331	Technical Elective*** I	3	1	4	Varies						
TOTAL		14	10	8		TOTAL		14	7+	15+	

INTERIOR DESIGN PROGRAM TOTAL DEGREE CREDIT HOURS = 125

SOCIAL SCIENCE ELECTIVES* = 2 Courses Required (6 Credit Hours)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
FREN 1311	Introduction to French Language	3	3	0		PSYC 1311	Introduction to Psychology	3	3	0	
FURS 1311	Introduction to Futures Skills	3	3	0		SERV 1311	Introduction to Service Learning and Volunteering	3	3	0	
FUTR 1311	Introduction to Futures Studies	3	3	0		ECON 1311	Introduction to Macroeconomics	3	3	0	
GEGR 1311	World Regional Geography	3	3	0		SUST 1311	Introduction to Sustainability	3	3	0	
SPAN 1311	Introduction to Spanish Language	3	3	0		DANT 1311	Digital Anthropology	3	3	0	
BSTW 1311	Behavioral Sciences in 3D World	3	3	0		SYST 1311	Introduction to Systems Thinking	3	3	0	
HIST 1311	World Civilizations	3	3	0							

NATURAL AND PHYSICAL SCIENCE ELECTIVES** = 2 Courses Required (8 Credits)

Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
PHYS 1411	Introductory Physics	4	3	1	PRPM 0011	CHEM 1411	Introductory Chemistry	4	3	1	PRPM 0011



College of Architecture and Design

Four-Year Study Plan* for Bachelor of Science in Graphic Design Degree

TECHNICAL ELECTIVES*** = 2 Courses Required (6 Credits)											
Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite	Course Number	Course Title	Credit Hours	Contact Hour		Pre-Requisite
			Lecture	Studio					Lecture	Studio	
GDES 4331	Special Topics in Graphic Design I	3	1	4	GDES 3332	GDES 4332	Special Topics in Graphic Design II	3	1	4	GDES 4331

NOTES:

- * This Program of Study applies to ONLY full time students. Minimum of 12 credit hours constitutes full time status.
- * Student GPA determines maximum semester course load as per department advisement criteria.
- * GDES major courses offered only in the semester shown on this plan. Other timings are not guaranteed.
- * GDES major summer course offerings are not guaranteed.
- * Internship experience may not combined with any courses.

Chair Signature

Dr. Chuloh Jung

COAD Dean Signature

Dr. Jamal Nayfeh

CORE Dean Signature

Dr. Mohammad Ashraf

COURSES OFFERED FOR GRAPHIC DESIGN

GDES 1311: Drawing

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course focuses on the development of fundamental drawing skills. Students will develop skills in observing and recording the physical environment on a two-dimensional surface with accuracy and sensitivity. Emphasis will be placed on developing core technical skills in a variety of drawing techniques and exploring various technical approaches to produce both descriptive and expressive drawings.

Prerequisite: There are no prerequisites to take this course.

Semester offered: As shown in the study plan

GDES 1312: Digital Imaging

Semester Credit Hours: 3 (1, 3)

Course Overview

This course introduces computers as a creative tool and explores topics such as developing image-making techniques, data handling, and image compositing. It also introduces students to the fundamentals of digital drawing. Students will undertake projects encompassing traditional drawing skills and scanning methods. They will learn digital illustration techniques, image manipulation, layout, color, digital output, and graphic design visual literacy. Students will investigate visual aesthetics and explore digital media to produce works of art.

Pre-requisite: GDES 1311: Drawing

Semester offered: As shown in the study plan.

GDES 1321: Two-Dimensional Design

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course studies the elements and concepts of two-dimensional (2D) design, including the basic design principles and sources of design inspiration fundamental to all visual arts, through readings, exercises, and laboratory application. This visual design theory course introduces the core concepts of visual design — visual elements, principles of design, and creative process. Composition issues and strategies valid in all areas of visual design are explored through examples, exercises, critiques, and innovative projects.

Prerequisites: There are no prerequisites to take this course.

Semester offered: As shown in the study plan.

GDES 1322: Three-Dimensional Design

Semester Credit Hours: 3 (1, 3)

Course Overview:

This study of the elements and concepts of three-dimensional (3D) design introduces students to the fundamentals and technical principles of working three dimensionally. Students will experiment with several construction methods and materials used to create, represent, respond to, and reflect on form in space. Students will read, watch, and discuss perspectives on 3D art and design written/created by artists, curators, art historians, and critics. Using this information as a springboard, they will create their 3D works.

Prerequisite: GDES 1321: Two-Dimensional Design

Semester offered: As shown in the study plan.

GDES 1331: Art Appreciation

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course is a general introduction to art and aesthetics and their role in human life and culture. The course includes discussing and analyzing architecture, sculpture, painting, ceramics, drawing, printmaking, photography, design, and other art forms from various historical periods and world cultures.

Prerequisite: There are no prerequisites for GDES 1331: Art Appreciation.

Semester offered: As shown in the study plan.

GDES 1332: Art History

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course surveys the arts of the Western and non-Western world from prehistoric eras through the 14th century. The course will consider both the formal development of art and its cultural/historical context.

Prerequisite: GDES 1331: Art Appreciation

Semester offered: As shown in the study plan.

GDES 2311: Typography I

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course introduces the study of the letterform as a cornerstone of graphic design. It focuses on how typography can be a communicative device and a graphic, compositional, and expressive element. Areas explored include letterform anatomy, letterform analysis, measuring systems, typographic identification, and practical issues of setting

and using types effectively.

Prerequisites: GDES 1321: 2D Design

Semester offered: As shown in the study plan.

GDES 2312: Arabic Typography

Semester Credit Hours: 3 (1, 3)

Course Overview:

This intermediate-level course studies the marriage of Latin and Arabic typography. This course develops the student's ability to create typographic designs by visually and aesthetically merging Arabic and Latin fonts. This multi-script combination targets the needs of the Arab market. Students will learn to dissect fonts, create modules, experiment with type, generate Arabic adaptations, and construct typographical patterns that evolve into 3D objects. The student further learns the rules of the typographic grid system to experiment with breaking the grid while designing layouts, spreads, and posters.

Prerequisites: GDES 2311: Typography I

Semester offered: As shown in the study plan.

GDES 2321: Illustration

Semester Credit Hours: 3 (1, 3)

Course Overview:

This is an introductory course to explore the professional field of illustration. Students will acquire fundamental illustration skills and become familiar with principal areas within the field, such as editorial, advertising, and scientific-technical. Students will explore various techniques while developing critical thinking and problem-solving skills. Students will use their drawing, design, and style knowledge to communicate ideas graphically and start building a professional portfolio.

Pre-requisite: GDES 1322: Three-Dimensional Design

Semester offered: As shown in the study plan.

GDES 2322: Digital Photography

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course will introduce students to how to see and communicate using the medium of photography. It will focus on digital single-lens reflex (D-SLR) cameras and computer/editing software as creative tools. Students will learn to understand the principles of light, exposure, and frame composition.

Pre-requisite: GDES 1312: Digital Imaging

Semester offered: As shown in the study plan.

GDES 2331: History of Visual Communication

Semester Credit Hours: 3 (3, 0)

Course Overview:

This course provides a historical analysis of visual communication, emphasizing the development of the graphic design profession and the relationship of commerce and technology to the history of graphic design.

Pre-requisite: GDES1332: Art History

Semester offered: As shown in the study plan.

GDES 2332: Design Thinking

Semester Credit Hours: 3 (3, 0)

Course Overview:

Design thinking refers to a creative and strategic process for problem-solving. In this course, students learn how to understand a problem and deliver a design concept to their project stakeholders from a systemic perspective with data and empathy. Students also learn prototyping and testing methods.

Pre-requisite: GDES 2331: History of Visual Communication
UNIV 1212: Critical Thinking and Problem Solving

Semester offered: As shown in the study plan.

GDES 3311: Typography II

Semester Credit Hours: 3 (1, 3)

Course Overview:

This advanced course explores diverse typographic issues related to digital or screen-based communication. It expands on typographic principles and design elements for screen-based media while providing the groundwork for innovative and effective typographic and UI design practices.

Pre-requisites: GDES 2311: Typography I

Semester offered: As shown in the study plan.

GDES 3312: Information Design

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course is an intermediate-level course in information visualization. This class aims to help students develop the skills necessary to research, analyze, and present quantitative and qualitative information in ways that promote a greater understanding of a subject. The course's final deliverables may be print and/or Web-based infographic narratives.

Pre-requisites: GDES 3311: Typography II, GDES 3321: Brand Identity,
GDES 3331: Interaction Design 1

Semester offered: As shown in the study plan.

GDES 3321: Brand Identity

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course covers the theory and practice of creating product brand identity designs. Students will learn to combine typography, color theory, and layout to form a cohesive brand identity and apply that identity across multiple platforms. The brand identity process and best practices will be explored.

Pre-requisite: GDES 2311: Typography I
GDES 2321: Illustration

Semester offered: As shown in the study plan.

GDES 3322: Motion Design

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course will introduce students to effective communication using motion graphics, including its application in film titles, broadcast and commercial design, interactive media, and gaming. Combining music, visuals, and typography will be explored following the fundamental kinetic composition and aesthetics theories. Students will study the field's history, including the work of pioneers in motion design.

Pre-requisite: GDES 3311: Typography II, GDES 3321: Brand Identity
GDES 3331: Interaction Design I

Semester offered: As shown in the study plan.

GDES 3331: Interaction Design I

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course introduces the fundamental knowledge of website design. The Internet has been an essential tool in many people's everyday lives, from shopping to socializing. This course explores how to design well-organized and practical user interfaces and user experiences (UI/UX) for various websites.

Pre-requisite: GDES 2312: Arabic Typography, GDES 2322: Digital Photography
GDES 2332: Design Thinking

Semester offered: As shown in the study plan.

GDES 3332: Interaction Design II

Semester Credit Hours: 3 (1, 3)

Course Overview:

Interaction Design 2 continues to explore user interface and user experience (UI/UX) design for screens. The course introduces design for mobile applications and the Internet of Things (IoT). The chosen device for this course will be iOS-based mobile devices such as the iPhone and iPad tablet. Students will also learn how their design concepts can be transferred to other Android-based platforms.

Pre-requisites: GDES 3331: Interaction Design I

Semester offered: As shown in the study plan.

GDES 3338: Internship

Semester Credit Hours: 3 (1, 320)

Course Overview:

This internship aims to provide students with a valuable opportunity to advance their

professional development by applying learned concepts and skills to real-world settings. It will combine classroom learning with related practical job experience. More specifically, the internship will enable students to obtain helpful knowledge of the graphic design profession by working for a business, agency, or institution while enrolled in classes. An internship may lead to other positions within the host firm or increase a student's likelihood of finding employment with similar organizations. The student, the faculty member, and a cooperating organization will arrange the internship jointly.

Pre-requisite: Completion of 80 credit hours

Semester offered: As shown in the study plan.

GDES 4112: Graphic Design Capstone Project Research

Semester Credit Hours: 1 (1, 0)

Course Overview:

In this course, students conduct a self-directed graphic design writing project, applying their cumulative knowledge of graphic design. Students demonstrate in-depth design research skills and a comprehensive understanding of graphic design. Upon completing the course, students will present their projects through written components and an oral presentation.

Pre-requisite: GDES 3312: Information Design, GDES 3322: Motion Design

GDES 3332: Interaction Design II

Semester offered: As shown in the study plan.

GDES 4321: Advanced Graphic Design

Semester Credit Hours: 3 (1, 3)

Course Overview:

This course allows students to work on assigned problems within specific areas of experience design. Work is done on a contract basis with particular objectives and tangible results.

Pre-requisite: GDES 3332: Interaction Design II

Semester offered: As shown in the study plan.

GDES 4322: Portfolio Development

Semester Credit Hours: 3 (3,0)

Course Overview:

In this course, students thoroughly organize and refine their previous graphic design work to create a strong portfolio to prepare for their career path after graduation. Students also learn how to develop a job application package, including a cover letter, resume, business card, and portfolio website.

Pre-requisite: GDES 4321: Advanced Graphic Design

Semester offered: As shown in the study plan.

GDES 4413: Graphic Design Capstone Project**Semester Credit Hours: 4 (1, 3)****Course Overview:**

In this course, students continue their self-directed graphic design thesis project based on the written outcomes from GDES 4112: Graphic Design Capstone Project Research. The practicum component of this course allows students to apply the collective knowledge of graphic design to a defended undergraduate senior capstone project.

Pre-requisite: GDES 4112: Graphic Design Capstone Project Research
GDES 4321: Advanced Graphic Design

Semester offered: As shown in the study plan.