RARITAN VALLEY COMMUNITY COLLEGE

ACADEMIC COURSE OUTLINE

INTR111 INTERIOR DESIGN STUDIO I

I. Basic Course Information
   A. Course Number and Title: INTR111 Interior Design Studio I

   B. New or Modified Course: new

   C. Date of Proposal: Semester: Spring Year: 2011

   D. Sponsoring Department: Visual and Performing Arts

   E. Semester Credit Hours: 3 credits

   F. Weekly Contact Hours: 4 
      Lecture: 2
      Laboratory: 2

   G. Prerequisites: INTR110 Design Drawing I, ARTS110 Basic Drawing I

   H. Laboratory Fees: Yes

   I. Name and Telephone Number or E-Mail Address of Department Chair:
      Ann Tsubota, atsubota@raritanval.edu

II. Catalogue Description

   Prerequisites: INTR110 Design Drawing I, ARTS110 Basic Drawing I
   This course in an introduction to the role of the interior designer and spatial design for
   interiors. Diagramming, programming, conceptual design, and space planning are applied to
   the development of interior space. Principles and elements of design will be used to explore
   spatial and conceptual relationships. Designs will be developed through research, sketching,
   orthographic drawing, and physical/digital model making. Presentations will be created
   through digital and traditional techniques to communicate design intent. Students will be
   required to purchase some art/design supplies.

III. Statement of Course Need

   This course is a program requirement for the Associate of Science in Interior Design. Space planning,
   programming and conceptual thinking are the foundation of an introduction to interior design.

IV. Place of Course in College Curriculum

   A. Free Elective
   B. The course is a program requirement for the Associate of Science in Interior Design
      and for the Interior Design Certificate.
   C. Course transferability: this course will transfer to most two and four-year schools as a
      foundation interior design course or a free elective, and to four-year design programs such as
      Kean University, NJIT and SVA.
V. Outline of Course Content

A. Role of an Interior Designer
B. Principle and Elements of Design
C. Interior Space
   1. Enclosure/Shell
   2. Spatial transitions: doorways, thresholds, windows and stairways
   3. Spatial qualities: form, scale, light and view
   4. Planar elements: floors, walls, ceilings
   5. Volumetric elements
   6. Activity: Public vs. Private
D. Design Process
   1. The idea
   2. Concept/Client and Research
      a. Communication of the idea: written and oral
      b. Concept drawings, boards and presentations
   3. Parti/Idea Generator
   4. Programming
      a. Balloon diagrams
      b. Adjacencies
   5. Circulation/Journey
   6. Design Development
      a. Sketching – plans, elevations and perspectives
      b. Models- sketch maquettes and digital models
   7. Elements, color and materiality
      - Material boards and presentations
E. Presentation/Visual Communication

VI. Educational Goals and Learning Outcomes

A. Educational Goals
   Students will:
   1. Utilize research, drawings, digital methods and models in the development and communication of designed interior space. (GE-NJ 1, 2, 4)
   2. Apply orthographic drawing methods and conventions for accurate two dimensional representations of three dimensional interior space. (GE-NJ 2, 4)
   3. Use conceptual thinking and critical assessment in the design of interior space. (GE-NJ 1)
   4. Produce physical and digital visual presentations for the documentation and development of interior space designs. (GE-NJ 1, 2, 4)

B. Learning Outcomes
   Upon completion of this course students will be able to:
   1. Interpret the role of an interior designer.
   2. Produce designed interior spaces based on a concept and program.
   3. Apply the principles and elements of design to interior space.
   4. Apply the process of programming and diagramming in design work.
   5. Use orthographic drawing, sketching, physical and digital models in the design process.
   6. Produce physical and digital visual presentations for design development and communication of interior space.

VII. Modes of Teaching and Learning
A. Lecture/discussion  
B. Instructor demonstrations  
C. In class and Homework projects  
D. Assigned readings  
E. Research assignments  
F. Final Drawing project/presentation  
G. Individual and group critiques  

**VIII. Examinations, Projects and other Assessment Instruments**  
A. Final drawing project/presentation  
B. Quizzes/Exams  
C. Oral Presentation/Informative Dialogue  
D. Drawing and Model projects  
E. In class tutorials  

**IX. Grade Determinants**  
A. Active participation in class discussions/activities  
B. In class lab/studio work  
C. Completion, accuracy and craftsmanship of drawing assignments  
D. Conceptual development  
E. Final Drawing Project/Presentations  

**X. Texts and Materials**  
A. Suggested Textbooks:  
*The Interior Plan: Concepts and Exercises*, by Roberto Rengel, Fairchild books  
*Interior Design Series- 3D Design Basics*, by Donna Fullmer, Fairchild books  

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)  

B. Materials:  
Students will purchase drawing/drafting and model materials, media to print and drives to store digital files.  

**XI. Resources**  
A. Design Studio with drafting tables and portable drafting boards.  
B. Projector for digital lectures on drawing concepts.  
C. Tack boards for critiques.  

Additional resources:  
A. Computer lab with web access and appropriate software.  
B. Wide format color plotter for drawings and presentations.  
C. College Library (database access to art, architecture and interior design)