RARITAN VALLEY COMMUNITY COLLEGE

ACADEMIC COURSE OUTLINE

INTR 202 History of Furniture and Interiors II

I. Basic Course Information
   A. Course Number and Title: INTR 202 History of Furniture and Interiors II
   
   B. New or Modified Course: Modified
   
   C. Date of Proposal: Semester: Spring 2011
   
   D. Sponsoring Department: Visual and Performing Arts
   
   E. Semester Credit Hours: 3 credits
   
   F. Weekly Contact Hours: 3 Lecture: 3 Laboratory: None
   
   G. Prerequisites/Corequisites: None
   
   H. Laboratory Fees: None
   
   I. Name and Telephone Number or E-Mail Address of Department Chair: Ann Tsubota, atsubota@raritanval.edu

II. Catalog Description
   
   This course is an overview of furniture, interiors, and architecture from the 19th century to the present. Revivals styles, Arts and Crafts, Art Nouveau, Protomodernism, Art Deco, Modernism, Post Modernism, Deconstruction and Contemporary Design will be reviewed.

III. Statement of Course Need
   
   This course is a core requirement for the Associate of Science in Interior Design. This course will establish an understanding of the development of furniture styles, architecture, and interiors that is essential to a global view of design and style needed for the practice of 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 an interior design program course (such as Kean University, NJIT and SVA), or as a free elective.

V. Outline of Course Content
   
   The course will discuss significant, furniture, decoration, architecture, interior and planning from the 19th to present with an emphasis on the historical influences on modern design.
Styles, Cultures and Movements:

A. Victorian and Historical Revivals
   The development and influences of interior design, decoration and furniture:
   a. Mass production and accessibility to products
   b. Formal behavior
   c. Comfort, wealth and ornate decoration
   d. Gothic and Queen Ann revivals

B. Arts and Crafts
   The development and influences of architecture, interior design decoration and furniture:
   a. England and the return to hand craftsmanship
   b. Natural themes and ornament
   c. Less ornamentation
   d. Attention to the interior
   e. Japanese influence
   f. Hand crafted chairs and woodwork

C. Japan
   The development and influence of religious and domestic architecture and design:
   a. Geometric simplicity
   b. Honest materials
   c. Transparency
   d. Craftsmanship and detail
   e. Historical references
   f. Japanism

D. Art Nouveau
   The development and influence on architecture, interiors, graphics, decoration and furniture:
   a. England, Belgium, France, Spain and the United States
   b. Concentration in interiors and designed objects
   c. Iron work
   d. Flowing lines

E. Protomodernism
   The development and influence on architecture, interiors, graphics, decoration and furniture:
   a. Vienna Secession
   b. Functionalist approach
   c. De Stijl
   d. Constructivism
   e. American domestic architecture

F. Art Deco
   The development and influence on architecture, interiors, graphics, decoration and furniture:
   a. France
   b. Decorator as a profession
   c. Interior design focus
   d. Geometric motifs
   e. Classical inspiration
   f. Exotic materials
   g. Decorative emphasis
   h. Art Moderne

G. Modernism
   The development and influence on architecture, interiors, graphics, decoration and furniture:
a. Bauhaus, De Stijl and Constructivism
b. Machinist aesthetic/mass production
c. Functionalism
d. New materials
e. Lack of ornamentation
f. Revealed structure
g. Rectilinear qualities
h. Limited palette
i. Universal style

H. Post Modernism
The development and influence on architecture, interiors, and design:
a. Sculptural forms
b. Exploration of concrete steel and glass
c. Geodesic Domes
d. High tech architecture
e. Classic Revival
f. Deconstructivism

I. Contemporary Design
Current design issues and sustainability

VI. Educational Goals and Learning Outcomes

A. Educational Goals
Students will:
1. Develop critical and analytical skills in the perception and presentations of design elements.
   (GE-NJ 1, 7)
2. Use research methods to support and communicate a focused idea.
   (GE-NJ 1)

B. Learning Outcomes
Upon completion of this course students will be able to:
1. Identify furniture, decoration, interiors and architecture from specific periods and styles.
2. Describe the influence of different cultures on furniture and interior design.
3. Identify the influence of technology on furniture, decoration, interiors and architecture from specific periods and styles.
4. Acquire the vocabulary and general knowledge to analyze the influence of historical styles, technology and sustainability on contemporary furniture and design.

VII. Modes of Teaching and Learning
A. Lecture/Slide Presentation
B. Quizzes
C. Discussion
D. Guest speakers
E. Student oral presentations
F. Individual and group design projects
G. Field Trips

VIII. Examinations, Projects and other Assessment Instruments
A. Research papers/Case studies
B. Quizzes/Exams
C. Oral Presentation/Informative Dialogue
D. Class participation/Slide Identification  
E. Design projects  
F. Field Trip observations

IX. Grade Determinants  
A. Active participation in class discussions/activities  
B. Quizzes/Exams  
C. Research papers  
D. Design projects  
E. Design Case Studies/Presentations  
F. Design Projects

X. Texts and Materials  
A. Suggested Textbooks  
   - *History of Interior Design*, by Jeannie Ireland, Fairchild Books  
   - *Interior Design Since 1900*, by Ann Massey, Thames and Hudson

(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.)

XI. Resources  
This course requires adequate physical space to accommodate students and visual projection and room darkening capabilities. Required equipment includes a computer with projection screen.

Additional resources:  
A. Computer lab with web access  
B. Drawing tables in classroom  
C. College Library (database access to art, architecture and interior design)