

INTERIOR DESIGN, BACHELOR OF FINE ARTS (B.F.A.) [VCUQ]

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Student learning outcomes

Upon completing this program, students will know and know how to do the following:

1. **Students will demonstrate professional values.** The students will demonstrate professional values that address client and user needs in response to the built environment, professional ethics, environmental ethics and the role of sustainability in the practice of interior design. Students will demonstrate an understanding of a global perspective approach to thinking and problem-solving (viewing design with awareness and respect for cultural and social differences of people; understanding issues that affect the sustainability of the planet; understanding of the implications of conducting the practice of design within a world market). Students will demonstrate critical and analytical thinking, creative thinking, and the ability to think visually and volumetrically. Students will demonstrate professional discipline (i.e., time management, organizational skills) and active listening skills. Students will understand the importance of community and public service.
2. **Student work will demonstrate design fundamentals.** Students will demonstrate knowledge of design fundamentals including design elements and principles, color principles, theories and systems, theories of design and composition, and principles and theories of lighting design. Students will demonstrate an understanding of the theories of human behavior in the built environment including human factors (ergonomics, anthropometrics), the relationship between human behavior and the built environment, and an understanding of the principles of sustainability. Students will demonstrate knowledge of the history of art, architecture and design.
3. **Student work will demonstrate knowledge of interior design.** Students will demonstrate knowledge and application of the design process and two- and three-dimensional design elements and principles in the development of the spatial envelope. Student work will demonstrate programming skills, including problem identification, identification of client and user needs, and information gathering research and analysis (functional requirements, code research, sustainability issues, etc.). Student work will demonstrate competent schematic design, concept development and problem-solving (concept statements, conceptual drawings, space planning). Student work will demonstrate competent design development skills (selection of finishes and materials; furniture selection and plan, plans, elevations, sketches, and study models; luminaires and lighting sources; design justification solutions in relation to the program and concept; appropriate selection and application of decorative architectural elements). Student work will demonstrate competent skills in preparing drawings, schedules and specifications as an integrated system in a single project. Student work should demonstrate an understanding of appropriate selection and application of art and accessories, the ability to custom design interior elements, way-finding methods and graphic identification. Student work must demonstrate understanding that design solutions affect and are impacted by building systems and interior materials. Students must demonstrate understanding of the impact of laws,

codes, regulations, standards and practices that protect the health, safety and welfare of the public.

4. **Student work will demonstrate effective communication.** Student work will demonstrate competence in drafting and lettering, both manual and computer-aided techniques; illustrative drawing; and presentation of color, materials and furnishings. Students must express ideas clearly in oral presentations and critiques; communicate clearly in writing of specifications, schedules, and contracts and other business-related documents, such as project programs, concept statements, reports, research papers, resumes and correspondence. Student work must demonstrate the student's ability to successfully render the design intent using two- and three-dimensional methods (manual and computer-aided).
5. **Students will demonstrate a foundation in business and professional practices.** Students will demonstrate understanding of project management (estimating, budget management, contract administration, information management, conflict resolution, assessment processes including post-occupancy evaluation). Students must demonstrate knowledge of licensing and registration requirements for interior designers and professional design organizations, Students must demonstrate understanding of basic business computer applications (word processing, spreadsheets) and business procedures (marketing, strategic planning).

Special requirements

For consideration and entry into the interior design major, students must successfully complete all foundation studio courses and submit a portfolio of their work for review.

Degree requirements for Interior Design, Bachelor of Fine Arts (B.F.A.)

Course	Title	Hours
General education (http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/)		
Select 12-13 credits from general education foundations and 17-18 credits from areas of inquiry.		30
Major requirements		
• Major core requirements		
IDES 201	Introductory Interior Design Studio I	4
IDES 202	Introductory Interior Design Studio II	4
IDES 211	Interior Graphics I	3
IDES 212	Interior Graphics II	3
IDES 231	Fundamentals of Interior Design	3
IDES 251	Historic Environments: Ancient Through 19th Century	3
IDES 301	Interior Design Studio I	4
IDES 302	Interior Design Studio II	4
IDES 311	Advanced Interior Graphics I	3
IDES 312	Advanced Interior Graphics II	3
IDES 321	Interior Materials and Textiles	3
IDES 323	Light and Color in Interior Environments	3
IDES 400	Senior Interior Design Studio I	4
IDES 401	Senior Interior Design Studio II	4
IDES 422	Building Systems	3
IDES 441	Senior Design Seminar I	2
IDES 442	Senior Design Seminar II	2

IDES 493	Interior Design Internship	3
• Additional major requirements		
IDES 330	The Business of Design	3
IDES 370	Design History: 20th and 21st Centuries	3
IDES 421	Construction Documents	3
Ancillary requirements		
Art Foundation Program		
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	2
or ARTF 138	Project Seminar	
ARTH 103 & ARTH 104	Survey of Art I and Survey of Art II	6
Additional requirements		
UNIV 101	Introduction to the University	1
	Art/design elective (Any ARTS, CRAF, GDES, FASH, IDES or PAPER course)	3
Total Hours		121

The minimum number of credit hours required for this degree is 121.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Freshman year

		Hours
Fall semester		
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 139	Project Studio	1
or	or Project Seminar	
ARTF 138		
ARTH 103	Survey of Art I	3
UNIV 101	Introduction to the University	1
UNIV 111	Focused Inquiry I (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry I		
General education course		3
Term Hours:		17

Spring semester

ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	1
or	or Project Seminar	
ARTF 138		
ARTH 104	Survey of Art II	3
UNIV 112	Focused Inquiry II (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry II		

General education course	3
Term Hours:	16

Sophomore year

Fall semester

IDES 201	Introductory Interior Design Studio I	4
IDES 211	Interior Graphics I	3
IDES 231	Fundamentals of Interior Design	3
IDES 251	Historic Environments: Ancient Through 19th Century	3
UNIV 200	Inquiry and the Craft of Argument (satisfies general education UNIV foundations)	3
Term Hours:		16

Spring semester

IDES 202	Introductory Interior Design Studio II	4
IDES 212	Interior Graphics II	3
IDES 311	Advanced Interior Graphics I	3
IDES 321	Interior Materials and Textiles	3
General education course		3
Term Hours:		16

Junior year

Fall semester

IDES 301	Interior Design Studio I	4
IDES 312	Advanced Interior Graphics II	3
IDES 323	Light and Color in Interior Environments	3
IDES 422	Building Systems	3
General education course		3
Term Hours:		16

Spring semester

IDES 302	Interior Design Studio II	4
IDES 370	Design History: 20th and 21st Centuries	3
IDES 421	Construction Documents	3
General education course		3
Term Hours:		13

Senior year

Fall semester

IDES 330	The Business of Design	3
IDES 400	Senior Interior Design Studio I	4
IDES 441	Senior Design Seminar I	2
General education course		3
General education course		3
Term Hours:		15

Spring semester

IDES 401	Senior Interior Design Studio II	4
IDES 442	Senior Design Seminar II	2
IDES 493	Interior Design Internship	3
Art/design elective (any ARTS, CRAF, GDES, FASH, IDES or PAPER course)		3
Term Hours:		12
Total Hours:		121

The minimum number of credit hours required for this degree is 121.

IDES 103. Introductory Studio Course. 2 Hours.

Continuous course; 1 lecture and 2 laboratory hours. 2-2 credits. This course is an introduction to the complex and multifaceted field of interior design as an applied art and as a business for non-interior design majors. Basic design elements, principles and practices, historical and related architectural background material will be reviewed.

IDES 104. Introductory Studio Course. 2 Hours.

Continuous course; 1 lecture and 2 laboratory hours. 2-2 credits. This course is an introduction to the complex and multifaceted field of interior design as an applied art and as a business for non-interior design majors. Basic design elements, principles and practices, historical and related architectural background material will be reviewed.

IDES 201. Introductory Interior Design Studio I. 4 Hours.

Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: all Art Foundation courses. Corequisites: IDES 211 and 231. Interior design majors only; other School of the Arts majors by approval. Introduction to identification and applications of fundamental interior design issues through applied projects. Emphasis includes developing design ideas, understanding design philosophies, design principles and elements, human factors, defining and solving problems creatively, analyzing spatial and functional requirements, applying design processes, creating an aesthetic space, and preparing a presentation as related to interior design.

IDES 202. Introductory Interior Design Studio II. 4 Hours.

Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: IDES 201, 211 and 231. Corequisites: IDES 212, 252 and 311. Interior design majors only; other School of the Arts majors by approval. Expands upon the interior design issues introduced in IDES 201 through their application in small scale interiors projects of increasing size and complexity. Emphasizes the further development of methods and processes for design development, understanding of basic design principles and elements, and ways of analyzing design requirements through written, oral, graphic and three-dimensional documentation.

IDES 211. Interior Graphics I. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: all Art Foundation courses. Corequisites: IDES 201 and 231. Interior design majors only; other School of the Arts majors by approval. Introduction to manual graphic communication techniques in interior design including drafting, sketching, rendering, perspective drawing, presentation formats and model-making for professional graphic presentations.

IDES 212. Interior Graphics II. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: all Art Foundation courses, IDES 201, 211 and 231. Corequisites: IDES 202, 252 and 311. Interior design majors only; other School of the Arts majors by approval. Laptop computer required. Introduction to computer graphic communication language and techniques in interior design drafting, rendering, perspective drawing, presentation formats and 3-D imaging for professional graphic presentations.

IDES 231. Fundamentals of Interior Design. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: all Art Foundation courses. Required of all incoming interior design majors. Open to interior design majors and home fashion merchandising majors only. Interior design majors are required to enroll concurrently in IDES 201 and 211. Introduction to the theories, methods and processes of interior design. Facilitates the transition of skills and knowledge from the Art Foundation Program to specific interior design applications and focuses on analysis and evaluation of interior environments as a support and supplement to the studio experience.

IDES 241. Physical and Social Behavior. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisite: IDES 231. Theories of behavioral and social aspects of interior design. Study of how people interpret, evaluate and act in the built environment. Social, cultural and economic factors are included.

IDES 251. Historic Environments: Ancient Through 19th Century. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. Study of the major paradigms, theories and styles of the built environment (interior design, furniture and architecture) from antiquity to the late 19th century. Contemporary analysis of cultural conditions and the manner in which designers and architects respond to those conditions.

IDES 252. Historic Environments: 20th-21st Centuries. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTH 103 and 104. Study of the major paradigms, theories and styles of architecture, interior environments and furniture from the beginnings of modernism to the present day. Contemporary analysis of cultural conditions and the manner in which designers and architects respond to those conditions.

IDES 261. What is Good Design? A Survey of 20th- and 21st-century Design. 3 Hours.

Semester course; 3 lecture hours. 3 credits. This course poses the question, "What is good design?" Students will consider the ways that designers have responded to major shifts in technology, politics and the environment from the early 20th century to today. The purpose of this course is to promote a greater awareness of the larger cultural context within which value and meaning are discovered in design, as well as provide a competent knowledge of the architecture, interiors, furnishings, decorative arts, graphic design, fashion and industrial design of the past and present.

IDES 301. Interior Design Studio I. 4 Hours.

Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: UNIV 200 or HONR 200 and successful completion of the interior design sophomore portfolio review. Corequisites: IDES 312, 321 and 323. Interior design majors only. Laptop computer required. Discussion and application of design philosophies, theories and creative design strategies at the intermediate level. Emphasis includes: research, survey and analysis, design processes, spatial and functional analysis, design elements and principles, human factors, creative problem-solving, code requirements, selection of interior components, and preparation of a presentation.

IDES 302. Interior Design Studio II. 4 Hours.

Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 301. Corequisite: IDES 431. Continued discussion and application of design philosophies, theories and creative design strategies at the intermediate level and the study of construction documents on the computer as related to the design of interior environments and applied to a studio project. Emphasis includes research, survey and analysis, design processes, spatial and functional analysis, code requirements, and selection of interior components.

IDES 311. Advanced Interior Graphics I. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: IDES 201, 211 and 231. Corequisites: IDES 202, 212 and 252. Interior design majors only. Laptop computer required. Advanced manual and computer graphic communication techniques in interior design including drafting, sketching, rendering, perspective drawing, presentation formats and model-making for professional graphic presentations. Computer graphic techniques including software such as AutoCAD, Adobe Photoshop, Adobe Illustrator and Dreamweaver.

IDES 312. Advanced Interior Graphics II. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisite: IDES 311. Interior design majors only. Laptop computer required. Advanced computer graphic communication techniques in interior design including drafting, rendering, perspective drawing, presentation formats and 3-D imaging for professional graphic presentations.

IDES 321. Interior Materials and Textiles. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Interior design and home fashion merchandising students only. Investigation, selection and practical application of materials and textiles in interior environments.

IDES 322. Color in Interior Environments. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: all Art Foundation Program studio courses and IDES 231 or comparable experience by approval. Interior design and School of the Arts majors only. Advanced study of color and its impact on interior spaces; theory and practical applications.

IDES 323. Light and Color in Interior Environments. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisite: successful completion of the interior design sophomore portfolio review. Corequisites: IDES 301 and 312. Interior design and School of the Arts majors only. The study of illumination and color and their impact on people in interior spaces; theory and practical applications.

IDES 324. Furniture Design. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisite: successful completion of the interior design sophomore portfolio review or permission of instructor. Interior design, crafts, sculpture and theater design majors 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 330. The Business of Design. 3 Hours.

Semester course; 3 lecture hours. 3 credits. This course introduces basic global economics and general design business concepts such as the free enterprise system, legal forms of business and financial considerations. It also surveys business and management practices such as planning, decision-making, communication, global ethics, marketing, human resources, finance and entrepreneurial skills needed to open a design business. Crosslisted as: FASH 330/GDES 330.

IDES 370. Design History: 20th and 21st Centuries. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: ARTF 105-106. Study of the major theories and styles on communication arts, fashion and interior environments of the 20th and 21st centuries. Contemporary analysis of cultural conditions and the manner in which designers respond to those conditions. Crosslisted as: FASH 370/GDES 370.

IDES 391. Topics in Interior Design. 1-4 Hours.

Semester course; 1-4 studio or lecture hours. 1-4 credits. May be repeated for a maximum of 8 credits. Prerequisite: permission of the instructor. A study of a topical issue in interior design. See the Schedule of Classes for specific topics to be offered each semester.

IDES 400. Senior Interior Design Studio I. 4 Hours.

Semester course; 2 lecture and 6 studio hours. 4 credits. Prerequisite: IDES 302. Corequisite: IDES 441. Continued discussion and application of design philosophies, theories and creative design strategies at the advanced level. Emphasis includes design elements and principles, human factors, creative problem-solving, preparation of a presentation, and opportunities for submitting to design competitions.

IDES 401. Senior Interior Design Studio II. 4 Hours.

Semester course; 2 lecture/seminar and 6 studio hours. 4 credits. Prerequisites: IDES 400 and 441. Corequisite: IDES 442. Interior design majors only. Department-approved senior interior design project. Advanced design experience of student's choice of an interior environment of complex scope and scale to meet the needs of specific clients and prepare students for the practice of the profession. The project addresses issues of design of the 21st century and integrates all aspects of the curriculum.

IDES 421. Construction Documents. 3 Hours.

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: all Art Foundation Program studio courses and IDES 201, 202, 231, 212, 312 and concurrent enrollment in IDES 301, 302, 303, 304 or 401. Interior design majors only. Laptop computer required. Study of construction documents on the computer as related to the design of interior environments.

IDES 422. Building Systems. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisite: IDES 301. Enrollment is restricted to interior design majors. Contemporary theories and techniques in the design of buildings as related to interior design, small structural considerations, HVAC, acoustics, plumbing and the attributes of materials.

IDES 431. ID Business Practices. 3 Hours.

Semester course; 3 lecture hours. 3 credits. Prerequisites: IDES 201 and IDES 231. Interior design majors only. Writing intensive. 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 441. Senior Design Seminar I. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Prerequisite: IDES 302. Corequisite: IDES 400. Interior design majors only. Discussions of current design theories, issues and concerns of the built environment, future studies and the global community as applied to senior studio.

IDES 442. Senior Design Seminar II. 2 Hours.

Semester course; 2 lecture hours. 2 credits. Prerequisites: IDES 400 and 441. Corequisite: IDES 401. Interior design majors only. Continued discussions of current design theories, issues and concerns about the built environment, futures studies and the global community as applied to senior studio.

IDES 491. Topics in Interior Design. 1-4 Hours.

Semester course; 1-4 credits. May be repeated for a maximum of 8 credits. Prerequisite: permission of the instructor. An in-depth study of a topical issue in interior design. See the Schedule of Classes for specific topics to be offered each semester.

IDES 492. Independent Study in Interior Design. 1-3 Hours.

Semester course; variable hours. 1-3 credits. May be repeated for maximum of six credits. Prerequisite: junior or senior standing as a major in interior design. Learning experiences should be designed with the supervising faculty member in the form of a contract between student and instructor. This course is limited to those students who have demonstrated an exceptional level of ability and intense commitment to their discipline.

IDES 493. Interior Design Internship. 3 Hours.

Semester course; 3 credits. Prerequisite: IDES 431. Interior design majors only. Provides supervised practical work experiences that are coordinated with professional interior designers in the field. Formal arrangements must be made and approved by coordinator or department chair.