

INTERIOR DESIGN PROGRAM GOALS AND COMPETENCIES

Dean 1-4-17

INTERIOR DESIGN GOALS

1. To explore the impact of interior environments on individuals and groups and create socially responsive interior designers
2. To teach students to turn ideas and visual representations into usable spaces
3. To develop the student's personal design approach
4. To teach students the history of design and to help them understand the relationship of design and society

INTERIOR DESIGN COMPETENCIES (PC)

Students will:

1. Learn and apply design principles for use in interior spaces and create cohesive space plans. (CC 4) (FN 1, 2, 3)
2. Produce formal analysis and demonstrate conceptual development in projects by examining site, program, and historical connections within interior design, architecture, decorative arts. (CC 1, 2, 3, 4, 5, 6, 7) (FN 1, 2, 3)
3. Apply color, lighting and construction techniques to interior design projects. (CC 4, 3, 6) (FN 1, 2, 3)
4. Apply oral, visual and written presentation techniques to interior design projects. (CC 4) (FN 1, 2, 3)