

CERTIFICATE IN INTERIOR DESIGN - LEVEL 2 (COMMERCIAL)

SYLLABUS

NUMBER	MODULE
MODULE 1 (LEVEL 2)	DESIGN PRINCIPLES FOR COMMERCIAL INTERIORS
MODULE 2 (LEVEL 2)	GRAPHIC REPRESENTATION II
MODULE 3 (LEVEL 2)	STYLISTIC STUDIES II
MODULE 4 (LEVEL 2)	COMMERCIAL PROJECTS
MODULE 5 (LEVEL 2)	PROFESSIONAL PRACTICE
MODULE 6 (LEVEL 2)	INTERNSHIP

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