

ONLINE DIPLOMA IN INTERIOR DESIGN

SYLLABUS

CERTIFICATE IN INTERIOR DESIGN - LEVEL 1 (RESIDENTIAL)

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CERTIFICATE IN INTERIOR DESIGN - LEVEL 2 (COMMERCIAL)

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CERTIFICATE IN INTERIOR DESIGN - LEVEL 1 (RESIDENTIAL)

UNIT 1 (LEVEL 1)	DESIGN PROCESS
UNIT Objectives	This unit 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.
Learning Outcomes (LOs)	LO1: demonstrate the ability to generate a variety of creative ideas and concepts, with originality and elaboration LO2: demonstrate the ability to conduct research to analyze an interior design and furniture design work LO3: ability to communicate ideas clearly and to visualize concepts
Topics	<ul style="list-style-type: none"> • Developing an idea • Importance of client • Importance of location • Image bank • My personal board presentation • Case study: Interior Designer • Case study: Interior Furniture • Board composition • Furniture, Fixtures & Other Equipment's (FF&E) board • Professional Practice (Level 1): how to set up a business and structure fees, project scheduling, pricing and contracts

UNIT 2 (LEVEL 1)	HAND-DRAWING REPRESENTATION I
UNIT Objectives	This UNIT aims to develop drafting, drawing and rendering skills for interior design projects, in order to develop precision design and to communicate design ideas effectively.
Learning Outcomes (LOs)	LO1: demonstrate ability to produce technical 2D and 3D drawings LO2: demonstrate ability for critical and analytical thinking in a visual and volumetric form, with the occasional help of multi-stage calculations. LO3: communicate effectively design ideas with the help of drafting and drawings techniques
Topics	<ul style="list-style-type: none"> • Architectural drawings: Principles & Plan • Survey • Elevation + section • One point perspective • Two point perspective

UNIT 3 (LEVEL 1)	INTERIOR ARCHITECTURE
Unit Objectives	In this unit, students will address the principles of scale, volume and proportions. The aim is also to develop deeper understanding of space planning and building system.
Learning Outcomes	LO1: demonstrate comprehension of design elements and principles, and of the relationship between human behavior and the built environment. LO2: demonstrate general understanding of interior construction, mechanical and electrical systems, sensory aspects and the associated codes and regulations for residential environments. LO3: ability to apply ergonomics and space planning principles in a variety of interior design

	contexts.
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

UNIT 4 (LEVEL 1)	MATERIALS FOR INTERIORS
UNIT Objectives	This UNIT 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.
Learning Outcomes (LOs)	LO1: general knowledge of materials and their properties for interiors LO2: ability to conduct research, by independently accessing, selecting, analyzing information
Topics	<ul style="list-style-type: none"> • Textiles • Leather • Carpet & Rugs • Stone, Tile • Timber • Paint, Wallpaper & • Metals

UNIT 5 (LEVEL 1)	COMPUTER REPRESENTATION 2D - AUTOCAD
UNIT Objectives	This UNIT aims to develop drafting, drawing and rendering skills for interior design projects, in order to develop precision design and to communicate design ideas effectively.
Learning Outcomes (LOs)	LO1: demonstrate ability to produce technical 2D drawings LO2: demonstrate ability for critical and analytical thinking in a visual form, with the occasional help of multi-stage calculations. LO3: communicate effectively design ideas with the help of drafting and drawings techniques
Topics	<ul style="list-style-type: none"> • AutoCAD beginner and intermediate level

UNIT 6 (LEVEL 1)	RESIDENTIAL PROJECTS I
UNIT Objectives	In this UNIT, 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.
Learning Outcomes (LOs)	LO1: ability to identify client needs, using enquiry techniques, and creatively respond with design proposals that meet user's requirements LO2: ability to explain and justify design choices to the client LO3: ability to apply interior design principles within different residential interior design contexts

	LO4: ability to plan and present interior design projects and interior design elements, using a set range of media (material boards, digital presentations...)
Topics	The UNIT 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, present to the client their design proposals and receive direct feedback from the client about their work.

UNIT 7 (LEVEL 1)	INTERIOR DECORATION
UNIT Objectives	This UNIT 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.
Learning Outcomes (LOs)	LO1: ability to conduct research, by independently accessing, selecting, analyzing information LO2: compile and present research findings in the form of a structured reference document
Topics	<ul style="list-style-type: none"> • Color theory and application • Decorate with color • Lighting Decorative Elements • Furniture Principles • Specifications & sourcing • Combining & mixing • Decorative Elements

UNIT 8 (LEVEL 1)	COMPUTER REPRESENTATION 3D - SKETCHUP
UNIT Objectives	This UNIT aims to develop drafting, drawing and rendering skills for interior design projects, in order to develop precision design and to communicate design ideas effectively.
Learning Outcomes (LOs)	LO1: demonstrate ability to produce technical 3D drawings LO2: demonstrate ability for critical and analytical thinking in a visual and volumetric form, with the occasional help of multi-stage calculations. LO3: communicate effectively design ideas with the help of drafting and drawings techniques
Topics	<ul style="list-style-type: none"> • SketchUp beginner and intermediate level

UNIT 9 (LEVEL 1)	STYLISTIC STUDIES I
UNIT Objectives	This UNIT aims to equip students with necessary knowledge and understanding of stylistic references and developments in interiors, furnishings, architecture and decorative arts.
Learning Outcomes (LOs)	LO1: demonstrate knowledge of historic and actual developments in interior design, furnishings, architecture and decorative arts LO2: demonstrate ability to exercise appropriate judgment in selecting and presenting information, methods and resources
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

UNIT 10 (LEVEL 1)	PROFESSIONAL PRACTICE I
UNIT Objectives	This UNIT aims to familiarize students with the practical aspects of an interior design practice. The first part of the UNIT is composed of lectures, individual and group exercises on

	<p>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 UNIT is dedicated to the preparation of students' professional portfolio, with studio time and portfolio workshop sessions.</p>
Learning Outcomes (LOs)	<p>LO1: demonstrate the ability to obtain and use information, apply appropriate methods and justify choices, while carrying out an interior design project.</p> <p>LO2: 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>
Topics	<ul style="list-style-type: none"> Professional practice

UNIT 11 (LEVEL 1)	RESIDENTIAL PROJECTS II
UNIT Objectives	<p>In this UNIT, 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.</p>
Learning Outcomes (LOs)	<p>LO1: ability to identify client needs, using enquiry techniques, and creatively respond with design proposals that meet user's requirements</p> <p>LO2: ability to explain and justify design choices to the client</p> <p>LO3: ability to apply interior design principles within different residential interior design contexts</p> <p>LO4: ability to plan and present interior design projects and interior design elements, using a set range of media (material boards, digital presentations...)</p>
Topics	<p>The UNIT 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, present to the client their design proposals and receive direct feedback from the client about their work.</p>

CERTIFICATE IN INTERIOR DESIGN - LEVEL 2 (COMMERCIAL)

UNIT 1 (LEVEL 2)	DESIGN PRINCIPLES FOR COMMERCIAL INTERIORS
UNIT Objectives	<p>This UNIT aims to:</p> <ul style="list-style-type: none"> • Equip students with a more specific knowledge and understanding of design principles for commercial spaces. • 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.
Learning Outcomes (LOs)	<p>LO1: demonstrate thorough comprehension of commercial spaces interior construction, systems and the associated codes and regulations</p> <p>LO2: ability to conduct research to analyze commercial spaces and present the results in a well-structured and enhanced form</p> <p>LO3: demonstrate general understanding of sustainable design methods and materials applied to interior design</p>
Topics	<ul style="list-style-type: none"> • Marketing & Branding Design for Commercial Spaces • Hospitality Design principles • Sustainable design for commercial environments • Acoustics • Material and Furniture, Fixtures & Other Equipments (FF&E) for commercial environments • FF&E composition and presentation advanced • New materials and technology • Art and Interiors

UNIT 2 (LEVEL 2)	GRAPHIC REPRESENTATION II
UNIT Objectives	This UNIT 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.
UNIT Intended Learning Outcomes (LOs)	LO1: demonstrate ability to produce renderings by hand and with computer to enhance interior design idea presentations.
Topics	<ul style="list-style-type: none"> • Photoshop • Illustrator • In-design • Vray for SketchUp • AutoCAD advanced level • SketchUp advanced level • Rendering by hand • Photography for interior design

UNIT 3 (LEVEL 3)	STYLISTIC STUDIES II
UNIT Objectives	This UNIT 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.
Learning Outcomes (LOs)	LO1: demonstrate ability to conduct research, synthesize extended information, and

	critically analyze past and present stylistic trends LO2: 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.
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

UNIT 4 (LEVEL 2)	RETAIL PROJECTS
UNIT Objectives	In this UNIT, 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.
Learning Outcomes (LOs)	LO1: 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 LO2: 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 LO3: produce professional quality documentation (including FF&E drawings and specifications), complying with the codes and standards of the industry LO4: demonstrate the ability to deliver high quality presentation of the design proposal to the client
Topics	For Retail Projects <ul style="list-style-type: none"> • Principles • Visual Merchandising • Booth design • Space planning • Furniture • Material • Lighting • Construction Details

UNIT 5 (LEVEL 2)	OFFICE PROJECTS
UNIT Objectives	In this UNIT, 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.
Learning Outcomes (LOs)	LO1: demonstrate the ability to respond to a client’s brief, taking in account his corporate

	<p>identity, by formulating detailed creative proposals that comply with appropriate performance standards, health and safety requirements</p> <p>LO2: 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>LO3: produce professional quality documentation (including FF&E drawings and specifications), complying with the codes and standards of the industry</p> <p>LO4: demonstrate the ability to deliver high quality presentation of the design proposal to the client</p>
Topics	<p>For Office Projects</p> <ol style="list-style-type: none"> 1. Principles 2. Space planning 3. Furniture 4. Material 5. Lighting 6. Construction Details

UNIT 6 (LEVEL 2)	FOOD & BEVERAGE PROJECTS
UNIT Objectives	<p>In this UNIT, 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.</p>
Learning Outcomes (LOs)	<p>LO1: 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>LO2: 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>LO3: produce professional quality documentation (including FF&E drawings and specifications), complying with the codes and standards of the industry</p> <p>LO4: demonstrate the ability to deliver high quality presentation of the design proposal to the client</p>
Topics	<p>For Food & Beverage Projects</p> <ol style="list-style-type: none"> 1. Principles 2. Space planning 3. Furniture 4. Material 5. Lighting 6. Regulations 7. Construction Details

UNIT 7 (LEVEL 2)	PROFESSIONAL PRACTICE II
UNIT Objectives	<p>This UNIT aims to familiarize students with the practical aspects of an interior design practice.</p> <p>The first part of the UNIT 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 UNIT is dedicated to the preparation of students’ professional</p>

	portfolio, with studio time and portfolio workshop sessions.
Learning Outcomes (LOs)	<p>LO1: demonstrate the ability to obtain and use information, apply appropriate methods and justify choices, while carrying out an interior design project.</p> <p>LO2: 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>
Topics	<ul style="list-style-type: none"> • Business practice for commercial projects • Project Management • Business promotion • Career advice • Portfolio preparation