ID310

Design III

4 Credits

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Original Developer: Bob Cholowski
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Reviewer: Greg Plant
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The Implementation Date for this Outline is 01/09/2018
Design III

Calendar Description

This course further studies residential interior applications including advanced kitchen and bath design and documentation to NKBA standards. There is an application of the design process, programming, space planning, and environmental factors affecting interior settings. As well, an introduction to basic interior lighting theory, design, applications, fixtures, light sources, and documentation is provided. Both stock and custom cabinetry are examined. Projects require use of computers for product review, research, and documentation.

Rationale

This is a required course for Interior Design Technology students. The expansion of students' understanding of the process and use of skills in the comprehensive design of residential spaces is required for entry into the residential design industry.

Prerequisites

ID210, ID260, and ID270

Co-Requisites

ID320, ID335, and ID360

Course Learning Outcomes

Upon successful completion of this course, students will be able to

1. apply design and architectural theory to complex design problems.
2. use research, programming, and documentation to define design problems and set goals for design solutions.
3. use "space planning" principles to solve residential planning problems.
4. apply relevant building standards and building codes that affect design concepts and layouts.
5. assess the human factors; physical and psychological aspects as an environmental factor in interior design and provide evidence of that assessment in their designs.
6. identify and incorporate lighting, ventilation, mechanical and fixture requirements for various task situations.
7. create design layouts that display craftsmanship and imagination in problem solving design issues.
8. integrate environmental sustainability concepts into designs.
9. communicate design concepts using verbal and graphic techniques.
10. apply universal and accessible design requirements to design problems.

Resource Materials

Required Textbooks:


Reference Text:

TBA

Conduct of Course

1. Most of the course material is covered by work during class. The 123 hours are divided into approximately 50 hours of lecture and 73 hours of studio.

2. The instructor provides instructional objectives and activity criteria at the beginning of each class.

3. Each topic is introduced with a lecture, followed by a problem-solving assignment.

4. Active participation in class is expected.

5. Assignments are due when stated. Late assignments receive a deduction of one grade step per day including weekends. For example, if the assignment warrants a "B", and it is submitted one day late, the recorded grade will be a "B-", two days late, C+ and so on.

6. Students are expected to:
   • let the instructor know if you will be absent.
   • punctuality is required – no student will be admitted after the commencement of class.
Evaluation Procedures

<table>
<thead>
<tr>
<th>Course Component</th>
<th>Weighting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Projects</td>
<td>80%</td>
</tr>
<tr>
<td>Assignments</td>
<td>20%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>

The student’s performance expectations include:

- general improvement of competencies: utilizing previously learned skills.
- class attendance: consistent attendance, consistent punctuality.
- time-management: utilizing class time effectively; completion of assignments on time.
- decision-making: continuous development of confidence in application of skills.
- class participation and contribution to the learning process, asking questions, offering input to discussions, assisting others.

Grade Equivalents and Course Pass Requirements

A minimum grade of C (60%) (2.00) is required to pass this course.

<table>
<thead>
<tr>
<th>Letter</th>
<th>F</th>
<th>C</th>
<th>C+</th>
<th>B-</th>
<th>B</th>
<th>B+</th>
<th>A-</th>
<th>A</th>
<th>A+</th>
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<tbody>
<tr>
<td>Percent Range</td>
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<td>65-69</td>
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<td>2.00</td>
<td>2.30</td>
<td>2.70</td>
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<td>3.30</td>
<td>3.70</td>
<td>4.00</td>
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Attendance

Regular attendance is essential for success in any course. Absence for any reason does not relieve a student of the responsibility of completing course work and assignments to the satisfaction of the instructor.

If the total number of unexcused absences exceeds three classes, a student may be required to withdraw from the class and automatically receives a grade of "RW" (Required to Withdraw) no credit earned. An "RW" is calculated as a failing grade of 0.0 in GPA.

In cases of repeated absences due to illness, the student is requested to submit a medical certificate.

Instructors have the authority to require attendance at classes.
Course Units/Topics

1. The Design Process
   concept development
   analysis
   programming

2. Sustainable Design

3. Lighting

4. Space Planning/Patterns of Home
   social/private spaces
   work/rest spaces
   specialty areas
   furniture and fixtures

5. Residential Kitchens and Baths
   planning / design approaches
   NKBA standards
   design theory
   physical space requirements