

INTERIOR ARCHITECTURE (IARC), BACHELOR OF SCIENCE

OVERVIEW

At Dunwoody College of Technology, the Interior Architecture 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 with a special focus on healthcare, hospitality, education, 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.

Coursework includes such topics as Design Materials, BIM Modeling, Lighting Design, Healthcare, Hospitality, and Education studios, Sustainable Design, and Furniture Design.

Hawk Core Curriculum both supports the students' technical direction and enhances their oral and written communication skills, fundamental math skills, and critical thinking ability. The course of study culminates in an industry internship or capstone project where students gain on-the-job experience.

Length of Program: 4 years (8 semesters)

Classes Offered: Day

Available Starts: Fall Semester

PROGRAM OUTCOMES

By the end of this program, students will be able to:

- Collaborate on design solutions.
- Demonstrate professionalism, ethics, and leadership.
- Constructively review and critique and welcome feedback.
- Communicate visually and verbally with a variety of stakeholders.
- Apply knowledge of human experience and global context to design solutions.
- Apply the design process.
- Apply the principles and elements of design.
- Documentation and integration of design solutions.
- Utilize standards that protect the health, safety, and well-being of stakeholders.
- Demonstrate knowledge and responsibility for sustainable design.
- Demonstrate technical knowledge.

DEGREE REQUIREMENTS

Code	Title	Credits
General Requirements		
ARTS1250	Design History	3

ARTS2200	Global Design History	3
Communications Elective		3
Natural Sciences/Mathematics Elective		3
Social Sciences Elective		3
General Electives		15
Technical Requirements		
IARC1013	Design Materials	3
IARC1022	Design Programming	3
IARC2011	Housing Studio	5
IARC2021	Workplace Studio	5
IARC3011	Healthcare Studio	5
IARC3021	Hospitality Studio	5
IARC3023	Building Systems	3
IARC4011	Education Studio	5
IARC4013	Advanced Detailing	3
IARC4021	Capstone Studio	5
SODN1011	Foundation Studio	5
SODN1012	Design Representation	3
SODN1014	Industry & Profession	1
SODN1021	Drafting Studio	5
SODN1023	Design Principles	3
SODN2012	BIM Modeling	3
SODN2013	Detailing	3
SODN2022	Lighting Design	3
SODN2023	Portfolio Design	3
SODN3012	Sustainable Design	3
SODN3015	Design Communication	1
SODN3022	Furniture Design	3
SODN3023	Universal Design	3
SODN3024	2D Design	1
SODN4013	Designing Careers	3
SODN4014	3D Design	1
SODN4015	Capstone Research	3
SODN4024	4D Design	1
Total Credits		120

COURSES Descriptions

ARTS1250 | Design History | Lecture (3 Credits)

Design has shaped human civilization for centuries, influencing everything from the tools we use to the ways we communicate and experience the world. This course surveys key design movements, cultural trends, and influential figures in graphic and object design, art, and architecture from the mid-nineteenth century to the present. You'll use language of design to place its historical context and to explore its ongoing influence in shaping the modern world.

General Education: Humanities

ARTS2200 | Global Design History | Lecture (3 Credits)

Design reflects the evolving intersection of global history and diverse cultures, particularly in spatial design fields such as architecture, interior design, landscape architecture, and urban planning. This course examines how these disciplines are reflective of past cultures and responsive to the present through social, political, and environmental influences using examples from across the globe. You'll decode the historical trajectories and illuminate the meanings in cultural influences that have shaped and are expressed in the world's built environments; influence design practice, theories, technologies; and create cultural meaning.

General Education: Humanities

IARC1013 | Design Materials | Lecture (3 Credits)

Design Materials examines materials for durability, use, life-cycle cost, sustainability, safety, and performance criteria. Understand and design with material technology, application, and specifications appropriate to use.

IARC1022 | Design Programming | Lecture (3 Credits)

Design Programming explores critical thinking, creative problem solving, data gathering, and research in the development of a design brief. Create visual responses to abstract concepts and diagrams to explore environment, culture, and interactions in interior architecture.

IARC2011 | Housing Studio | Lecture/Studio (5 Credits)

Housing Studio advances design skills while exploring evidence-based design through a multi-unit and mixed-use project. Emphasis is placed on programming, space planning, house typologies, and human-centered design. Explore conceptual design thinking to solve interior and architectural design problems through documentation and visual representation.

Prerequisite(s): SODN1021

IARC2021 | Workplace Studio | Lecture/Studio (5 Credits)

Workplace Studio cultivates understanding for a workplace project driven by community connection. Emphasis is placed on addressing client needs, workflows, brand expression, universal design, wayfinding, and schematic development. Explore space analysis and planning to solve interior and architectural design problems.

Prerequisite(s): IARC2011 And SODN2012

IARC3011 | Healthcare Studio | Lecture/Studio (5 Credits)

Healthcare Studio develops best practices around health, safety, wellbeing, and comfort through the design of a healthcare project. Emphasis is placed on performance requirements and solutions that are inclusive and accessible. Gain effective collaboration skills through research and the exploration of sustainable techniques and environmental factors of the site.

Prerequisite(s): IARC2021

IARC3021 | Hospitality Studio | Lecture/Studio (5 Credits)

Hospitality Studio explores the repurposing of an existing historical building for a new program and hospitality use. Emphasis is placed on preservation techniques, brand expression, and a highly conceptual, comprehensive, client-driven solution. Gain effective collaborative skills through historical research and the exploration of sustainable techniques while integrating global and local perspectives.

Prerequisite(s): IARC3011

IARC3023 | Building Systems | Lecture (3 Credits)

Building Systems examines the integration of internal systems and controls, and their standards for documentation. Learning focuses on the systems that support and affect interior space and occupants' health, safety, and welfare.

IARC4011 | Education Studio | Lecture/Studio (5 Credits)

Education Studio considers the environment we learn in by envisioning and designing an educational project supported by research, context, and understanding user needs. Emphasis is placed on design thinking, design for diverse learning styles, and the impact of environmental factors on learning outcomes. Explore the use of scale, materials, and the integration of technology appropriate to institutional buildings.

Prerequisite(s): IARC3021

IARC4013 | Advanced Detailing | Lecture (3 Credits)

Advanced Detailing enhances knowledge of interior architectural detailing, specifications, custom assembly, and installation through construction practices. Learning focuses on the documentation necessary to effectively implement and communicate design intent for construction.

IARC4021 | Capstone Studio | Lecture/Studio (5 Credits)

Capstone Studio explores a self-directed, comprehensive design project supported by design research and cultural and social contexts. Emphasis is placed on individual design philosophy, process, learning, working, and thinking associated with academic work and practice. Demonstrate design skills that synthesize a comprehensive and professional understanding to solve design problems through exploration and iteration.

Prerequisite(s): IARC4011 And SODN4015

SODN1011 | Foundation Studio | Lecture/Studio (5 Credits)

Foundation Studio explores design problems and solutions through the understanding of the design process. Emphasis is placed on design thinking, making, and technical, spatial and conceptual composition. Develop effective design solutions through the exploration of fundamental design principles and processes.

SODN1012 | Design Representation | Lecture (3 Credits)

Design Representation is an introduction to methods of visual graphics and the basic tools and skills needed to develop professional presentations. Develop an understanding of analog and digital tools, composition, visual narrative, and verbal and visual communication.

SODN1014 | Industry & Profession | Seminar (1 Credit)

Industry and Profession explores the history, structure, and organization of design practices. Discover and develop communication and collaborative skills along with an appreciation and understanding of the unique roles of design disciplines.

SODN1021 | Drafting Studio | Lecture/Studio (5 Credits)

Drafting Studio introduces the tools, techniques, and principles of architectural drawing through hand and computer-aided methods. Emphasis is placed on architectural representation, technical agility, design standards, and spatial relationships. Communicate design intent through a small-scale design project.

Prerequisite(s): SODN1011

SODN1023 | Design Principles | Lecture (3 Credits)

Design Principles introduces the fundamental processes and concepts of design thinking and making used in the development of design projects. Explore 2D and 3D space through experimentation, hands-on projects, and iterative making to achieve design outcomes.

SODN2012 | BIM Modeling | Lecture (3 Credits)

BIM Modeling introduces Building Information Modeling (BIM) concepts, practices, and drafting techniques. Explore virtual architectural environments that aid in the creation of construction documents and design presentations.

Prerequisite(s): SODN1021

SODN2013 | Detailing | Lecture (3 Credits)

Detailing examines an introduction to construction practices, specifications, fabrication, and appropriate use of materials through sketching, hand-drafting, and computer-aided modeling. Explore the relationship between design intent, craft, and the execution of built work.

SODN2022 | Lighting Design | Lecture (3 Credits)

Lighting Design explores the properties, aesthetic qualities, and technical considerations of artificial and natural light. Examine function, interaction, and lighting controls to enhance interior and exterior environments.

SODN2023 | Portfolio Design | Lecture (3 Credits)

Portfolio Design explores personal brand, visual identity, and professional portfolio through selfreflection, research, ideation, and assessment. Curate and compose current design work, focusing on selection, organization, and presentation for professional career goals.

Prerequisite(s): EGDN2011, Or IARC2011, Or MDES2120, Or ARCH2011

SODN3012 | Sustainable Design | Lecture (3 Credits)

Sustainable Design explores environmental factors and sustainable design strategies through the use of performance assessment tools and metrics. Learning focuses on material, product, and life-cycle with an emphasis on reducing environmental impact and maintaining healthy environments.

SODN3015 | Design Communication | Seminar (1 Credit)

Design Communication explores the skills and techniques of professional presentation and communication. Develop verbal and visual presentations that effectively describe design intent.

SODN3022 | Furniture Design | Lecture (3 Credits)

Furniture Design explores aesthetic, ergonomic, and functional issues related to the creation of custom furniture. Learning focuses on responsive design solutions through research, prototyping, and use of materials to develop a personal design approach to designing and making furniture.

SODN3023 | Universal Design | Lecture (3 Credits)

Universal Design explores the legal and ethical responsibility that designers have in the creation of furnishings, objects, spaces, and environments. Learning focuses on ergonomics, anthropometrics, social factors, standards, and regulations and how they impact life safety.

SODN3024 | 2D Design | Seminar (1 Credit)

2D Design explores geometry, form, and patterning through research and hands-on exploration. Discover and develop visual and verbal communication skills for describing 2D forms.

SODN4013 | Designing Careers | Lecture (3 Credits)

Designing Careers prepares students to navigate the professional working environment upon graduation. Learning focuses on enhancing job readiness, career options, refining portfolio, professional communication, personal brand, and networking opportunities.

Prerequisite(s): ARCH4021, Or SODN3021, Or IARC3021

SODN4014 | 3D Design | Seminar (1 Credit)

3D Design explores form through material exploration and experimentation. Develop design solutions using analog and digital tools, composition, prototyping, and visual communication.

SODN4015 | Capstone Research | Lecture (3 Credits)

Capstone Research focuses on the tools, methods, and skills needed to develop and frame the Capstone Studio project. Learning focuses on data collection, interpretation, analysis, and synthesis of a comprehensive design brief used to guide the Capstone Studio project through research.

SODN4024 | 4D Design | Seminar (1 Credit)

4D Design explores the language of design, user experience, and interaction with motion, sounds, and interfaces. Develop design solutions that are influenced by 2D and 3D principles.