**Interior Design Courses (INTDSGN)**

**Courses**

Overview of interior design issues relating to design methods, human factors, professions and certifications, current concerns, and environments. (Fall)

Introduction to design elements and principles and their application to applied and fine arts. Attention to materials techniques and evaluation. Development of individual perception of design processes within interior design context. (Fall and Spring)

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 — 2 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 I — 2 hrs.
Styles of furnishings, interiors, and architecture from antiquity to the mid-19th century. (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; INTDSGN 2069; declared Interior Design majors only. (Fall)

INTDSGN 2065. Space Planning and the Human Experience — 2 hrs.
Introduction to concepts and application of spatial definition, organization, and theories of human behavior in the built environment. Corequisite(s): INTDSGN 2063 (31I:064); INTDSGN 2069; declared Interior Design majors only. (Fall)

INTDSGN 2067 (31I:068). History of Interiors II — 2 hrs.
Styles of furnishings, interiors, and architecture from the mid-19th century to the present and their use in current interiors; current trends and designers. Prerequisite(s): INTDSGN 1067 (31I:067). (Fall)

INTDSGN 2069. Materials and Resources for Interior Design — 2 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. Corequisite(s): INTDSGN 2063; INTDSGN 2065; declared Interior Design majors only. (Fall)

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. (Spring)

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. (Spring)

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

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 2069. Corequisite(s): INTDSGN 3063; INTDSGN 3069; declared Interior Design majors only. (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. (Spring)

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 3155. Professional Preparation in Interior Design — 1 hr.
Development of credentials and portfolio for job market entry. Prerequisite(s) or corequisite(s): INTDSGN 3154 (31I:154); 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 3152; declared Interior Design Majors only. (Fall)

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 4161. Advanced Design I — 2 hrs.
Complex residential/non-residential design problems incorporating applied research methods. Prerequisite(s): 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. (Variable)
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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)

(Variable)