
CHAMINADE UNIVERSITY of HONOLULU
ENVIRONMENTAL + INTERIOR DESIGN
Fall 2018
EID 200: Fundamentals of Interior Design
Class hours: MWF 1:30 pm – 3:20 pm
Class location: Eiben 108

SYLLABUS

EID 200 FUNDAMENTALS OF INTERIOR DESIGN

Bella Lei, Museum Project

Instructor: Junghwa K. Suh, D.Arch, LEED GA
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COURSE DESCRIPTION

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.

COURSE CONTENTS

Lectures
In-class exercises
Assignments
Construction drawing

CLASS FORMAT

There will be three major design projects, along with several design exercises and 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.

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 4, 5, 6, 7, 8, 9, 16] [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 8, 10, 11, 12, 13, 14, 15] [PO 3] - EMERGING

Human Factors

Students should understand how design influences health, safety, welfare, and quality of life issues. [CIDA standard 7] [PO 4] - EMERGING

LEARNING OUTCOMES (cont.)

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 8, 9, 15] [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, 8, 9] [PO 2] - EMERGING

EVALUATION CRITERIA

- improvement of your design work
- continuous effort
- 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
- professional demeanor

Each individual has his/her own voice and perspective which makes them unique; the goal of your design education is to recognize and cultivate that individual voice and broaden your perspective. Resist the temptation to imitation or conformity, as that will not only compromise your individuality, but also your grade. Value is placed on original 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.

GRADING

Your final grade will be weighted as follows:

Exercises (2)	10%	} = 100%
Project #1	15%	
Project #2	20%	
Project #3	25%	
Exams (2)	20%	
Assignments	5%	
Participation	5%	

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.

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 his/her own approach. Therefore, the more you experiment, the more likely you will find what works for you. In this class, you will be exposed to a variety of methods and approaches which will help you to formulate your own.

Keep in mind that the creative process is neither linear nor sequential; there is no such thing as a correct or final solution; thus some of your projects will be more or less resolved than others. Design is not a finite process but rather an on-going one which continually progresses. The emphasis in this course should be on exploration. It is important to take risks and not to be afraid to make mistakes--sometimes the most promising ideas raise more questions than solve them.

DESIGN PERSPECTIVE

You are required to complete 10 design reading reflections throughout the course of the semester. The goal of this exercise is for you to stay on top of current design trends, understand how societal/world issues impact design and broaden your design perspective. See the course schedule regarding when your reading reflections are due in each week. You should organize the design reading articles with your reflection in a separate journal binder. You are also required to upload both article and reflection in our shared google folder.

DESIGN 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: color pencil, 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

