

INTERIOR ARCHITECTURE (IARC)

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