

SPOKANE FALLS COMMUNITY COLLEGE

Course Learning Objectives Student Learning Outcomes

Course Title: Introduction to Interior Design

Prefix and Course Number: INTDS 170

Last Modified: F17

Course Learning Objectives

- I. The Interior Design Profession
 - A. Historical Overview
 - B. How interior designers are influenced by history
 - C. 21st Century
 1. Technological advances
 2. Global connectivity
 3. Health, safety and welfare issues
 4. Evidence –based design
 5. Sustainability
- II. Today's Interior Design
 - A. Interior design vs. decoration
 1. Self-taught training
 2. Education
 3. Services performed by interior designers
- III. Specialty Segments
 - A. Residential design
 - B. Contract, or Commercial, Design
- IV. Professionalism in Interior Design
 - A. Professional Interior Design Associations
 - B. Basic overview of:
 1. ASID
 2. IIDA
 3. NKBA
 - C. Interior Design education
- V. Socially Responsible Design
 - a. Designing for the present and planning for the future
 - b. Universal design
 - c. Sustainable Design
- VI. Scientific Determinants of Space
 - . Anthropometrics
 - A. Ergonomics
- VII. Design Theory
 - . Aesthetics
 - A. Elements
 1. Form
 2. Pattern
 3. Texture
 4. Scale
 5. Light
 6. Color
 - B. Principles
 1. Proportion
 2. Balance

3. Rhythm
 4. Contrast
 5. Emphasis/focal point
 6. Harmony/unity (Summary and Vocabulary)
- VIII. Color Theory and Application
- . The Science of color
 - A. Psychology and Sociology
 - B. Color systems
 - C. Color Harmony
 1. Schemes (Summary and Vocabulary)
- IX. The Design Process
- . Programming
 - A. Schematic Design
 - B. Design Development
 - C. Contract Administration
- X. Forecasting Trends
- . Time Frames and Cycles
 - A. Forecasters of Color Trends
 - B. Exhibitions and Trade Shows
 1. Show Houses
 - C. Influencing Factors
 - D. Current Movements Influencing Interior Design

Student Learning Outcomes

By the end of this course, a student should be able to:

1. Demonstrate knowledge of the interior design profession and career opportunities.
2. Demonstrate proficiency in programming
3. Understand basic floor plan drawings and specifications.
4. Recognize human, physical and financial resources
5. Analyze special relationships and adjacencies and traffic flow
6. Determine special client requirements
7. Recognize effective furniture arrangements
8. Demonstrate knowledge and understanding of color theory and create basic color schemes
9. Demonstrate knowledge of design fundamentals and their application to include:
10. Aesthetic awareness
11. Organization of the elements, line, texture, light and color;
12. Utilization of the Principles of balance, rhythm, emphasis, scale, and harmony
13. written and visual assignments
14. Demonstrate basic organizational skills
15. Demonstrate ability to work as a team