DESIGN, MASTER OF FINE ARTS (M.F.A.) WITH A CONCENTRATION IN INTERIOR ENVIRONMENTS – PROFESSIONAL ENTRY-LEVEL OPTION

Program accreditation
Council for Interior Design Accreditation

Program goal
The mission of the Department of Interior Design in VCU's School of the Arts is to provide an intellectually rigorous, studio-based experience grounded in the issues of interior architecture. The department develops in its students an enduring passion and curiosity for their work, a determination to continually seek quality in their endeavors, an ability to reflect constructively upon their actions as individuals, and a responsibility for their lifelong education. The department focuses a student's professional activities while encouraging connections between these activities and a larger forum of ideas that enrich their culture and their environment.

Student learning outcomes
1. Students will demonstrate professional values.
2. Student work will demonstrate advanced design theory.
3. Student work will demonstrate advanced knowledge of interior design.
4. Student work will demonstrate effective communication.
5. Students will demonstrate a foundation in business and professional practices.

Concentration in interior environments – professional entry-level option
The professional entry-level track is a 60-72 credit-hour program for second-degree seekers who have a proven record of academic excellence in a field other than architecture or interior design and are interested in pursuing a career in interior design. The structure of the track echoes the B.F.A. in Interior Design program in content, but advances the student at an accelerated rate during the first year and summer, bringing students parallel with the curriculum of the post-professional track by the second year.

The curriculum is highly sequenced, and students are admitted to the program for the fall semester only. All incoming students are required to take part in an intensive workshop in the summer that introduces and develops drawing, presentation skills and an understanding of two- and three-dimensional design methods. Students must successfully pass the workshop with a minimum grade of B to begin the professional entry-level track. Applicants who have an art or design background are strongly encouraged to submit a portfolio for review with their application. PowerPoint is the preferred format for the portfolio. Applicants are also required to submit three letters of recommendation and a three-to-five page writing sample.

VCU Graduate Bulletin, VCU Graduate School and general academic policies and regulations for all graduate students in all graduate programs
The VCU Graduate Bulletin website documents the official admission and academic rules and regulations that govern graduate education for all graduate programs at the university. These policies are established by the graduate faculty of the university through their elected representatives to the University Graduate Council.

It is the responsibility of all graduate students, both on- and off-campus, to be familiar with the VCU Graduate Bulletin as well as the Graduate School website (http://www.graduate.vcu.edu) and academic regulations in individual school and department publications and on program websites. However, in all cases, the official policies and procedures of the University Graduate Council, as published on the VCU Graduate Bulletin and Graduate School websites, take precedence over individual program policies and guidelines.

Visit the academic regulations section for additional information on academic regulations for graduate students. (http://bulletin.vcu.edu/academic-regs)

Degree candidacy requirements
A graduate student admitted to a program or concentration requiring a final research project, work of art, thesis or dissertation, must qualify for continuing master's or doctoral status according to the degree candidacy requirements of the student's graduate program. Admission to degree candidacy, if applicable, is a formal statement by the graduate student's faculty regarding the student's academic achievements and the student's readiness to proceed to the final research phase of the degree program.

Graduate students and program directors should refer to the following degree candidacy policy as published in the VCU Graduate Bulletin for complete information and instructions.

Visit the academic regulations section for additional information on degree candidacy requirements. (http://bulletin.vcu.edu/academic-regs/grad/candidacy)

Graduation requirements
As graduate students approach the end of their academic programs and the final semester of matriculation, they must make formal application to graduate. No degrees will be conferred until the application to graduate has been finalized.

Graduate students and program directors should refer to the following graduation requirements as published in the Graduate Bulletin for a complete list of instructions and a graduation checklist.

Visit the academic regulations section for additional information on graduation requirements. (http://bulletin.vcu.edu/academic-regs/grad/graduation-info)

Apply online at graduate.admissions.vcu.edu (http://graduate.admissions.vcu.edu).
Design, Master of Fine Arts (M.F.A.) with a concentration in interior environments – professional entry-level option

Admission requirements

<table>
<thead>
<tr>
<th>Degree</th>
<th>Semester(s) of entry</th>
<th>Deadline dates</th>
<th>Test requirements:</th>
</tr>
</thead>
<tbody>
<tr>
<td>M.F.A.</td>
<td>Fall</td>
<td>Feb 1</td>
<td>TOEFL or IELTS scores for international students only</td>
</tr>
</tbody>
</table>

Special requirements

- See arts.vcu.edu/admissions/how-to-apply (http://arts.vcu.edu/admissions/how-to-apply) for details on the application process and TOEFL score requirements.

In addition to the general admission requirements of the VCU Graduate School (http://bulletin.vcu.edu/graduate/study/admission-graduate-study/admission-requirements), applicants must meet the following minimum requirements:

1. An interview (recommended, but not required)
2. Previous university/college transcripts (one official copy)
3. Three letters of recommendation to be submitted electronically through the online application process
4. Essay: three-to-five page (minimum) sample of academic writing
5. Written personal statement (one to two pages)
6. A resume
7. TOEFL score (international students only) – 600 paper/2500 computer/100 Internet
8. A portfolio with samples of design work (Applicants will be directed to upload portfolio images and/or video after they start the application process.)

Degree requirements

In addition to general VCU Graduate School graduation requirements (http://bulletin.vcu.edu/academic-regs/grad/graduation-info), a minimum of 60 credit hours is required within prescribed courses. A research-design project is required to complete the program of study. This project is undertaken and developed in the context of IDES 699 and must consist of the testing of an original idea that is supported by research. This information will be synthesized through the design development process and culminate in an individual creative project of complex scale and scope. Documentation must follow established guidelines and be presented in a form that can be retained by the department and the university. On completion of the thesis, students participate in an oral examination and a graduate exhibition.

Curriculum requirements

Prerequisite

Students with no art or design background must successfully complete this class with a minimum grade of B as a prerequisite for enrolling in the program.

Take 2-12 credits in the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDES 500</td>
<td>Art and Design Methods Workshop</td>
<td>2-12</td>
</tr>
</tbody>
</table>

Required courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDES 501</td>
<td>Introductory Graduate Design Studio I</td>
<td>6</td>
</tr>
<tr>
<td>IDES 502</td>
<td>Introductory Graduate Design Studio II</td>
<td>6</td>
</tr>
<tr>
<td>IDES 511</td>
<td>Introductory Graduate Graphics I</td>
<td>3</td>
</tr>
<tr>
<td>IDES 512</td>
<td>Introductory Graduate Graphics II</td>
<td>3</td>
</tr>
<tr>
<td>IDES 521</td>
<td>Advanced Material Studies for Interior Environments</td>
<td>2</td>
</tr>
<tr>
<td>IDES 522</td>
<td>Environmental Factors for Interior Environments</td>
<td>2</td>
</tr>
<tr>
<td>IDES 601</td>
<td>Graduate Interior Environments Studio</td>
<td>6</td>
</tr>
<tr>
<td>IDES 611</td>
<td>Advanced Graphics for Interior Environments I</td>
<td>2</td>
</tr>
<tr>
<td>IDES 612</td>
<td>Advanced Graphics for Interior Environments II</td>
<td>2</td>
</tr>
<tr>
<td>IDES 623</td>
<td>Advanced Design Studies</td>
<td>3</td>
</tr>
<tr>
<td>IDES 624</td>
<td>Advanced Furniture Design (or elective)</td>
<td>2</td>
</tr>
<tr>
<td>IDES 626</td>
<td>Advanced Light and Color for Interior Environments</td>
<td>2</td>
</tr>
<tr>
<td>IDES 631</td>
<td>Ethics and Business Procedures for Interior Environments</td>
<td>2</td>
</tr>
<tr>
<td>IDES 651</td>
<td>History and Theory of Interior Environments I</td>
<td>2</td>
</tr>
<tr>
<td>IDES 652</td>
<td>History and Theory of Interior Environments II</td>
<td>2</td>
</tr>
<tr>
<td>IDES 690</td>
<td>Graduate Seminar in Interior Environments</td>
<td>3</td>
</tr>
<tr>
<td>IDES 693</td>
<td>Interior Design Internship</td>
<td>4-6</td>
</tr>
<tr>
<td>IDES 699</td>
<td>Creative Project - Thesis</td>
<td>6</td>
</tr>
</tbody>
</table>

Arts or other graduate-level elective (must be approved by program director) | 2-4

Total Hours | 60-64

Total graduate credit hours required (minimum) 60

Note: Candidacy/portfolio review occurs upon successful completion of the second semester.

Graduate program director

Associate professor, graduate director and interim chair, Department of Interior Design
clafazani@vcu.edu
(804) 828-1713

Additional contact

Robert D. Smith, M.F.A.
Assistant professor and administrative director
smithrd@vcu.edu
(804) 827-4574

Program website: arts.vcu.edu/interiordesign (http://arts.vcu.edu/interiordesign)