

EID 200 COURSE SYLLABUS

Class hours: MWF 1:30 – 3:20
Office hours: MWF 12:30 – 1:30

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COURSE DESCRIPTION:

EID 200 Fundamentals of Interior Design (4cr)

Introduction to the basic concepts, theories, applications, and practice of interior design; as well as the development of technical skills and design methodologies through several design exercises and projects. Emphasis of the course is on understanding both how building interiors are experienced by its users, and the relationship between the built and natural environments.

CLASS FORMAT:

There will be three design projects, along with several class assignments during the course of the semester. Each project will increase in complexity and duration, building on the skills you are developing, and culminating in a final interior design project that will utilize all of the skills you have acquired throughout the course. In addition to the design projects, there will be a mid-term exam that will cover the material presented in the first half of the semester and a final exam which will cover the lectures presented in the latter half of the semester.

The first half of each class will focus on either a lecture or on technical instruction; the second half of each class will be dedicated to studio work and desk crits. Students are expected to bring their project materials to work on in each class. In-class participation and collaboration is essential, as the exchange of ideas and feedback from peers will be invaluable to your progress, and will also help you to develop critical thinking skills.

DESIGN METHODOLOGY:

Design methodology is comprised of the methods, tools, and processes you use to develop a design solution. There is no such thing as a single or “right” design methodology; design is an iterative process, and each person has to develop their own approach. In this class, you will be exposed to a variety of methods and strategies; therefore, the more you experiment, the more likely you will find what works for you.

It is important to keep in mind that the creative process is not a linear one; and there is no such thing as a correct or final solution. Design is not a finite process but rather an iterative one. Creativity demands the courage to take risks and originality requires non-conventional thinking. Don't be concerned with making something 'beautiful' and don't try to avoid making something 'ugly' as this will only cause anxiety and inhibit your creativity. The emphasis in this course should be on *exploration*. Making mistakes along the way is the best way to learn, and a willingness to experiment will be encouraged.

EVALUATION CRITERIA:

- quality and creativity of design work
- thoroughness and craft in presentation
- technical proficiency
- contribution of ideas and engagement in class
- willingness to experiment and to challenge yourself
- rigor
- professional demeanor

Each individual has his or her own voice which makes them unique; the goal of your design education is to recognize and cultivate that individual voice. Resist the temptation to imitation or conformity, as that will not only compromise your individuality, but also your grade. Value is placed on originality, conviction, and autonomous thought. That said however, you are encouraged to work with others as much as possible and share ideas. The collaborative process will help to strengthen your work far more than by working alone.

This is a demanding and challenging course, and requires complete commitment. Should you have to miss a class, please inform the instructor in advance when possible; in any case, you will be responsible to make up any missed work *on your own*. Please make arrangements with one of your classmates to review what was missed in class; do not expect the instructor to repeat the lecture or make special accommodations due to absence. All projects must be complete and submitted on time, unless otherwise arranged in advance. Any unexcused late submissions will be marked down by one letter grade. Any assignments submitted over one week late will not be accepted. In the event of three unexcused absences or three unexcused tardies your course grade will be lowered by one letter grade.

GRADING:

Your final grade will be weighted as follows:	Exercises (2)	10%
	Project #1	15%
	Project #2	20%
	Project #3	25%
	Exams (2)	20%
	Assignments	5%
	Participation	<u>5%</u>
		100%

COURSE LEARNING OUTCOMES:

Scope of the Profession

Students should be familiar with the scope of the profession and what is entailed in the field of Interior Design. [CIDA standards 3, 4, 5, 6, 7, 8, 13, 14] [PO 1, 2, 3, 4, 5] – EMERGING

Concepts & Principles

Students should understand and apply architectural and interior design vocabulary and principles to simple design projects. [CIDA standard 3, 4, 9] [PO 3] – EMERGING

Human Factors

Students should understand how design influences health, safety, welfare, and quality of life issues. [CIDA standard 3] [PO 4] – EMERGING

Design Methodology

Students should begin to develop a wide variety of exploratory design and presentation methods based on the problem-process-purpose approach that is the foundation for design.

[CIDA standard 4] [PO 2, 5] – EMERGING

Critical Thinking

Students should exercise basic critical thinking/analytical skills and begin to develop public speaking/self-expression skills. [CIDA standards 4, 6] [PO 2] – EMERGING

EID PROGRAM OUTCOMES:

1) Professionalism – understand, apply and participate in ethical design practices on a personal, project, peer and industry-wide level. (CIDA 2, 3, 4, 5, 6, 7, 8, 11, 12, 13, 14)

2) Process – ability to identify problems/challenges and demonstrate an understanding of the complete design process from inception to installation, execute documentation supporting design decisions and effect comprehensive, creative, focused and functional design solutions. (CIDA 4, 6, 9, 10, 11, 12, 13, 14)

3) Principles & Priorities – integration of pedagogy, research, historic contexts, theory, and interdisciplinary collaboration to effectively and creatively analyze, evaluate and execute best design practices resulting in functional and aesthetically inspiring design. (CIDA 2, 3, 4, 5, 6, 8, 9, 10, 12, 13, 14)

4) Public & Environmental Protection – demonstrate an understanding of the concepts, resources and implications of design decisions relative to the human interaction, technological impact and ecological balance of the built environment. (CIDA 2, 3, 4, 7, 8, 10, 12, 13, 14)

5) Presentation – demonstrate ability to communicate design concepts and problem solving justifications through written, oral and a variety of visual media. (CIDA 3, 4, 6, 7, 8, 9, 10, 11, 12, 13, 14)

REQUIRED MATERIALS

- * 18" roll of sketching trace paper
- * architectural scale (engraved plastic with colored stripes)
- * 3 mechanical pencils (0.3mm, 0.5mm, 0.7mm)
- * lead (2H/0.3mm, HB/0.5mm, 3B/0.7mm)
- * 18"x 24" pad of unlined vellum paper
- * hard & gummy erasers or erasing stick
- * erasing shield
- * adjustable triangle (10")
- * drafting tape or dots
- * drafting brush
- * circle template
- * plumbing fixtures template (elevation & plan views)
- x-acto knife and blades
- cutting mat
- metal cutting edge
- scissors
- white glue (tacky glue recommended)
- chip board sheet
- foam-core sheet
- sketchbook (pocket size, spiral binding, unlined paper)

Supply packages are available at the CUH Bookstore (cost for EID 200 supplies only: \$30)

- * these materials are also required for EID 202

SKETCH JOURNAL

Each student is expected to maintain a sketch journal throughout the course of the semester and beyond. The journal has several functions:

- ...to learn to conceptualize and communicate ideas through visual language (diagrammatic representation)
- ...to record your ideas, thoughts, reflections and speculations about design
- ...to document your process as well as progress in your design education
- ...to develop your drawing skills
- ...to experiment with other representation techniques
- ...to synthesize (create) and analyze (critique)
- ...to collect and gather information

A sketchbook does not imply sketching only. Use it to experiment with a variety of drawing techniques, ranging from 30-second gesture sketches to hour-long renderings. Work with different media as well; for example: watercolor, ink, collage, photo montage, etc. Don't be concerned solely with making drawings that look good; simply produce. Be spontaneous without evaluating the merit or relevance of your entries. Your journal is a visual and textual narrative of your process and development, and as such will not be submitted as a finished work. As this is a personal tool there are no requirements as to the format or type of instruments you use, but the quality of the paper should be good (lined notebook paper is not acceptable). You should have your journal in your possession at all times and entries should be made on a regular, if not daily, basis.

EID 200 COURSE SCHEDULE

Week #01:

M 8/24 - Course introduction; facilities tour; begin assn (ISA)	LL/JS	Assignment: interior space analysis (due Fri 09/04)
W 8/26 - Elements & Principles of Design		
F 8/28 - Case Studies Work in teams on interior space analysis	LL/JS	

Week #02:

M 8/31 - Color & Light		
W 9/02 - Materials Palette		gather material samples
F 9/04 - Presentation (interior space analysis) Begin assn (materials palette)		LL/JS

Week #03:

M 9/07 - [Labor Day]		materials palette (due Fri 09/11)
W 9/09 - Design Process & Phases		
F 9/11 - Presentation (materials palette) Begin project #1 (residential layout)	LL/JS	

Week #04:

M 9/14 - Programming		diagramming
W 9/16 - Space Planning		design project #1
F 9/18 - Project #1 lab		

Week #05:

M 9/21 - Human Factors		A/E/P (due Mon 09/28)
W 9/23 - Safety, Health & Accessibility		design project #1
F 9/25 - Project #1 lab		

Week #06:

M 9/28 - Presentation preparation		design project #1
W 9/30 - Presentation preparation		
F 10/02 - Presentation #1 (residential layout) Begin project #2 (transformer apt)	LL/JS	
* Sa 10/03 - Construction volunteer project		

Week #07:

M 10/05 - Modelbuilding: tools & materials (student demo)	LL/JS	study model (due Wed 10/07)
W 10/07 - Modelbuilding: techniques		
F 10/09 - Project #2 lab; exam review		study for mid-term exam
* Sa 10/10 - Construction volunteer project		

Week #08:

M 10/12 - [Discovery Day] design project #2
 W 10/14 - Mid-term Exam build model shell
 F 10/16 - Review exam; project #2 lab

Week #09:

M 10/19 - Furnishings, Fixtures, Fabrics JS design project #2
 W 10/21 - History of Design Styles LL
 F 10/23 - Project #2 lab

Week #10:

M 10/26 - Building Construction LL design project #2
 W 10/28 - Presentation preparation
 F 10/30 - Presentation #2 (transformer apt) LL/JS
 Begin project #3 (art gallery)

Week #11:

M 11/02 - Architectural Elements (WWD) JS design project #3;
 W 11/04 - Lighting JS art walk (Friday @5pm)
 F 11/06 - Project #3 lab
 First Friday Art Walk in Chinatown

Week #12:

M 11/09 - Sustainability design project #3
 W 11/11 - [Veterans' Day] build model shell
 F 11/13 - Project #3 lab

Week #13:

M 11/16 - The ID Profession & Organizations JR design project #3
 W 11/18 - Project Management LL project mgmt. exercise (due Fri 11/20)
 F 11/20 - Project #3 lab

Week #14:

M 11/23 - Presentation preparation design project #3
 W 11/25 - Presentation preparation
 F 11/27 - [Thanksgiving weekend]

Week #15:

M 11/30 - Presentation preparation; exam review design project #3
 W 12/02 - Presentation preparation study for final exam
 F 12/04 - Presentation #3 (art gallery) LL/JS

Week #16:

M 12/08 - Final Exam 1:15 – 3:15
 Tu 12/09 - Final Exam 11:00 – 1:00