

I D-INTERIOR DESIGN

I D 1102 Foundations of Interior Design 2 Credit Hours

Prerequisite: none. This course provides an introduction to the practice of interior design as both a creative and problem-solving process. (F)

I D 1151 Graphics I 1 Credit Hour

Prerequisite: Interior Design major. Co-requisite: ID 1102 and ID 1153. Individual projects at an introductory level focused on the fundamentals of drawing and sketching through observation, incorporating theory, concepts/terminology and problem-solving techniques. Apply concepts and terminology both visually and verbally and demonstrate a comprehensive integration of social, cultural, theoretical, and environmental influences as it applies to graphic techniques. (F)

I D 1153 Design I 3 Credit Hours

Prerequisite: Interior Design major. Co-requisites: ID 1151 and ID 1102. Individual and/or team projects at an introductory level focused on the fundamentals of design, incorporating theory, concepts/terminology and problem-solving techniques. Apply concepts and terminology both visually and verbally and demonstrate a comprehensive integration of social, cultural, theoretical, and environmental influences as it applies to design. (F)

I D 1251 Design II 1 Credit Hour

Prerequisite: ID 1102, ID 1151, ID 1153 with a "C" or better and Interior Design major; corequisite I D 1253. Introduction to the basic principles and fundamental concepts for design professionals. Topics include cultural, social, theoretical and behavioral factors and their implications for planning and designing the built environment. Application of professional techniques of representation and communication are required. (Sp)

I D 1253 Graphics II 3 Credit Hours

Prerequisite: ID 1102, ID 1151, ID 1153 with a "C" or better; Interior Design major; corequisite: ID 1251. Emphasis on visual communications, technical and freehand drawing, through perspective construction. Introduction to drafting tools, and techniques, equipment, and architectural graphics used to communicate design ideas. Individual and/or team projects at an introductory level focused on the fundamentals of presentation drawings incorporating theory, concepts/terminology and problem-solving techniques. Application of concepts and terminology both visually and verbally. (Sp)

I D 2532 Graphics III 2 Credit Hours

Prerequisite: I D 1251 and I D 1253 with a grade of C or higher. Issues of form and space, natural light, climate, and site to include theory and methods of measured perspective; shade and shadow; applied graphics to produce drawings present in the various design phases. (F)

I D 2533 Design III 3 Credit Hours

Prerequisite: I D 1251 and I D 1253. Issues of form and space, natural light, climate, and site. An introduction to issues of building design focused on landscape, interiors, and the building; the exploration of design elements and principles with an understanding of space planning strategies, interior architectural components, design programming, and design development. (F)

I D 2543 Design and Human Factors 3 Credit Hours

Prerequisite: I D 2532 and I D 2533 with grade of C or better. Study of human needs and activities as design determinants; lectures and individual projects. Emphasis on the design implications of spatial relationships, scale and function. Additional emphasis on the relationship between architecture and interior design. (Sp)

I D 2763 Computer Applications in Interior Design 3 Credit Hours

Prerequisite: ID 1251 and ID 1253, Interior Design major or permission. Co-requisites: ID 2532 and ID 2533. Use of computer-aided design and its role in interior design professional practice. Applications to demonstrate design process and problem-solving solutions in two- and three-dimensional representation and modeling. (F, Su)

I D 2773 Interior Construction 3 Credit Hours

Prerequisite: I D 2532 and I D 2533 with a grade of C or better. Introduction to the building and finish materials used in the design of non-loadbearing interior construction. Intended to develop an accurate and efficient expression of selection and detailing of materials and assemblies in construction drawings. Additional topics include mechanical and electrical systems, building codes, and planning standards. Field trips required. Studio/Laboratory (Sp)

I D 2793 Furniture Design 3 Credit Hours

Prerequisite: I D 2532 and I D 2533; Corequisite: I D 2543 and I D 2773. The design and construction of furniture. Emphasis on ergonomics, design, and construction processes, working drawings, materials and methods for custom and manufactured furniture and casework. Other topics include the application of design elements and principles in furniture design. Project evolve from hand drawings to scaled models of furniture to full-scale furniture. (Sp)

I D 3223 Advanced Computer Applications 3 Credit Hours

Prerequisite: Permission of the instructor. Computer graphics, three-dimensional computer modeling, animation, rendering and programming to provide representation strategies for interior design problem-solving and presentation. (Sp, Su)

I D 3440 Mentored Research Experience 3 Credit Hours

0 to 3 hours. Prerequisites: ENGL 1113 or equivalent, and permission of instructor. May be repeated; maximum credit 12 hours. For the inquisitive student to apply the scholarly processes of the discipline to a research or creative project under the mentorship of a faculty member. Student and instructor should complete an Undergraduate Research & Creative Projects (URCP) Mentoring Agreement and file it with the URCP office. Not for honors credit. (F, Sp, Su)

I D 3960 Honors Reading 1-3 Credit Hours

1 to 3 hours. Prerequisite: admission to Honors Program. May be repeated; maximum credit six hours. Will consist of topics in keeping with student's major program. Topics will cover materials not usually presented in the regular courses. (F, Sp, Su)

I D 3970 Honors Seminar 1-3 Credit Hours

1 to 3 hours. Prerequisite: admission to Honors Program. May be repeated; maximum credit six hours. Content deals with concepts not usually presented in regular coursework. (Irreg.)

I D 3980 Honors Research 1-3 Credit Hours

1 to 3 hours. Prerequisite: admission to Honors Program. May be repeated; maximum credit six hours. Will provide an opportunity for work on special projects under the guidance of a faculty member. (F, Sp, Su)

I D 3990 Independent Study 1-3 Credit Hours

1 to 3 hours. Prerequisite: permission of instructor and junior standing. May be repeated once with change of content. Independent study may be arranged to study a subject not available through regular course offerings. (F, Sp, Su)

ID 4463 Interior Design Office Professional Practice 3 Credit Hours

Prerequisite: I D 4793 or permission of instructor; Co-requisite: I D 4713. Study of the professional practice of interior design: office practice, business procedures and professional ethics. Contract practice, design project management, and project completion are important emphases of coursework. (Sp)

ID 4712 Interior Design Portfolio I 2 Credit Hours

Prerequisite: I D 4463 or permission of instructor. Introduction to various means of preparing a professional portfolio. Assessment of personal strengths and goals to inform decisions will be a focus. An emphasis on design, organization and delivery methods to exhibit personal design achievements will assist students in the transition to the professional arena or graduate school. (F)

ID 4713 Commercial Design 3 Credit Hours

(Slashlisted with I D 5713) Prerequisite: ID 4723 with a grade of C or better. Introduction to planning processes and the application of design principles to commercial design projects. Space planning process, design philosophy, specifications and oral presentations will be expected on each project. No student may earn credit for both 4713 and 5713. (Sp)

ID 4722 Interior Design Portfolio II 2 Credit Hours

Prerequisite: I D 4712 or permission of instructor. A continuance of I D 4712, Portfolio I. Preparation and presentation of portfolio in a professional setting to be assessed by industry professionals and educators. A continuation of assessment of personal strengths and goals to inform decisions will be a focus. Emphasis on design, organization and delivery methods to exhibit personal design achievements will assist students in the transition to the professional arena or graduate school. (Sp)

ID 4723 Lighting Design 3 Credit Hours

(Slashlisted with I D 5723) Prerequisite: ID 2543 and ID 2773 with a grade of C or better or permission of instructor. Introduction to lighting design of interiors. Studio/lecture presentations; focus on design principles in lighting, lighting quality, lighting quantification codes, and energy conservation. Emphasis is on integration of lighting with interior spaces, techniques in lighting design, fixture design, and exploration of computer visualization. Students may not earn credit for both 4723 and 5723. (F)

ID 4743 Institutional and Corporate Design 3 Credit Hours

Prerequisite: I D 4713 and I D 4793, or permission of instructor. Design projects develop conceptual and critical thinking in design of institutional and corporate interiors. Lighting, interior systems, construction detailing and scheduling integrated into design projects. (F)

ID 4753 History of Interior Design 3 Credit Hours

(Slashlisted with I D 5753) Prerequisite: ARCH 2243. Historical survey of architectural interiors and of the decorative arts. Cultural and socioeconomic factors which influenced interior spaces and furnishings will be an emphasis in addition to readings, lectures and discussion about the art, composition and aesthetic theories that give value to historical interiors. Students may not earn credit for both 4753 and 5753. (Sp) [IV-WC].

ID 4772 Interior Design Capstone (Pre-Design) 2 Credit Hours

Prerequisite: I D 4713 or permission of instructor. This is the first phase of the Capstone studio. Project research is the focus of the course. Students work with interior design practitioners using real projects with FF&E from current markets. Emphasis on building codes and regulations, site considerations, and building feasibility as it pertains to the capstone project. Collaboration at all levels is encouraged. (F) [V].

ID 4774 Interior Design Capstone (Design Phase) 4 Credit Hours

Prerequisite: I D 4743 and I D 4772, or permission of instructor. This is the second phase of the Capstone studio with projects that are specific design situations. Students continue working with interior design practitioners as they develop their projects. Emphasis on professional design experiences and a comprehensive overview of the major. Collaboration at all levels is encouraged. (Sp)

ID 4793 Interior Materials and Specifications 3 Credit Hours

(Slashlisted with I D 5793) Prerequisite: ID 2543, ID 2773, ID 2793 with a grade of C or better or permission of the instructor. Study of the basic characteristics and installation of materials and finishes used in the design of interiors, building codes, fire safety, and regulations for accessibility. Emphasis on writing specifications for FF&E and non-loadbearing construction. Students may not earn credit for both 4793 and 5793. (F)

ID 4940 Field Work 1-3 Credit Hours

1 to 3 hours. Prerequisite: permission of instructor. Field study related to the student's major in a position approved by the instructor. One hour credit per 120 hours of field work or equivalent. Documentation and evaluation is required. (F, Sp, Su)

ID 4960 Directed Readings 1-4 Credit Hours

1 to 4 hours. Prerequisite: good standing in University; permission of instructor and dean. May be repeated; maximum credit four hours. Designed for upper-division students who need opportunity to study a specific problem in greater depth than formal course content permits. (Irreg.)

ID 4970 General Departmental Seminar 1-6 Credit Hours

1 to 6 hours. Prerequisite: junior standing or permission of instructor. May be repeated with change in content; maximum credit twelve hours. Special topics in interior design. (F, Sp, Su)

ID 4990 Independent Study 1-3 Credit Hours

1 to 3 hours. Prerequisite: permission of instructor and director. May be repeated; maximum credit six hours. Contracted independent study for topic not currently offered in scheduled courses. Study may include research and/or field projects. (F, Sp, Su)

ID 5123 Environment and Human Behavior 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Introduces students to environmental psychology for design and illustrates situations that a designer will likely encounter while pursuing a design career. Sharpens analytical and deductive skills. Students will analyze situations and draw upon past knowledge and particular circumstances to deduce an outcome. (F)

ID 5133 Research Methods 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Introduction to research methods with emphasis on the built environment. Topics will include interpretive-historical research, qualitative research, co-relational research, logical argumentation and case study/mixed methods. (Sp)

ID 5143 Design Theory Analysis and Evaluation 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Examines the ways in which designers and theorists express and conceptualize interiors. Readings from significant works detailing the history of interior design and its role in the future. Through discussion, research papers and independent analysis, students are expected to develop skills in analyzing and conceptualizing interior design principles. (F)

ID 5153 Practice and Leadership in a Global Design**Market 3 Credit Hours**

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Exploring ethical dimensions of work within and related to the settings of interior design. Students will look in detail at the dilemmas that occur within professional practice. These are comprised of theories that encourage and inform thinking about moral issues and frameworks that guide ethical decision making. (Sp)

ID 5163 Design Computation Visualization and Analysis 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Focus is on the software used to introduce basic functions of (Building Information Modeling) BIM. Topics concentrate on techniques and methods for creating building parts, the production of construction documents, and renderings. Tools are also introduced for material and construction analysis as well as costing and scheduling data. (F)

ID 5213 Design Process Document Management 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Focus on the use and management of documents necessary for completion of a design project. Content specific topics include principles, procedures, requirements, and processes for drawings, specifications, schedules, and other contract documents that are used throughout the design process. (Sp)

ID 5223 Advanced Materials and Methods 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. The study and use of building materials specified during the design and construction process. Coursework will emphasize the analysis of current practices and applications involving material types and construction methods. (F)

ID 5243 Budget Management and Costing 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. An examination of the financial factors considered throughout the design process. Emphasis includes cost analysis and budgetary constraints that must be implemented for final design and construction. (F)

ID 5313 Sustainable Living and Design Principles**Concepts 3 Credit Hours**

Prerequisite: Graduate standing in College of Architecture or permission of instructor. The theories and practices for designing interior environments that fulfill and balance environmental, economic and social needs without compromising the well-being of current and future generations. (Sp)

ID 5323 Sustainable Products & Building Design**Principles 3 Credit Hours**

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Topics focus on the in-depth analysis of sustainable interior materials including their properties, performance, manufacturing process, output management and lifecycle. Coursework will also concentrate on techniques and processes for sustainable construction methods. (F)

ID 5343 Indoor Environmental Quality 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Course focuses on the examination of the factors that contribute to indoor environmental quality and the design practices and techniques for improving indoor environmental quality. Specific topics include daylight, views, acoustic control, lighting, thermal comfort and air quality. (F)

ID 5413 Indoor Controls and Technology 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. The technology of luminaries and control systems, including solid systems, dimming control and other building management systems, are introduced, analyzed, and applied to one design of space. Students will be taught how to design and coordinate lighting control for energy effectiveness, flexibility of space, and increase occupant satisfaction. (Sp)

ID 5423 Fixture Design 3 Credit Hours

Prerequisite: graduate standing in College of Architecture or permission of instructor. Design theory, process and lighting technologies applied to a light fixture design. Emphasis will be on aesthetics, energy efficiency and sustainability. The student will design and build a full scale fixture. (F)

ID 5443 Lighting Design Computation and Visualization 3 Credit Hours

Prerequisite: Graduate standing in College of Architecture or permission of instructor. Focus is on computation and visualization techniques for representation, simulation, and quantification of lighting in the built environment. (F)

ID 5526 Graduate Studio I 6 Credit Hours

Prerequisite: Permission of Graduate Liaison. Introduction to fundamental design and visual communication skills through the use of material, formal, and spatial properties of design. Graphic techniques will be employed through a range of phases, from communicating initial design proposals to detailed drawings that can fully convey information necessary for construction. (Su)

ID 5533 Graduate Studio II 3 Credit Hours

Prerequisite: ID 5526 Graduate Studio I or permission of Graduate Liaison. Building design focused on interiors, with an emphasis on issues of function, form, space, light, materials, color, texture, and ergonomics are developed. Developing projects in coordination with other architecture, engineering, and construction science disciplines is stressed, especially acoustic control, lighting considerations, and coordination with mechanical systems. (F)

ID 5543 Graduate Studio III 3 Credit Hours

Prerequisite: ID 5533 Graduate Studio II or permission of Graduate Liaison. Study of human needs and activities as interior design determinants through lectures and individual projects. Emphasis on the design implications of spatial relationships, scale and function, construction detailing, furniture, fixture and equipment specification with consideration of human needs and differences and Barrier Free design. (Sp)

ID 5713 Commercial Design 3 Credit Hours

(Slashlisted with ID 4713) Prerequisite: Graduate standing and permission of Graduate Liaison. Introduction to planning processes and the application of design principles to commercial design projects. Space planning process, design philosophy, specifications and oral presentations will be expected on each project. Students may not earn credit for both 4713 and 5713. (Sp)

ID 5723 Lighting Design 3 Credit Hours

(Slashlisted with ID 4723) Prerequisite: Graduate standing or permission of Graduate Liaison. Introduction to lighting design of interiors. Studio/lecture presentations; focus on design principles in lighting, lighting quality, lighting quantification codes, and energy conservation. Emphasis is on integration of lighting with interior spaces, techniques in lighting design, fixture design, and exploration of computer visualization. Students may not earn credit for both 4723 and 5723. (F)

- I D 5753 History of Interior Design 3 Credit Hours**
 (Slashlisted with I D 4753) Prerequisite: Graduate standing and permission of Graduate Liaison. Historical survey of architectural interiors and of the decorative arts. Cultural and socioeconomic factors which influenced interior spaces and furnishings will be an emphasis in addition to readings, lectures and discussion about the art, composition and aesthetic theories that give value to historical interiors. Students may not earn credit for both 4753 and 5753. (Sp)
- I D 5763 Graduate Interior Design Computer Application 3 Credit Hours**
 Prerequisite: Graduate standing and permission of Graduate Liaison. Use of computer-aided design (AutoCAD Architecture, SketchUp, Photoshop and InDesign) and its role in interior design professional practice. Applications to demonstrate design process and problem-solving solutions in two- and three-dimensional representation and modeling. Analysis of the applications of computer-aided design in the interior design industry. (F)
- I D 5773 Graduate Interior Construction 3 Credit Hours**
 Prerequisite: Graduate standing and permission of Graduate Liaison. Introduction to the construction materials and methods, building and finish materials used in the design of non-loadbearing interior construction. Intended to develop an accurate and efficient expression of selection and detailing of materials and assemblies in construction drawings. Additional topics include mechanical and electrical systems, building codes, and planning standards. (Sp)
- I D 5793 Interior Materials and Specifications 3 Credit Hours**
 (Slashlisted with I D 4793) Prerequisite: Graduate standing and permission of Graduate Liaison. Study of the basic characteristics and installation of materials and finishes used in the design of interiors, building codes, fire safety, and regulations for accessibility. Emphasis on writing specifications for FF&E and non-loadbearing construction. Students may not earn credit for both 4793 and 5793. (F)
- I D 5940 Field Work 3 Credit Hours**
 Prerequisite: Graduate standing in College of Architecture or permission of instructor. Field study related to the student's interest in architectural lighting approved by graduate liaison. One credit hour per 120 hours of fieldwork or equivalent. Documentation and evaluation required. (F, Sp, Su)
- I D 5950 Masters of Science in Interior Design Project 2-6 Credit Hours**
 2 to 6 hours. Prerequisite: Permission of director/graduate coordinator. May be repeated with change of content; maximum credit six hours. Professional project of significant scale and complexity in the student's area of concentration. (F, Sp)
- I D 5960 Directed Readings 1-4 Credit Hours**
 1 to 4 hours. Prerequisite: graduate standing; permission of instructor, adviser and dean. May be repeated; maximum credit six hours. (F, Sp)
- I D 5970 Special Topics/Seminar 1-3 Credit Hours**
 1 to 3 hours. Prerequisite: Graduate standing or permission of instructor. May be repeated; maximum credit nine hours. Special topics or seminar course for content not currently offered in regularly scheduled courses. May include library and/or laboratory research and field projects. (Irreg.)
- I D 5980 Research for Master's Thesis 2-6 Credit Hours**
 2 to 6 hours. Prerequisite: Permission of director/graduate coordinator. Variable enrollment, two to six hours; maximum credit applicable toward degree, 6 hours. (F, Sp)
- I D 5990 Special Studies 1-6 Credit Hours**
 1 to 6 hours. Prerequisite: permission of instructor, adviser and dean. The opportunity is provided for students with above-average grades to do individual library or laboratory work on special problems not included in present courses. (F, Sp)