INTERIOR DESIGN (IDSN), BACHELOR OF SCIENCE

At Dunwoody College of Technology, the Interior Design program provides a professional, applied education with an emphasis on collaboration, critical thinking, and technology. The faculty is comprised of working professionals who are passionate about the field of design as well as student success.

Students use design theories, interior materials, building codes, cost analysis, and both hand and computer-aided drafting to develop and prepare functional and innovative designs for residential and commercial projects. On-campus studios foster an engaging environment where creative problem solving is emphasized. Students participate in cross-disciplinary collaboration with peers in architecture, graphic design and other construction sciences majors. This holistic, career-based approach prepares the student to be a productive, successful professional.

Interior Design is a four-year Bachelor of Science degree program accredited by the Council for Interior Design Accreditation.

Credential Earned: BS
Length of Program: 4 years (8 semesters)
Classes Offered: Day
Available Starts: Fall Semester
Accreditation: CIDA (Council for Interior Design Accreditation)

Program Outcomes

- Global Context - Interior designers have a global view and consider social, cultural, economic, and ecological contexts in all aspects of their work.
- Collaboration - Interior designers collaborate and also participate in interdisciplinary teams.
- Business Practices and Professionalism - Interior designers understand the principles and processes that define the profession and the value of interior design to society.
- Human-Centered Design - Interior designers apply knowledge of human experience and behavior to designing the built environment.
- Design Process - Interior designers employ all aspects of the design process to creatively solve a design problem.
- Communication - Interior designers are effective communicators.
- History - Interior designers apply knowledge of history of interiors, architecture, decorative arts, art, and related theories when solving design problems.
- Design Elements and Principles - Interior designers apply elements and principles of design.
- Light and Color - Interior designers apply the principles and theories of light and color effectively in relation to environmental impact and human well-being.
- Products and Materials - Interior designers complete design solutions that integrate furnishings, products, materials, and finishes.
- Environmental Systems and Comfort - Interior designers use the principles of acoustics, thermal comfort, and indoor air quality in relation to environmental impact and human well-being.
- Construction - Interior designers understand interior construction and its interrelationship with base building construction and systems.
- Regulations and Guidelines - Interior designers apply laws, codes, standards, and guidelines that impact human experience of interior spaces.

Degree Requirements

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<th>Code</th>
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<th>Credits</th>
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<td>IDSN1130</td>
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<td>ARCH1104</td>
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Total Credits: 120
Courses

Descriptions

**IDSN1111 | Basic Drafting & AutoCAD | Lecture (3 Credits)**
Basic hand drafting, Computer Aided Drafting, and design skills necessary to complete the drafting process of any given space using hand drafting equipment, plan reading, typical plan symbols and nomenclature to create appropriate line quality, architectural symbols and lettering, electrical symbols, elevations and sections. Emphasis is on architectural applications and building components utilized for Interior Design.

**IDSN1210 | Interior Design Careers | Lecture (1 Credit)**
Survey of the variety of career paths available using field trips, guest speakers, and research to differentiate the types of design practice.

**IDSN1130 | Color, Light & Design Fundamentals | Lecture (3 Credits)**
Explain hue, value, and intensity of color using color systems theories, and principles to evaluate the dynamics of color and light in interior space, what color is, why it happens, and how it is controlled. Elements of design (line, shape, texture, illusion of space, illusion of motion), and design principles (unity, emphasis, scale, balance, and rhythm) are applied in two- and three-dimensional projects to create a foundation for all future design decisions.

**IDSN1140 | Creative Thinking | Lecture (2 Credits)**
Utilize critical listening skills, mind/body connection to creativity, and the balance between the left and right side of the brain following the continuum of imagination, creation, and innovation through experiential group and individual projects to get a new idea, act on the idea, and create the next great thing.

**IDSN1210 | Freshman Studio | Studio (4 Credits)**
Apply the basic skills necessary to design interior spaces in a home using the typical industry design phases including programming, schematic design, and design development. Concept development, space planning, material and FF&E (Furnishings, Fixtures, & Equipment) selection. Time sheets, budgets, visual presentation boards with CAD and manual drafting, and verbal presentation critiques by industry professionals.
**Prerequisite(s):** IDSN1111

**IDSN1230 | Materials & Textiles | Lecture (3 Credits)**
Analyze materials and textiles for durability, biohazards, ease of use, lifecycle cost, sustainability, safety, and performance. Using an in-depth analysis of fiber, textile manufacturing, identification of yarns, weaves, finishing, and engineering to select end uses, and to understand the codes that apply to their use. Complete take-off calculations for fabric, wallcoverings, floor finish materials, and paint.

**IDSN1240 | Presentation Skills I | Lecture (3 Credits)**
The basics of graphics, methods and techniques, craftsmanship, and model making are applied with the necessary tools of presentation for communicating visually and verbally with a client.

**CSBT2110 | Building Codes | Lecture (3 Credits)**
Select and apply appropriate federal, state/provincial and municipal codes, standards and accessibility guidelines using industry standards with an emphasis on Life Safety Codes and the ADA to prepare for licensing exams, meet with codes officials, and to design spaces that enhance the health, safety and welfare of the general public.

**IDSN2111 | Studio 1 | Studio (4 Credits)**
Apply the basic skills necessary to design interior spaces in a small commercial space with an emphasis on non-profit organizations and small office spaces using the typical design phases including programming, schematic design, and design development. Concept development, space planning, material and FF&E (Furniture, Fixtures, & Equipment) selection. Time sheets, budgets, visual presentation boards with CAD and manual drafting, and verbal presentation critiques by industry professionals.
**Prerequisite(s):** IDSN1210

**IDSN2140 | Lighting | Lecture (2 Credits)**
Select and specify luminaries and lamp types using principles of good lighting to construct well lit spaces. Emphasis on aesthetic considerations such as function, color rendition, and psychological factors.

**ARCH1104 | Building Systems | Lecture (3 Credits)**
Examine primary building systems and their associative materials and assemblies. With a focus on current building systems, analyze existing buildings through photography, physical tours, and diagrammatic drawing to achieve a broad knowledge of primary structural systems.

**IDSN2220 | Presentation Skills II | Lec/Lab (3 Credits)**
InDesign, Photoshop, and Illustrator are utilized to successfully combine the principles of color, layout, and visual communication with the skills of digital design, hand rendering, and sketching to produce successful and professional presentation drawings, boards, models, and documents.

**ARCH3203 | History of Architecture I | Lecture (3 Credits)**
This survey course introduces students to the world of architecture throughout the history of human settlement up to the modern era. Particular attention is given to the histories of design technologies and building science as well as the evolution of the role of the architect in human civilization.

**IDSN2200 | Global Design | Lecture (3 Credits)**
Conduct interior design practice in a globalized market by studying cultures, mores, and design to make design decisions within the parameters of ecological, socioeconomic and cultural context.

**IDSN2210 | Studio 2 | Studio (5 Credits)**
Apply the intermediate skills necessary to design interior spaces in a home with an emphasis on kitchen and bath using the typical design phases including programming, schematic design, and design development. Concept development, space planning, material & FF&E (Furniture, Fixtures, & Equipment) selection. Time sheets, budgets, visual presentation boards with CAD and manual drafting, and verbal presentation critiques by industry professionals.
**Prerequisite(s):** IDSN2111

**IDSN3120 | Revit for Interior Design | Lec/Lab (3 Credits)**
Advanced CAD drafting processes and procedures for practical application in Interior Design. Projects are modeled in 3D with an emphasis on custom objects or “families”.

**IDSN3160 | 3D Design Ideation | Lec/Lab (2 Credits)**
Develop understanding of the three dimensional design process through research design, prototype construction, evaluation, and redesign. Increase perception of materiality.
**Prerequisite(s):** IDSN1111
ARCH4104 | History of Architecture II | Lecture (3 Credits)
This lecture and research course introduces students to architecture of the modern movement up to present day. Critical writings, conceptual design works, current lectures, and building tours will be studied and synthesized so students may gain an individual position on the present and future condition of architectural history.

IDSN3110 | Studio 3 | Studio (5 Credits)
Apply the intermediate skills necessary to design interior spaces in a commercial space with an emphasis on corporate and health care using the typical design phases including programming, schematic design, and design development. Concept development, space planning, and material & FF&E (Furniture, Fixtures, & Equipment) selection. Time sheets, budgets, visual presentation boards with CAD and manual drafting, and verbal presentation critiques by industry professionals.
Prerequisite(s): IDSN2210

IDSN3170 | History of Interiors | Lecture (2 Credits)
Differentiate styles of interiors, furniture, and decorative arts from ancient to present time Modern within their political and cultural context using research, field trips, and site visits to inform design decisions.

IDSN3230 | Project Management | Lecture (2 Credits)
Principles and techniques for managing construction projects using team building, troubleshooting, site inspections, punch lists, and post-occupancy evaluations to complete a project on time and within budget.

IDSN3141 | Evidence Based Design | Lecture (1 Credit)
Gather appropriate information and research findings to solve an interior design problem. APA format is used to produce a technical paper.

IDSN3150 | Interior Design Seminar | Seminar (1 Credit)
Provides opportunities for problem solving, innovation, and advancing student understanding by focusing on a particular subject related to the Interior Design profession.

IDSN3210 | Studio 4 | Studio (5 Credits)
Apply the advanced skills necessary to design interior spaces in a commercial space with an emphasis on hospitality and historic preservation using the typical design phases including programming, schematic design, and design development. Concept development, space planning, and material & FF&E (Furniture, Fixtures, & Equipment) selection. Time sheets, budgets, visual presentation boards with CAD and manual drafting, and verbal presentation critiques by industry professionals.
Prerequisite(s): IDSN3110

IDSN3220 | Interior Design Portfolio | Lec/Lab (2 Credits)
Create portfolio by compiling projects to produce a representative sample of work.

IDSN3240 | LEED | Lecture (1 Credit)
An introduction to the processes and procedures associated with LEED certification as well as exam preparation.

IDSN4120 | Internship for Interior Design | Internship (2 Credits)
On-the-job training in the interior design industry to facilitate professional growth.

IDSN4110 | Studio 5 | Studio (5 Credits)
Complete a project using all phases of the design process, including research, a preliminary budget, presentation, and contract documentation to create a project in a career specialty of interest.
Prerequisite(s): IDSN4110

IDSN4221 | Business Practices | Lecture (1 Credit)
Utilize specific interior design organizational and procedures through case studies, research, and team building to justify ethical and accepted standards of practice or business.

IDSN4211 | Capstone for Interior Design | Capstone (7 Credits)
Complete a final project using all phases of the design process, including research, a preliminary budget, presentation, and contract documentation to create a project in a career specialty of interest.
Prerequisite(s): IDSN4110