

# 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
<b>General education</b> ( <a href="https://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/">https://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/</a> )		
Select 30 credits of general education courses in consultation with an adviser.		30
<b>Major requirements</b>		
• 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
<b>Ancillary requirements</b>		
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
<b>Total Hours</b>		<b>121</b>

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

Fall semester		Hours
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	Introduction to Focused Inquiry:	3
Play course	Investigation and Communication (satisfies	
video for	general education UNIV foundations)	
Introduction		
to Focused		
Inquiry:		
Investigation		
and		
Communicatio		
General education course		3
<b>Term Hours:</b>		<b>17</b>
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	3
Play course	education UNIV foundations)	
video for		
Focused		
Inquiry II		
General education course		3
<b>Term Hours:</b>		<b>16</b>

#### 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	3
	19th Century	
UNIV 200	Advanced Focused Inquiry: Literacies,	3
	Research and Communication (satisfies	
	general education UNIV foundations)	
<b>Term Hours:</b>		<b>16</b>

#### 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
<b>Term Hours:</b>		<b>16</b>

#### 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
<b>Term Hours:</b>		<b>16</b>

#### 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
<b>Term Hours:</b>		<b>13</b>

#### 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
<b>Term Hours:</b>		<b>15</b>

#### 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 PAPR course)	3
<b>Term Hours:</b>	<b>12</b>
<b>Total Hours:</b>	<b>121</b>

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