

Course Description:

Interior Design 1 of 2 is an introduction to the field of interior design and the roles and responsibilities of the interior designer. Fundamentals like the elements and principles of design are presented in the course. A brief history of design from ancient times to the present is also presented. Commercial and residential design are defined and discussed as are the phases of typical design projects and business structures. Positive communication, professionalism in the workplace, and important skills and attributes of the interior designer are included, as well. Explanations of the materials that all designers use and features of lighting, furniture, and furnishings are provided along with discussions of the technical systems like HVAC, electricity, and plumbing. Problems in design projects and ways to solve them are discussed, as well. Information about the Americans with Disabilities Act (ADA), universal design, and green design in the context of interior design is also included.

Course Objectives:

- Recognize the importance of design principles by identifying how they are applied to an interior design project.
- Recognize the difference between interior designers and decorators by identifying their different roles.
- Categorize career fields in the interior design industry by distinguishing between specific projects designers work on.
- Recognize the difference between commercial and residential design fields by identifying their scope, schedule, and budget.
- Describe personal attributes of employees by explaining how teams interact effectively at work.
- Identify empathy by recognizing its value within the interior design field.
- Define the elements of design by describing their purpose.
- Recognize the principles of color by examining the relationships of colors on the color wheel.
- Describe color value and saturation level by extending the color wheel to include tints, tones, and shades.
- Recognize the importance of professional organizations in interior design by examining real-world scenarios and identifying the benefits of membership.
- Recognize the psychological impact of color in interior design by analyzing which colors are and are not appropriate for bedrooms and kitchens.
- Recognize the characteristics of furnishings and interiors by identifying their place in historical periods ranging from antiquity through the Empire period.
- Recognize the characteristics of furnishings and interiors by identifying their place in the various design styles and movements in the 19th and 20th centuries.
- Identify global influences on interior design styles and trends by recognizing the design elements associated with each location.
- Recognize the use of trend forecasting in interior design by identifying the differences between trends and fads.
- Explain the design, use, or availability of a furnishing in a specific historical period by identifying the economic and political climate and social conditions of the time.
- Recognize the characteristics of furnishings and interiors by identifying their place in historical periods ranging from antiquity through the Empire period.
- Recognize the importance of planning skills by describing the purpose behind developing a project plan.

- Describe the planning process by listing the steps an interior designer uses to set a goal.
- Recognize the benefits of technology in interior design by explaining how using technology contributes to developing innovative designs.
- Describe how to solve problems with interior design projects by identifying effective resolutions.
- Identify basic behavior expectations for the workplace and client interactions by recognizing professional behavior.
- Identify various business structures for interior design such as sole proprietorships, partnerships, and corporations by describing the differences among them.
- Identify the criteria for analyzing a design by describing function, structure and materials, and aesthetics.
- Recognize the relationship between structure and materials by identifying how they are used in a building and interior space.
- Identify how a space's function creates the need for a specific type of lighting source or fixture and quantity of light.
- Identify technical systems that must be incorporated into the design by describing how they constrain a design project.
- Identify technical systems that must be incorporated into the design by describing how they improve a design project.
- Identify the importance of building codes by describing their purpose.
- Identify different interior design project types by distinguishing between residential and nonresidential projects.
- Recognize how interior design is impacted by social and cultural considerations.
- Identify the impact of political climates on interior design by explaining how they affect the design industry.
- Define green design as a type of design that reduces harmful effects to the environment and human health.
- Identify the purpose of the Americans with Disabilities Act by explaining how it applies to interior design projects.
- Identify and describe the principles of universal design.

Required Materials:

- word processing software
- Internet browser
- slide show presentation software (for project)
- pen and paper for review questions (optional)

Course Overview:

This course is made up of six units. Each unit has five lessons. Media includes the following:

- interactive vocabulary games
- videos
- 360 (degrees) videos

- infographics
- annotated images

Course Organization

Direct Instruction – There are two to four direct instruction activities per lesson.

Discussion Board – This activity is graded by the instructor and allows the student to interact and communicate with classmates and the instructor about the subject of the discussion. All lessons do not contain a discussion board.

Lesson Summary – This activity includes the learning objectives from the lesson and review questions the student can answer either in a notebook or on a computer.

Checkpoint – The majority of lessons contains checkpoints. Checkpoint questions have anywhere from five to ten assessments and may be taken up to three times.

Project – There is one project for the course: an investigation into the design, use, or availability of a furnishing of the student's choice from one of six historical periods provided. It is designed to be presented on slides and is graded by the instructor.

Topics

Unit 1: What is Interior Design?

- Lesson 1: Interior Design: An Overview
- Lesson 2: Domains, Specializations, Related Fields
- Lesson 3: The Requisite Skills
- Lesson 4: Empathy and Other Skills
- Lesson 5: Creativity

Unit 2: The Basics: Elements, Principles, and Color

- Lesson 6: Interior Design Elements
- Lesson 7: Interior Design Principles
- Lesson 8: Color
- Lesson 9: Professional Organizations and Member Benefits
- Lesson 10: Applying What You've Learned

Unit 3: The Impact of the Past on Interior Design *The project is completed in this unit.

- Lesson 11: From Antiquity to the 19th Century
- Lesson 12: Inside the 19th and the first half of the 20th Centuries
- Lesson 13: From the 1960s to the Present
- Lesson 14: What's Old Is New Again
- Lesson 15: Revising, Editing, and Publishing the Project

Unit 4: Plans, Phases, Problems, and Organizational Structures

- Lesson 16: Planning Tools and Methods
- Lesson 17: The Seven (or so) Phases
- Lesson 18: Problems and Solutions
- Lesson 19: Professional Behavior and Effective Communication
- Lesson 20: Business is Business

Unit 5: What *Interior* Means in Interior Design

- Lesson 21: Design Quality
- Lesson 22: More on Materials and Structure
- Lesson 23: Lighting, Fixtures, and Furnishings
- Lesson 24: Technical Systems and Constraints
- Lesson 25: Types of Spaces

Unit 6: The Bigger Picture

- Lesson 26: Issues that Impact interior Design
- Lesson 27: Green Design
- Lesson 28: Universal Design
- Lesson 29: Human Factors in Design
- Lesson 30: Course Review