# Interior Design Courses (INTDSGN)

## Courses

### INTDSGN 1001 (31I:065). Introduction to Interior Design — 3 hrs.
Overview of interior design issues relating to design methods, human factors, professions and certifications, current concerns, and environments. (Fall)

### INTDSGN 1063 (31I:063). Drafting for Interiors — 3 hrs.
Introduction to architectural drafting; emphasis on drawing as a visual communication medium in the field of interior design. Development of drafting skills as a graphic language. Prerequisite(s) or corequisite(s): INTDSGN 1061 (31I:061). (Spring)

### INTDSGN 1065. Design Visualization and Communication — 3 hrs.
Design and presentation skills developed through studio experiences in various media. Emphasis on perceptual and conceptual development in two and three dimensions. (Spring)

### INTDSGN 1067 (31I:067). History of Interiors — 3 hrs.
Styles of furnishings, interiors, and architecture from antiquity to the present. (Spring)

Emphasis on three-dimensional graphic representation in the field of interior design. Includes introduction to computer-aided drafting. Prerequisite(s): INTDSGN 1063 (31I:063). Corequisite(s): INTDSGN 2065; declared Interior Design majors only. (Fall)

### INTDSGN 2065. Space Planning and the Human Experience — 3 hrs.
Introduction to concepts and application of spatial definition, organization, and theories of human behavior in the built environment. Prerequisite(s): declared Interior Design majors only. Corequisite(s): INTDSGN 2063 (31I:064). (Fall)

### INTDSGN 2069. Materials and Resources for Interior Design — 3 hrs.
The study of characteristics, installation, estimating, maintenance and sustainability of materials specified in interior applications. Understanding of sourcing, distribution and sustainable practices related to interior finishes and furnishings. Prerequisite(s): declared Interior Design majors only. Corequisite(s): INTDSGN 3151. (Spring)

### INTDSGN 3063. Computer Applications for Interior Design II — 3 hrs.
Advanced computer-aided design using related software in the field of interior design. Prerequisite(s): INTDSGN 2063 (31I:064); declared Interior Design majors only. Corequisite(s): INTDSGN 3069. (Fall)

### INTDSGN 3069. Building Systems and Lighting — 3 hrs.
Introduction to structural and non-structural building systems, circulation systems, and distribution systems (power, mechanical, HVAC, data/voice and plumbing) as they impact interior applications. Principles of thermal and acoustical design, indoor air quality, natural and electrical lighting design. Prerequisite(s): INTDSGN 2063

(31I:064); INTDSGN 2065; INTDSGN 2069; declared Interior Design majors only. Corequisite(s): INTDSGN 3063. (Fall)

Standards set by the profession for entry-level positions in Interior Design. (Fall)

### INTDSGN 3151. Residential Design I — 3 hrs.
Residential design. Programming, space planning, life safety issues, conceptualization, problem solving, and presentation. Includes special populations and purposes. Prerequisite(s): INTDSGN 2063 (31I:064); INTDSGN 2065; declared Interior Design majors only. Corequisite(s): INTDSGN 2069. (Spring)

### INTDSGN 3152. Residential Design II — 3 hrs.
Advanced Residential design. Programming, space planning, life safety issues, conceptualization, problem solving, and presentation. Includes special populations and purposes. Prerequisite(s): INTDSGN 3151. (Fall)

### INTDSGN 3164 (31I:164). Professional Practice of Interior Design — 3 hrs.
Professional responsibilities (legal, ethical, social and business) and practice of Interior Design. Prerequisite(s) or corequisite(s): INTDSGN 3151; declared Interior Design majors only. (Spring)

### INTDSGN 4151. Commercial Design I — 3 hrs.
Non-residential design, programming, space planning, life safety issues, conceptualization, problem solving, and presentation. Includes special populations and purposes. Prerequisite(s): INTDSGN 3063; INTDSGN 3069; INTDSGN 3129 (31I:129); declared Interior Design majors only. Corequisite(s): INTDSGN 3164 (31I:164). (Spring)

### INTDSGN 4152. Commercial Design II — 3 hrs.
Advanced non-residential design, programming, space planning, life safety issues, conceptualization, problem solving, and presentation. Includes special populations and purposes. Prerequisite(s): INTDSGN 4151. (Fall)

### INTDSGN 4153. Commercial Design III — 3 hrs.
Complex non-residential design, programming, space planning, life safety issues, conceptualization, problem solving, and presentation. Includes special populations and purposes. Prerequisite(s): INTDSGN 4152. (Spring)

### INTDSGN 4161. Advanced Design I — 1 hr.
Complex residential/non-residential design problems incorporating applied research methods. Corequisite(s): INTDSGN 4152; declared Interior Design majors only. (Fall)

### INTDSGN 4162. Advanced Design II — 3 hrs.
Complex residential/non-residential design problems incorporating applied research and integration of life safety, building systems and human response to the built environment. Prerequisite(s): INTDSGN 4161. (Spring)
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INTDSGN 4184/5184 (31I:184g). Topics in Interior Design — 1-3 hrs.
Selected topics relating to current issues in Interior Design. Topics to be announced in the Schedule of Classes. May be repeated on different topics for maximum of 6 hours. Prerequisite(s): junior standing. (Variable)

INTDSGN 4192/5192 (31I:192g). Research in Interior Design — 1-3 hrs.
Conduct supervised research and/or scholarly project. Prerequisites: research methods course; junior standing; consent of instructor. (Variable)

INTDSGN 4194/5194 (31I:194g). Problems in Interior Design — 1-4 hrs.
Individual topic areas of in-depth study. Prerequisite(s): junior standing; consent of instructor. (Variable)

Supervised experience in approved work situation. Transfer students must complete one full semester in residence before being approved for internship. Prerequisite(s): all course work must be completed. (Fall, Spring, Summer)

INTDSGN 4198 (31I:198). Independent Study in Interior Design. (Variable)