

## **IDES 201 Course Description & Learning Objectives**

IDES 201 Introductory Interior Design Studio I

Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: all Art Foundation courses. Corequisites: IDES 211, 231. Interior design majors only; other School of the Arts majors by approval. Introduction to identification and applications of fundamental interior design issues through applied projects. Emphasis includes: developing design ideas, understanding design philosophies, design principles and elements, human factors, defining and solving problems creatively, analyzing spatial and functional requirements, applying design processes, creating an aesthetic space and preparing a presentation as related to interior design.

## **IDES 211 Course Description & Learning Objectives**

### IDES 211 Interior Graphics

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: all Art Foundation courses. Corequisites: IDES 201, 231. Interior design majors only; other School of the Arts majors by approval. Introduction to manual graphic communication techniques in interior design including drafting, sketching, rendering, perspective drawing, presentation formats and model-making for professional graphic presentations.

## **IDES 231 Course Description & Learning Objectives**

### IDES 231 Fundamentals of Interior Design

Semester course; 3 lecture hours. 3 credits. Prerequisites: all Art Foundation courses. Required of all incoming interior design majors. Open to Interior Design majors and Home Fashion Merchandising majors only. Interior Design majors are required to enroll concurrently in IDES 201, 211. Introduction to the theories, methods and processes of interior design. Facilitates the transition of skills and knowledge from the Art Foundation Program to specific interior design applications and focuses on analysis and evaluation of interior environments as a support and supplement to the studio experience.

## **IDES 251 Course Description & Learning Objectives**

IDES 251 Historic Environments: Ancient through 19th Century

Semester course. 3 lecture hours. 3 credits. Prerequisite: ARTF 115 and 116. Study of the major paradigms, theories and styles of the built environment (interior design, furniture, and architecture) from antiquity to the late 19th century. Contemporary analysis of cultural conditions and the manner in which designers and architects respond to those conditions. Writing intensive.

## IDES 301 Course Description & Learning Objectives

### IDES 301 Interior Design Studio I

Semester course. 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 202. Corequisite: 312. Discussion and application of design philosophies, theories and creative design strategies at the intermediate level. Emphasis includes: research, survey and analysis, design processes, spatial and functional analysis, design elements and principles, human factors, creative problem-solving, code requirements, selection of interior components, and preparation of a presentation.



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## **IDES 302 Course Description & Learning Objectives**

### IDES 302 Interior Design Studio II

Semester course. 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 301. Continued discussion and application of design philosophies, theories and creative design strategies at the intermediate level. Emphasis includes: research, survey and analysis, design processes, spatial and functional analysis, design elements and principles, human factors, creative problem-solving, code requirements, selection of interior components, and preparation of a presentation.

## **IDES 312 Course Description & Learning Objectives**

### IDES 312 Advanced Interior Graphics II

Semester course. 1 lecture and 6 studio hours. 3 credits. Prerequisite: IDES 212. Advanced computer graphic communication techniques in interior design including drafting, rendering, perspective drawing, presentation formats, and 3-D imaging for professional graphic presentations.

Learning Objectives. Upon successful completion of this course, students will be able to:

1. Use advanced 3D modeling software to explore and evaluate design ideas.
2. Use advanced 3D modeling and rendering software to accurately communicate design intent.
3. Use advanced 3D modeling and rendering software to enhance presentation drawings.
4. Work independently to further develop their computer skills with 3D modeling and rendering software.

## **IDES 312 Course Description & Learning Objectives**

IDES 312 Advanced Interior Graphics II

Semester course. 1 lecture and 6 studio hours. 3 credits. Prerequisite: IDES 212. Advanced computer graphic communication techniques in interior design including drafting, rendering, perspective drawing, presentation formats, and 3-D imaging for professional graphic presentations.



## **IDES 312 Course Description & Learning Objectives**

### IDES 312 Advanced Interior Graphics II

Semester course. 1 lecture and 6 studio hours. 3 credits. Prerequisite: IDES 212. Advanced computer graphic communication techniques in interior design including drafting, rendering, perspective drawing, presentation formats, and 3-D imaging for professional graphic presentations.

Learning Objectives. Upon successful completion of this course, students will be able to:

1. Use advanced computer software to explore and evaluate design ideas and to accurately communicate design intent and technical information with two- and three-dimensional scale drawings (plans, elevations, sections, perspectives)
2. Integrate manual design tools with computer tools while evolving design solutions.
3. Independently advance their understanding of the computer software beyond the instruction that the course provides.
4. Demonstrate advanced knowledge of how to read and interpret construction documents, including drawings, schedules, specifications, etc.

## **IDES 323 Course Description & Learning Objectives**

IDES 323 Light and Color in Interior Environments

Semester course. 3 lecture hours. 3 credits. Prerequisite: IDES 202. The study of illumination and color and their impact on people in interior spaces; theory and practical applications.

## **IDES 330 Course Description & Learning Objectives**

### IDES 330 The Business of Design

Semester course. 3 lecture hours. 3 credits. This course introduces basic global economics and general business concepts such as the free enterprise system, legal forms of business and financial considerations. It also surveys business and management practices such as planning, decision making, communication, global ethics, marketing, human resources, finance and entrepreneurial skills needed to open a design business.

## IDES 400 Course Description & Learning Objectives

### IDES 400 Senior Design Studio I

Semester course. 2 lecture and 6 studio hours. 4 credits. Prerequisites: IDES 302 and 422.

Corequisite: IDES 441. Advanced discussion and application of design philosophies, theories and creative design strategies with emphasis on development of the professional interior designer. Included will be investigation, selection and practical applications of materials, textiles, and color in the interior environment.

Learning Objectives. Upon successful completion of this course, students will be able to:

1. Collaborate to identify and define relevant aspects of a design problem in order to establish the goals/objectives of a design program.
2. Collaborate to gather appropriate and necessary information and research needed to solve a design problem (e.g., user needs, site analysis, code and regulations search, specialized product information, pertinent research reports).
3. Develop a design solution within the framework of a complex design program.
4. Demonstrate understanding of sustainability guidelines, concepts, principles, and theories by applying them to a design project.
5. Demonstrate understanding of globalization and the implications of conducting the practice of design within a world market.
6. Demonstrate understanding that design needs may vary for different cultures and different socio-economic groups and that those differences impact design decisions.
7. Apply theories and research related to human behavior, as well as appropriate ergonomic and anthropometric data to design spaces that support the well-being and performance of the occupants.
8. Apply universal design concepts that support all occupant groups including those with special needs (physical, cognitive, or emotional) that may be present from birth, due to age, or acquired through illness or injury.
9. Demonstrate creative thinking and originality through generation of multiple concepts or design responses to a design program.
10. Use sketching as a design and communication tool.
11. Produce competent presentation drawings using a range of appropriate media, and integrate oral and visual material to communicate ideas clearly.
12. Effectively apply the elements, principles, and theories of 2D and 3D design.
13. Analyze and manipulate spatial definition and organization.
14. Specify appropriate colors, finish materials, and ff&e, including luminaires, using a broad range of materials and products.
15. Competently layout ff&e, including luminaires.
16. Demonstrate understanding that design solutions affect and are impacted by interior construction and building systems.
17. Develop design solutions that comply with pertinent codes, regulations and standards.

## **IDES 422 Course Description & Learning Objectives**

### IDES 422 Building Systems

Semester course. 3 lecture hours. 3 credits. Prerequisites: IDES 301 and 323. Corequisite: 302. Contemporary theories and techniques in the design of buildings as related to interior design, small structural considerations, HVAC, acoustics, plumbing, and the attributes of materials.

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## **IDES 441 Course Description & Learning Objectives**

IDES 441 Senior Seminar I

Semester course. 2 lecture hours. 2 credits. Prerequisites: IDES 302. Corequisite: IDES 400.  
Discussions of current design theories, issues, and concerns of the built environment, future studies, and the global community as applied to senior studio.

## **IDES 491 Course Description & Learning Objectives**

IDES 491 Topics in Interior Design

Semester course; 1-4 credits. May be repeated for a maximum of 8 credits. Prerequisite: Permission of the instructor. An in-depth study of a topical issue in interior design. See the Schedule of Classes for specific topics to be offered each semester.

Learning Objectives. Determined by the instructor and specific to the topic.

## **IDES 491j Course Description & Learning Objectives**

IDES 491j Advanced 3D Rendering and Modeling

Semester course; 3 credits. Prerequisite: permission of the instructor. Introduction to advanced 3D rendering and modeling techniques, including Vray and 3D Max. Students will use advanced 3D rendering and modeling techniques to explore and evaluate design ideas. Basic knowledge of Rhino is preferred, but not required.

Learning Objectives. Determined by the instructor and specific to the topic, but must focus on the design and development of interior space.



## **IDES 492 Course Description & Learning Objectives**

IDES 492 Independent Study in Interior Design

Semester course; variable hours. 1-3 credits. May be repeated for a maximum of 6 credits.

Prerequisites: junior or senior standing as a major in Interior Design. Learning experiences should be designed with the supervising faculty member in the form of a contract between student and instructor. This course is limited to those students who have demonstrated an exceptional ability and intense commitment to their discipline.

Learning Objectives. Determined by the contract (see above).

## **IDES 493 Course Description & Learning Objectives**

IDES 493 Interior Design Internship

Semester course; 3 credits. Prerequisite: IDES 330 or 431. Provides supervised practical work experiences that are coordinated with professional interior designers in the field. Formal arrangements must be made and approved by coordinator or department chair.

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