

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. The first half of each class will focus on either a lecture topic or on technical instruction; the second half of each class will be dedicated to activities, studio work and/or desk crits. Students are expected to bring their project materials to work on in each class. In-class participation and collaboration with your peers is essential, not only for the class but for preparation for the design profession in general.

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; 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. One of the goals of a design education is to recognize and cultivate each individual’s unique creative voice. But creativity demands the courage to take risks, and originality requires non-conventional thinking. Resist temptation to imitate or conform, and don’t be concerned with making something ‘beautiful’ nor 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 proficiency in presentation
- contribution of ideas and engagement in class
- willingness to experiment and to challenge yourself
- rigor
- professional demeanor

This will be a demanding and challenging course, and require a lot of time outside of class, so plan accordingly. 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. 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	20%
Project #1	20%
Project #2	25%
Project #3	30%
Participation	<u>5%</u>
	100%

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

- * 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. 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.

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 6, 7, 8, 10, 15, 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 8, 11, 12] [PO 3] – EMERGING

Human Factors

Students should understand how design influences health, safety, welfare, and quality of life issues. [CIDA 4, 7, 16] [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 5, 8] [PO 2, 5] – EMERGING

Critical Thinking

Students should exercise basic critical thinking/analytical skills and begin to develop public speaking/self-expression skills. [CIDA 8, 9] [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.

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.

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.

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.

5) Presentation – demonstrate ability to communicate design concepts and problem-solving justifications through written, oral and a variety of visual media.

Refer to CUH Student Handbook for mandatory adherence to the following policies:

- **Academic Honesty**
- **ADA Accommodation**
- **Title IX Compliance**
- **E+ID Professional Code of Conduct**

EID 200 COURSE SCHEDULE

Week #01:

M 8/20 - Course introduction; facilities tour
W 8/22 - Elements & Principles of Design
F 8/24 - Color & Light

Assignment:

pick up supply kits
E&P #1
C&L #2

Week #02:

M 8/27 - Spatial Analysis (site visit)
W 8/29 - Begin spatial synthesis exercise; Tool tutorial
F 8/31 - Spatial synthesis exercise desk crits

SA #3
SS #4

Week #03:

M 9/03 - [Labor Day]
W 9/05 - Present spatial synthesis; Materials board
F 9/07 - Materials board exercise desk crits
Begin project #1 (residential layout);
Assign family profiles and plan types

MB #5

Week #04:

M 9/10 - Present materials boards
W 9/12 - Programming
F 9/14 - Space Planning

P&SP #6
develop program for project
zoning & bubbles

Week #05:

M 9/17 - Design Process (Phases)
W 9/19 - Design Process (Conceptual Thinking)
F 9/21 - Project #1 desk crits

DP #7
blocking & revision

Week #06:

M 9/24 - Project #1 desk crits
W 9/26 - Presentation preparation
F 9/28 - Presentation #1 (residential layout)
Begin project #2 (transformer apt)
Modelbuilding: tools & materials

floor plan & revision
final drawing

build study model
transformable elements

Week #07:

M 10/01 - Modelbuilding: techniques
W 10/03 - Human Factors
F 10/05 - Project #2 desk crits

finish study model
A/E/P #8
zoning/layout

Week #08:

M 10/08 - [Discovery Day]
W 10/10 - **Safety, Health & Accessibility**
F 10/12 - Project #2 desk crits

revise layout
build model shell

Week #09:

M 10/15 - Project #2 desk crits
W 10/17 - Project #2 desk crits
F 10/19 - Project #2 desk crits

Week #10:

M 10/22 - Presentation preparation
W 10/24 - Presentation preparation
F 10/26 - **Presentation #2 (transformer apt)**
Begin project #3 (art gallery)

build model interior
photo interior; PPT

choose concept & images

Week #11:

M 10/29 - **Architectural Elements**; discuss concepts
W 10/31 - **Building Construction**; discuss artifacts
F 11/02 - Project #3 desk crits

AE #9
BC #10
zoning & circulation
Art Walk (Friday @5pm)

Week #12:

M 11/05 - **History of Design Styles**
W 11/07 - Project #3 desk crits
F 11/09 - **The ID Profession & Organizations**

DS #11
build model shell; blocking
P&O #12

Week #13:

M 11/12 - [Veterans' Day]
W 11/14 - Project #3 desk crits
F 11/16 - Project #3 desk crits

revise blocking
develop floor plan

Week #14:

M 11/19 - Project #3 desk crits
W 11/21 - Project #3 desk crits
F 11/23 - [Thanksgiving weekend]

develop section
develop façade & storefront

Week #15:

M 11/26 - Presentation preparation
W 11/28 - Presentation preparation
F 11/30 - Presentation preparation

Week #16:

M 12/03 - **Presentation #3 (art gallery)**
Tu 12/04 - **Presentation #3 (art gallery)**

1:15 – 3:15
11:00 – 1:00