

DIPLOMA IN INTERIOR DESIGN

SYLLABUS

CERTIFICATE IN INTERIOR DESIGN - LEVEL 1 (RESIDENTIAL)

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MODULE 5 (LEVEL 1)	STYLISTIC STUDIES I
MODULE 6 (LEVEL 1)	RESIDENTIAL PROJECTS

CERTIFICATE IN INTERIOR DESIGN - LEVEL 2 (COMMERCIAL)

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MODULE 6 (LEVEL 2)	INTERNSHIP

MODULE 1 (LEVEL 1)	DESIGN PROCESS
Module Objectives	This module aims to introduce the fundamentals of design and interior design, to develop creative skills, and to experience the process of an interior design project. The design principles of residential spaces will be covered.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate the ability to generate a variety of creative ideas and concepts, with originality and elaboration</p> <p>MILO2: demonstrate the ability to conduct research to analyse an interior design and furniture design work</p> <p>MILO3: ability to communicate ideas clearly and to visualize concepts</p>
Medium of Instruction	Lectures, workshops/tutorials, presentation
Topics	<ul style="list-style-type: none"> • Developing an idea • Importance of client • Importance of location • Image bank • My personal board presentation • Idea development in 2D-3D • Color theory and application • Decorate with color • Specifications & sourcing • Combining & mixing • Case study: Interior Designer • Case study: Interior Furniture • Board composition • Furniture, Fixtures & Other Equipments (FF&E) board • Professional practice (level 1): how to set up a business and structure fees, project scheduling, pricing and contracts

MODULE 2 (LEVEL 1)	INTERIOR ARCHITECTURE
Module Objectives	In this module students will address the principles of scale, volume and proportions. The aim is also to develop deeper understanding of space planning and building system.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate comprehension of design elements and principles, and of the relationship between human behaviour and the built environment.</p> <p>MILO2: demonstrate general understanding of interior construction, mechanical and electrical systems, sensory aspects and the associated codes and regulations for residential environments.</p> <p>MILO3: ability to apply ergonomics and space planning principles in a variety of interior design contexts.</p>
Medium of Instruction	Lectures, workshops/tutorials, visits
Topics	<ul style="list-style-type: none"> • Building elements • Space planning & design principles • Living-dining • Sleeping-wardrobe • Kitchen design principles • Kitchen planning • Bathroom design principles • Bathroom planning • Mechanical, Electrical & Plumbing (MEP) principles • Lighting technical principles • Feng Shui for residential

MODULE 3 (LEVEL 1)	INTERIOR DECORATION
Module Objectives	This module aims to develop understanding of elements composing interior decoration, to develop the ability to choose and combine these elements following creative and functional requirements, and to encourage independent research.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: general knowledge of materials and their properties for interiors</p> <p>MILO2: ability to conduct research, by independently accessing, selecting, analysing information</p> <p>MILO3: compile and present research findings in the form of a structured reference document</p>
Medium of Instruction	Lectures, workshops/tutorials, visits, presentations
Topics	<ul style="list-style-type: none"> • Textile • Leather and Rugs • Stone, Tile and Timber • Wallpaper, Paint, Finishes and Metals • Soft-Furnishing & Window Dressing • Decorative Elements • Lighting Decorative Elements • Furniture Principles

MODULE 4 (LEVEL 1)	GRAPHIC REPRESENTATION I
Module Objectives	This module aims to develop drafting, drawing and rendering skills for interior design projects, in order to develop precision design and to communicate design ideas effectively.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate ability to produce technical 2D and 3D drawings</p> <p>MILO2: demonstrate ability for critical and analytical thinking in a visual and volumetric form, with the occasional help of multi-stage calculations.</p> <p>MILO3: communicate effectively design ideas with the help of drafting and drawings techniques</p>
Medium of Instruction	Lectures, workshops/tutorials
Topics	<ul style="list-style-type: none"> • Architectural drawings: Principles & Plan • Survey • Elevation + section • One point perspective • Two point perspective • AutoCAD beginner and intermediate level • SketchUp beginner and intermediate level

MODULE 5 (LEVEL 1)	STYLISTIC STUDIES I
Module Objectives	This module aims to equip students with necessary knowledge and understanding of stylistic references and developments in interiors, furnishings, architecture and decorative arts.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate knowledge of historic and actual developments in interior design, furnishings, architecture and decorative arts</p> <p>MILO2: demonstrate ability to exercise appropriate judgement in selecting and presenting information, methods and resources</p>
Medium of Instruction	Lectures, workshops/tutorials
Topics	<ul style="list-style-type: none"> • Historical & Stylistic Studies: Antiquity - 1900 • Historical & Stylistic Studies: 1900 - 1925 • Historical & Stylistic Studies: 1925 - 1950 • Historical & Stylistic Studies: 1960 - Now

MODULE 6 (LEVEL 1)	RESIDENTIAL PROJECTS
Module Objectives	In this module, students will apply previously acquired knowledge in the context of real-life residential interior design projects, from client's brief to the presentation of the creative design solutions to the client. Students are expected to independently initiate and conduct the research needed for the project. By doing so, students will start building up their portfolio for future interior design practice.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: ability to identify client needs, using enquiry techniques, and creatively respond with design proposals that meet user's requirements</p> <p>MILO2: ability to explain and justify design choices to the client</p> <p>MILO3: ability to apply interior design principles within different residential interior design contexts</p> <p>MILO4: ability to plan and present interior design projects and interior design elements, using a set range of media (material boards, digital presentations,...)</p>
Medium of Instruction	Tutorials, visits, presentations
Topics	<p>The module will be dedicated to project work and will mainly consist of studio time, with individual monitoring and feedback all along the process. Students will have the opportunity to interview the client, visit the site if possible, present to the client their design proposals and receive direct feedback from the client about their work.</p> <p>The design process shall be fully documented and presented as a 'design dossier', including sketches and all relevant research data.</p>

MODULE 1 (LEVEL 2)	DESIGN PRINCIPLES FOR COMMERCIAL INTERIORS
Module Objectives	<p>This module aims to:</p> <ul style="list-style-type: none"> • Equip students with a more specific knowledge and understanding of design principles for commercial spaces (F&B (food and beverage), hospitality, retail, exhibition, office). • Develop deeper understanding of space planning and building system for commercial spaces. • Develop an understanding of key elements of interior decoration and the ability to choose and combine these elements following creative and functional requirements for the commercial sector.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate thorough comprehension of commercial spaces interior construction, systems and the associated codes and regulations</p> <p>MILO2: ability to conduct research to analyze commercial spaces and present the results in a well-structured and enhanced form</p> <p>MILO3: demonstrate general understanding of sustainable design methods and materials applied to interior design</p>
Medium of Instruction	Lectures, workshops, tutorials
Topics	<ul style="list-style-type: none"> • Marketing & Branding Design for Commercial Spaces • F&B Design principles • Retail Design principles • Visual Merchandising • Booth design • Hospitality Design principles • Office Design principles • Sustainable design for commercial environments • Feng Shui (for commercial spaces) <p>Interior Architecture</p> <ul style="list-style-type: none"> • Acoustics • Lighting design for commercial space • Detail Design <p>Interior Decoration</p> <ul style="list-style-type: none"> • Material and Furniture, Fixtures & Other Equipments (FF&E) for commercial environments • FF&E composition and presentation advanced • New materials and technology • Art and Interiors

MODULE 2 (LEVEL 2)	GRAPHIC REPRESENTATION II
Module Objectives	This module aims to develop 3D drawing and rendering skills for interior design projects, in order to convey design ideas to corporate clients and design building team.
Module Intended Learning Outcomes (MILOs)	MILO1: demonstrate ability to produce renderings by hand and with computer to enhance interior design idea presentations.
Medium of Instruction	Workshops, tutorials.
Topics	<ul style="list-style-type: none"> • Photoshop • Illustrator • In-design • Vray for SketchUp • AutoCAD advanced level • SketchUp advanced level • Detail drawing by hand (in parallel projection) • Rendering by hand • Photography for interior design

MODULE 3 (LEVEL 2)	STYLISTIC STUDIES II
Module Objectives	This module aims to equip students with a more specific knowledge and understanding of styles, with a special focus on mid-century furniture and contemporary Asian design scene.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate ability to conduct research, synthesize extended information, and critically analyze past and present stylistic trends</p> <p>MILO2: ability to produce a reflective written document on stylistic influences in interior design, in a well-structured form and presented according to standard academic conventions.</p>
Medium of Instruction	Lectures, workshops, tutorials, visits
Topics	<ul style="list-style-type: none"> • 20th century furniture • Chinoiserie • 20th century Italian design • 20th century Scandinavian design • Vintage furniture for commercial spaces • Asian Design Scene 1: Hong Kong • Asian Design Scene 2: China & Taiwan • Asian Design Scene 3: Japan & Korea • Asian Design Scene 4: South East Asia

MODULE 4 (LEVEL 2)	COMMERCIAL PROJECTS
Module Objectives	In this module, students will apply previously acquired knowledge in the context of real-life commercial interior design projects. As projects requirements will become more complex with corporate clients, students will be expected to demonstrate a higher level of professionalism and detail in their design proposals, the associated documentation and the presentation to the client. By doing so, students shall be able to compile a professional portfolio suitable for employment in interior design practices.
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate the ability to respond to a client’s brief, taking in account his corporate identity, by formulating detailed creative proposals that comply with appropriate performance standards, health and safety requirements</p> <p>MILO2: demonstrate ability to select and make appropriate use of all the tools, materials and processes to generate and communicate a design solution to the client</p> <p>MILO3: produce professional quality documentation (including FF&E drawings and specifications), complying with the codes and standards of the industry</p> <p>MILO4: demonstrate the ability to deliver high quality presentation of the design proposal to the client</p>
Medium of Instruction	Lectures, workshops, tutorials, research.
Topics	<p>Principles, Space planning, Furniture, Material, Lighting and Construction Details for the following typologies:</p> <ol style="list-style-type: none"> 1. Retail 2. Food & Beverage 3. Office

MODULE 5 (LEVEL 2)	PROFESSIONAL PRACTICE
Module Objectives	<p>This module aims to familiarize students with the practical aspects of an interior design practice.</p> <p>The first part of the module is composed of lectures, individual and group exercises on different aspects of interior design practice, including contract writing, project management and business promotion. Through role-play, students will experience team interaction, which is a key element within an interior design practice.</p> <p>The second part of the module is dedicated to the preparation of students' professional portfolio, with studio time and portfolio workshop sessions.</p>
Module Intended Learning Outcomes (MILOs)	<p>MILO1: demonstrate the ability to obtain and use information, apply appropriate methods and justify choices, while carrying out an interior design project.</p> <p>MILO2: demonstrate the ability to work as a team member, take responsibility for the quality of one's own outputs, and take some responsibility for the quantity and quality of the outputs of other team members.</p>
Medium of Instruction	Lectures, workshops, tutorials, professional practice visits
Topics	<ul style="list-style-type: none"> • Business practice for commercial projects • Project Management • Business promotion • Career advice • Portfolio preparation

MODULE 6 (LEVEL 2)	INTERNSHIP
Module Objectives	With the internship, students are given the opportunity to apply their knowledge in a real-life context, learn how an interior design practice works, and reflect on their own progress and performance.
Module Intended Learning Outcomes (MILOs)	MILO1: demonstrate ability to reflect on his/her own performance and progress as a designer and as a team member of a company.
Medium of Instruction	1 month internship in an interior design practice