

DEPARTMENT OF INTERIOR DESIGN

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Associate professor and chair

arts.vcu.edu/interiordesign (<http://arts.vcu.edu/interiordesign>)

The Department of Interior Design is accredited by the Council for Interior Design Accreditation. The mission of the department 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 students' professional activities while encouraging connections between these activities and the larger forum of ideas that enrich their culture and environment. The Bachelor of Fine Arts in Interior Design program prepares students for careers in interior design or entry into programs of advanced study.

The department also offers a Master of Fine Arts in Design with a concentration in interior environments with a professional entry-level option and a post-professional option. These tracks seek to produce competent creative designers whose design solutions are based on human response in the contemporary environment. Mastery of design skills, development of productive habits, knowledge of resources and an awareness of interrelated disciplines equip the student with the tools and expertise necessary to pursue creative design positions.

The department relates with the professional interior design community through a variety of activities. The faculty invites featured speakers to share experiences, participate in the annual ASID EXPO, facilitate mentorships with professional designers and support student internships. An active student chapter of the American Society of Interior Designers provides additional enriching opportunities for student involvement.

The department offers limited accelerated undergraduate preparation for those individuals who lack full preparation. Assessment of the individual candidate's needs will determine the scope of the preparatory course work. This is an opportunity to gain the skills and design experiences required to qualify for admission to the graduate degree program.

The department has a very comprehensive website with extensive information about the program, interior design in general, faculty, student work and the department newsletter. In advance of scheduling a meeting for department advising or for application to the program, students should review the website at arts.vcu.edu/interiordesign (<http://arts.vcu.edu/interiordesign>).

- Design, Master of Fine Arts (M.F.A.) with a concentration in interior environments – post-professional option (<http://bulletin.vcu.edu/graduate/school-arts/interior-design/design-mfa-concentration-interior-environments-postprofessional>)
- Design, Master of Fine Arts (M.F.A.) with a concentration in interior environments – professional entry-level option (<http://bulletin.vcu.edu/graduate/school-arts/interior-design/design-mfa-concentration-interior-environments-professional>)

IDES 500. Art and Design Methods Workshop. 3 Hours.

Semester course; 1 lecture and 4 studio hours. 3 credits. May be repeated for a total of 12 credits. Open only to first-professional track graduate students in interior environments. Provides accelerated instruction in art and design methods for the student with no art background by fully immersing the student in a rigorous studio environment. Focuses on the development of 2-D and 3-D art and design skills including 2-D design methods, 3-D design methods, color theory, and drawing and presentation methods.

IDES 501. Introductory Graduate Design Studio I. 6 Hours.

Semester course; 2 lecture and 8 studio hours. 6 credits. Corequisite: IDES 511. Open to professional entry-level track graduate students in interior environments only. Provides accelerated studio and graphics instruction for designing interior environments for the entering professional entry-level track student that does not have previous experience in interior design. Introduces theories, methods and processes of interior design, facilitates specific interior design applications and focuses on analysis and evaluation of interior environments. Course work is highly sequenced and accelerates in complexity as the semester progresses and combines the development of technical skills with conceptual thinking and design development processes. Course emphasizes interior design development through studio projects and the development of the skills and practices of interior design.

IDES 502. Introductory Graduate Design Studio II. 6 Hours.

Semester course; 2 lecture and 8 studio hours. 6 credits. Corequisite: IDES 512. Open to professional entry-level track graduate students in interior environments only. Provides accelerated studio and graphics instruction for designing interior environments for the entering professional entry-level track student that does not have previous experience in interior design. Introduces theories, methods and processes of interior design, facilitates specific interior design applications and focuses on analysis and evaluation of interior environments. Course work is highly sequenced and accelerates in complexity as the semester progresses and combines the development of technical skills with conceptual thinking and design development processes. Course emphasizes interior design development through studio projects and the development of the skills and practices of interior design.

IDES 511. Introductory Graduate Graphics I. 3 Hours.

Semester courses; 1 lecture and 4 studio hours. 3 credits. Corequisite: IDES 501 for IDES 511, IDES 502 for 512. Open to professional entry-level track graduate students in interior environments only. Provides accelerated manual and computer graphics instruction for designing interior environments for the entering professional entry-level track student who does not have previous experience in interior design graphics. Course work is highly sequenced and accelerates in complexity as the semester progresses.

IDES 512. Introductory Graduate Graphics II. 3 Hours.

Semester courses; 1 lecture and 4 studio hours. 3 credits. Corequisite: IDES 501 for IDES 511, IDES 502 for 512. Open to professional entry-level track graduate students in interior environments only. Provides accelerated manual and computer graphics instruction for designing interior environments for the entering professional entry-level track student who does not have previous experience in interior design graphics. Course work is highly sequenced and accelerates in complexity as the semester progresses.

IDES 521. Advanced Material Studies for Interior Environments. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Open only to first-professional track graduate students in interior environments. Investigation, selection and practical application of materials and textiles in interior environments.

IDES 522. Environmental Factors for Interior Environments. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Open to first-professional track students only. Contemporary theories and techniques in the design of buildings as related to interior design, small structural considerations, HVAC, acoustics, plumbing and the attributes of building materials.

IDES 591. Topics in Interior Design. 3 Hours.

Semester course; 3 lecture hours. 3 credits. May be repeated. Prerequisite: Consent of instructor. Explores selected topics of current and relevant interest in interior design. Topics will vary each semester and focus on the needs of the student.

IDES 601. Graduate Interior Environments Studio. 6 Hours.

Semester course; 12 studio hours. 6 credits. May be repeated twice. Open to graduate students in interior environments; graduate students from other School of the Arts graduate programs may enroll with the consent of the instructor. Prerequisites: IDES 501, 502, 511, 512 for professional entry-level students; none for post-professional students. Provides advanced studio for designing in specialized areas of interior environments. Topics will vary each semester.

IDES 611. Advanced Graphics for Interior Environments I. 2 Hours.

Semester course; 4 studio hours. 2 credits. Open only to first-professional track graduate students in interior environments. Provides advanced graphics instruction for designing interior environments for the first-professional track student. Course work is highly sequenced and accelerates in complexity as the semester progresses and focuses on the development of technical drawing, rendering and presentation skills for the interior designer.

IDES 612. Advanced Graphics for Interior Environments II. 2 Hours.

Semester course; 4 studio hours. 2 credits. Open only to first-professional track graduate students in interior environments. Provides advanced graphics instruction for designing interior environments for the first-professional track student using the computer. Course work is highly sequenced and accelerates in complexity as the semester progresses and focuses on the development of computer-based skills and programs such as AutoCAD, 3-D Viz and Form Z.

IDES 623. Advanced Design Studies. 3,6 Hours.

Semester course; 3 or 6 lecture/seminar hours. 3 or 6 credits. May be repeated. Prerequisites: IDES 501, 502, 511, 512 for professional entry-level students; none for post-professional students. Interior design majors only. Supervised investigation and presentation of selected problems and issues in interior design.

IDES 624. Advanced Furniture Design. 2 Hours.

Semester course; 4 studio hours. 2 credits. For first-professional track students only. Advanced study of furniture design and custom millwork as related to the design of interior environments. Original student designs are developed through the study of structure and materials.

IDES 626. Advanced Light and Color for Interior Environments. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Open only to first-professional track graduate students in interior environments. The study of illumination and its impact on people in interior spaces; theory and practical applications.

IDES 631. Ethics and Business Procedures for Interior Environments. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Open only to first-professional track graduate students in interior environments. Advanced study of the interior design profession as related to professional and business practices including: responsibilities, services, ethics, business and project management, and marketing.

IDES 635. Teaching Practicum in Interior Environments. 3 Hours.

Semester course; 1 lecture and 6 laboratory hours. 3 credits. Prerequisite: Completion of one graduate studio. Familiarizes students with different types of teaching methods and practices in interior design curriculums. Observation, instruction and practice in the design, organization, and conduct of courses in interior design. Explores multiple teaching strategies, student development, learning styles and evaluation techniques.

IDES 651. History and Theory of Interior Environments I. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Open only to first-professional students. Study of the major paradigms, theories and styles of the built environment (interior design, furniture and architecture) from antiquity to the late-19th century.

IDES 652. History and Theory of Interior Environments II. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Study of the major paradigms, theories and styles of architecture, interior environments and furniture from the beginnings of modernism to the present day.

IDES 690. Graduate Seminar in Interior Environments. 3 Hours.

Semester course; 3 lecture hours. 3 credits. A detailed selected investigation of theoretical, historical, aesthetic and social areas of concern to the interior designer. Scholarly research, critical analysis and discussion are expected. The course requires investigative work using resources such as library and archive materials, journals, Internet sources, surveys, oral histories, interviews, case study design, and field documentation and evaluation.

IDES 692. Independent Study in Interior Environments. 1-6 Hours.

Semester course; 1-6 lecture hours. 1-6 credits. May be repeated for a maximum of 6 credits. Interior environments majors only. Prerequisite: approval from department chair. An in-depth study of a selected interior design topic.

IDES 693. Interior Design Internship. 3,6 Hours.

Semester course; 6, 8 or 12 studio hours. 3, 4 or 6 credits. Prerequisite: Consent of instructor. Interior design majors only. Provides supervised practical work experiences that are coordinated with professional interior designers under the guidance of interior design faculty. Formal arrangements must be made. Graded P/F.

IDES 699. Creative Project - Thesis. 1-6 Hours.

Semester course; 2, 6 or 12 studio hours. 1, 3 or 6 credits. May be repeated. Prerequisite: Approval of Departmental Review Committee. The project must test an original design theory synthesized through the development of a design process, investigative research and an individual project of complex scale and scope.

IDES 800. Research Methods. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: graduate status and permission of chair. Explores the foundation and procedures of architectural and design research. Evidence-based design, alternate research methodologies and their philosophical and epistemological limitations.

IDES 801. Theories of Art and Design. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: graduate status and permission of chair. Development of art, architectural and design theories from antiquity to present. Emphasis is on the writings of contemporary leading theorists and historians. Students will apply these theories to contemporary current solutions as related to the creation of a healing environment; or students may explore the history of medicine or healing as expressed in the fine and applied arts.

IDES 811. Interdisciplinary Health Care Design Workshop I. 3 Hours.

One-week workshop. 3 credits. Prerequisites: graduate status and permission of chair. Contemporary issues in health care professions, health care design and environmental stewardship. Course consists of a one-week workshop that offers lectures from leading experts on a selected issue and an interdisciplinary design problem. Students receive reading assignments to be completed prior to the workshop. After the workshop, during exam week, students meet to present their solution to the design problem to the class and invited guest critics. Students also complete an original research paper on the design problem.

IDES 812. Interdisciplinary Health Care Design Workshop II. 3 Hours.

One-week workshop. 3 credits. Prerequisites: IDES 811, graduate status and permission of chair. Contemporary issues in health care professions, health care design and environmental stewardship. Course consists of a one-week workshop that offers lectures from leading experts on a selected issue and an interdisciplinary design problem. Students receive reading assignments to be completed prior to the workshop. After the workshop, during exam week, students meet to present their solution to the design problem to the class and invited guest critics. Students also complete an original research paper on the design problem.

IDES 820. Selected Topics in Health Care Design I. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: graduate status and permission of chair. Selected topics in health, health care design and health care administration.

IDES 821. Selected Topics in Health Care Design II. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: IDES 820 and graduate status. Continued exploration of selected topics in health, health care design and health care administration.

IDES 899. Dissertation. 3-12 Hours.

Variable hours. 3-12 credits. May be repeated for credit. Prerequisite: ABD status. Research and work leading to the completion of the dissertation thesis or dissertation project. Graded S/U/F.