IND2210 interior design 3

Course Description: Introduction to the application of design principles and methods pertaining to retail/hospitality projects. Students will learn to meet specific client needs and requirements, select appropriate finishes, furniture and fixtures, and comply with code and regulation requirements for public space pertaining to health, safety, welfare, universal and sustainability design issues. Laboratory fee. (2 hr. lecture; 4 hr. lab) (2 hr. lecture 4 hr. lab)
Prerequisite: IND1200, IND1300
Corequisite: IND1130, ARC2171, ARC2461

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<tr>
<th>Course Competency</th>
<th>Learning Outcomes</th>
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| **Competency 1:** The student will identify responses to the psychological, physical and social needs of users in commercial/hospitality interiors by: | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 1. Identifying diverse theories about the relationship between human behavior and the designed environment (e.g. aesthetics, environmental, social, psychological, cultural, anthropometrics, etc.) | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 2. Applying theories of human behavior to interior design to specialized project user requirements. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 3. Illustrating spatial adjacency, utilization, circulation, light, and function according to programmatic needs. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 4. Synthesizing concepts of space utilization through sketching and schematic drawings. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |

**Competency 2:** The student will demonstrate proficiency in the knowledge and application of the programming principles by:

| 1. Conducting site analysis that involves reviewing architectural plans or documenting space (e.g. locating utilities, structural elements, etc.). | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 2. Applying space-planning, furniture layouts and human factors in commercial/hospitality design. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 3. Developing an initial design concept based on analysis and documentation findings. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 4. Identifying sustainable design objectives. | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
8. Computer / Technology Usage  
9. Aesthetic / Creative Activities  
10. Environmental Responsibility |
| 5. Developing spatial relationship diagrams using design development graphic | 1. Communication  
2. Numbers / Data  
3. Critical thinking  
4. Information Literacy  
5. Cultural / Global Perspective  
6. Social Responsibility  
7. Ethical Issues  
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9. Aesthetic / Creative Activities  
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tools (bubble diagrams, adjacencies' matrices, charts, stacking/zoning diagrams, block/square footage allocations).

**Competency 3:** The student will incorporate evaluation, space planning, and layout into a commercial/hospitality design project by:

1. Developing multiple design solutions.
2. Refining spatial relationship diagrams; adjacency, bubble, and block diagrams.
3. Creating representative three-dimensional models and two-dimensional drawings of the design solution.
4. Producing interior architectural and construction drawings using specialized software following industry drawing standards, methods, and conventions.
5. Developing a comprehensive presentation describing the design solution including sketches, diagrams, and architectural drawings and models.
6. Conducting verbal presentations of design solutions.

**Competency 4:** The student will learn to select appropriate furnishings and materials in commercial/hospitality interiors by:

1. Analyzing criteria for the selection and arrangement of furnishings to be used by different users.
2. Developing detailed furniture arrangement plans.
3. Revising design for code compliance.
4. Explaining the advantages and disadvantages of materials specified in design projects (e.g., furniture, flooring, wall coverings).
5. Specifying finishes and materials treatments used according to acoustics, life safety considerations and performance properties.

**Competency 5:** The student will incorporate appropriate codes and regulations in a commercial/hospitality design project by:

1. Identifying code requirements affecting health, fire, safety, occupancy, and welfare in
interior design solutions (universal/accessible design). 2. Applying local, state, and national building codes as well as the UBC (Uniform Building Codes) to commercial/hospitality projects. 3. Applying Americans with Disabilities Act (ADA) requirements as they related to the design of commercial/hospitality projects. 4. Analyzing and applying life safety requirements related to design solution.

**Competency 6:** The student will demonstrate knowledge of building construction methods and systems in commercial/hospitality interiors by:

1. Identifying various methods and techniques of building construction (e.g. wood, steel, concrete).
2. Describing basic building systems (mechanical, electrical, plumbing, structural, fire safety).
3. Recognizing the advantages of applying green design considerations to interior projects.
4. Analyzing different materials and assemblies employed in the construction of partitions, walls, and ceilings for commercial/hospitality interiors.
5. Differentiating among the different types of millwork woods, veneers and finish materials used in commercial/hospitality applications.
6. Designing specialized millwork and architectural woodwork details.
7. Describing the uses and characteristics of doors/windows treatments and coverings, glazing, and film for energy and security considerations in commercial/hospitality applications.

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**Competency 7:** The student will demonstrate knowledge about the impact of lighting systems in interior design by:

1. Specifying lighting requirements in terms of specific purposes for which lighting is required.
2. Describing how various means of controlling daylight affect commercial/hospitality interiors.
3. Specifying appropriate lighting fixtures to perform efficiently and effectively in commercial/hospitality interiors.
4. Describing the factors of contrast and diffusion as they affect commercial/hospitality interior environments.
5. Applying appropriate light distribution (ambient and task lighting) in commercial/hospitality interior design projects.
6. Applying appropriate fixture placement and location in interior design projects by means of reflected ceiling plans.

**Competency 8:** The student will analyze the effects of sound on commercial/hospitality interiors

1. Communication
2. Numbers / Data
3. Critical thinking
4. Information Literacy
5. Cultural / Global Perspective
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<tr>
<th>Competency 9: The student will understand sustainable design practices by:</th>
<th>Social Responsibility</th>
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<tbody>
<tr>
<td>1. Identifying sustainable design practices. 2. Analyzing the concept and terminology of green design/sustainable design. 3. Estimating the cost of green/sustainable design for a commercial/hospitality project in contrast to other methods.</td>
<td>6. Social Responsibility</td>
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1. Researching fundamentals of sound absorption to evaluate means that might be employed to control the acoustic quality of a space. 2. Analyzing issues of sound transmission and methods to tailor interior materials and components to specific uses of a space, allowing for appropriate speech privacy or transmission. 3. Determining the layout and surface treatment of walls, ceilings, and finishes, in addition to spatial organization, to achieve effective sound balance and comfort in an interior.