

ID 140 Interior Design I

The University of Southern Mississippi
College of Arts and Letters

Time/Place: Tue/ TH: 9:30 – 10:45
Interior Design Studio (IDS) Room 107

Instructor: Claire Hamilton, ASID

Telephone: 266-6437

E-Mail: claire.hamilton@usm.edu

Web Site: <http://www.usm.edu/interiordesign/>

Office Hours:

Monday	1:00 – 2:30
Tue/Thurs.	11:00 – 12:00
Tue/Thurs:	1:00 – 2:30
Wed.	2:00 – 4:00
Thurs:	8:00 – 9:30
Fri:	By appointment only

(Office hours will not be honored during the week of final exams. If you need to meet with the instructor during this week, please schedule an appointment.)

Course Description: 3 Credit hours / Lecture
An introduction to the field of interior design with emphasis on processes and resources of the designer.

Prerequisites: None

Textbook: Required

Nielson, K. & Taylor, A. (2007). Interiors: an introduction. (4th ed.). New York: McGraw Hill.

Publication manual of the American Psychological Association (6th ed.) (2009). Washington, D.C.: American Psychological Association.

Optional

Nissen, L. & Faulkner, R. & S. (1994). Inside today's home (6th ed.). Fort Worth: Harcourt Brace College Publishers.

Course

Objectives: At the end of the semester the student will be able to:

- 1) Communicate the history of the interior design profession to others.
- 2) Cite professional organizations related to interior design.
- 3) Cite career opportunities related to interior design.
- 4) Indicate workable definitions of the responsibilities, experiences and educational needs of an interior designer.
- 5) Relate the management of resources to the interior design profession.
- 6) Identify elements and principles of design as seen in both residential and commercial applications.
- 7) Recognize the role of programming and the design process in interior design.
- 8) Evaluate floor plans based on client need and developed criteria for group spaces, private spaces, and support spaces.
- 9) Recognize the role of codes as they relate to the interior design profession.
- 10) Cite significant leaders in the interior design profession.
- 11) Locate resources pertinent to a research topic.
- 12) Orally communicate research findings.

In addition, the following 2009 Council for Interior Design Qualifications (formerly FIDER) standards will be addressed:

Standard 2. Global Context for Design

Entry-level interior designers have a global view and weigh design decisions within the parameters of ecological, socio-economic, and cultural contexts.

Student work demonstrates *understanding* of:

- a) the concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants.

Students *understand*:

- b) globalization and the implications of conducting the practice of design within a world market.
- c) how design needs may vary for different socio-economic populations.

Program Expectations

The interior design program provides:

- d) exposure to contemporary issues, affecting interior design.
- e) exposure to a variety of business, organizational, and familial structures
- f) opportunities for developing knowledge of other cultures.

Standard 3. Human Behavior

The work of interior designers is informed by knowledge of behavioral science and human factors.

Student Learning Expectations

a) Students *understand* that social and cultural norms may vary from their own and are relevant to making appropriate design decisions.

Student work demonstrates:

b) *understanding* theories of human behavior.

c) the *understanding of* ergonomic and anthropometric data.

d) *understanding* of universal design concepts.

Standard 5. Collaboration

Entry-level interior designers engage in multi-disciplinary collaborations and consensus building.

Student Learning Expectations

Students have *awareness* of:

a) team work structures and dynamics.

Standard 6. Communication

Entry-level interior designers are effective communicators.

Student Learning Expectations

a) Students *apply* a variety of communication techniques and technologies appropriate to a range of purposes and audiences.

Students are *able* to:

b) express ideas clearly in oral and written communication.

f) integrate oral and visual material to present ideas clearly.

Standard 7. Professionalism and Business Practice

Entry-level interior designers use ethical and accepted standards of practice, are committed to professional development and the industry, and understand the value of their contribution to the built environment.

The interior design program provides exposure to the role and value of:

g) legal recognition for the profession.

h) professional organizations.

i) life-long learning.

j) public and community service.

Standard 14. Regulations

Entry-level interior designers use laws, codes, standards, and guidelines that impact the design of interior spaces.

Student Learning Expectations

Students have *awareness* of:

a) sustainability guidelines.

Exams & Assignments:

There will be 3 announced tests. If a student misses an exam, a make-up exam will be given only in the case of an excused absence (see policy statement). Each situation will be dealt with by the instructor on an individual basis.

Every effort is made to arrange field trips at times when all students in the class can participate. If, however, an assigned field trip is arranged at a time when a student already has a class or conflict, arrangements can be made with the instructor for an alternate field trip or assignment so that the student may achieve any points awarded for participating. As soon as dates are confirmed for field trips, they will be shared with the class. Times for attending field trips that exceed normal class contact hours will be given back to the student.

Late Projects will not be accepted and will be given a grade of 0/F. Projects that are not complete must be turned in as-is by the deadline. See policy for requesting an extension. Incomplete projects will receive low grades, typically a C or lower.

Point System:	Exam 1	100 points
	Exam 2	100 points
	Exam 3	100 points
	Library Tour	25 points
	In-Class Assignments	135 points
	Out-of Class Assignments	100 points
	Research Paper with Oral Report	100 points
	Notebook / Programming Design Project	200 points
	TOTAL POINTS	860 Points

Note: The instructor reserves the right to make changes in the above point system and assignments as necessary.

Grading Scale:

A	93% - 100%	(800 – 860 points)
B	85% - 92%	(731 – 799 points)
C	77% - 84%	(663 – 730 points)
D	69% - 76%	(594 – 662 points)
F	Below 69%	(Below 594 points)

ADA Statement:

If a student has a disability that qualifies under the American with Disabilities Act (ADA) and requires accommodations, he/she should contact the Office for Disability Accommodations (ODA) for information on appropriate policies and procedures. Disabilities covered by ADA may include learning, psychiatric, physical disabilities, or chronic health disorders. Students can contact ODA if they are not certain whether a medical condition/disability qualifies.

Address:

The University of Southern Mississippi
Office for Disability Accommodations
118 College Drive # 8586
Hattiesburg, MS 39406-0001

Voice Telephone: (601) 266-5024 or (228) 214-3232 Fax: (601) 266-6035

Individuals with hearing impairments can contact ODA using the *Mississippi Relay Service* at 1-800-582-2233 (TTY) or email Suzy Hebert at Suzanne.Hebert@usm.edu.