

# INTERIOR DESIGN

## TRIMESTER 1 - Bachelor & Diploma units

### CREATIVE THEORY (IDDT1)

→ Design Theory (6 credits)

This unit explores the language of the interior designer and the development of a range of techniques for visually communicating and presenting design concepts and ideas. Cognitive skills will be used to identify, describe and understand a range of sources of inspiration for creating individual concepts, and as a framework for the presentation of interior design proposals. The unit also introduces analytical and creative thinking to demonstrate a broad understanding of design principles and elements. The design process is contextualised to interior design to develop a sound approach to concept and design presentation.

### COLOUR EXPLORATION (IDPA1)

→ Practical Application (6 credits)

This unit introduces the experimental and applied use of colour and light in interior spaces. Colour theory and its psychological aspects will be addressed through the study of the work of relevant theorists, designers and artists.

Emerging colour theories will be examined and applied to various design scenarios. Through experimentation and exploration of colour and lighting products, students will suggest appropriate design solutions to 2D and 3D projects. Application of appropriate legislation, standards, safety and sustainable theories will be reflected in projects.

## TRIMESTER 2 - Bachelor & Diploma units

### DESIGN MOVEMENTS (IDDT2)

→ Design Theory (6 credits)

This unit introduces the key historical and theoretical design movements of interior design and architectural practice.

Spanning from pre-history to the current day, students have the opportunity to develop an understanding of the main historical and theoretical developments in relation to the social, political, economic and cultural influences of each movement. The identifying style, aesthetic, spatial, structural and innovation principles will be examined in depth. An emphasis on investigation of multiple sources of information will be encouraged. Reflection on design movements will assist students to understand the designer's role in society and to provide context for personal design analysis.

### MATERIAL EXPLORATION (IDPA2)

→ Practical Application (6 credits)

This unit investigates the common hard and soft materials specified by the Interior Designer. Evaluation of the key characteristics and performance of materials for client requirements is applied under project conditions. Through investigation, analysis and

### DESIGN DRAWING (INDEED1)

→ Design Communication (6 credits)

This unit presents an introduction to the communication techniques and practices of interior design. By offering a range of complementary activities, and utilizing physical and digital communication media, this unit offers practical experience for designers working within contemporary and future design environments.

Exploration of conventional methods for presentation and communication of design information will include sketch drawings, perspective views, rendering techniques and construction of 3D models. A folio of work will be produced to demonstrate communication skills, commencing with line drawing by hand, which increases in complexity to include light, shade, texture and colour. Knowledge and skills will be developed to encourage discussion of design ideation and concept development through visual formats.

### CREATIVE FOUNDATIONS (CRFCRFS)

→ Industry Awareness (6 credits)

Creativity is more than just inspiration; it is a skill, a discipline, and an essential tool for navigating the complexities of the modern world. In this unit, you will explore creativity's role across diverse disciplines and communities, gaining valuable insight into the ethical and cultural values that shape creative practice. You will develop critical skills to evaluate information, articulate ideas, and confidently reflect on creative work. By engaging with a dynamic community of students from across Collarts, you will have the opportunity to explore your creative potential and establish a strong foundation for your studies and future career in the creative industries.

discussion, students are introduced to leading and responding to current thinking and developing technology at the forefront of material production with a focus on sustainability.

Experimentation with patterns found in nature, the built environment, and from history will be developed into a vector-based model. As the student investigates the ethics of material production they have the opportunity to develop a sense of responsibility for their future design practice.

## **DIGITAL DRAWING (INDDID2)**

→ Design Communication (6 credits)

This unit builds on the hand skills developed in Design Drawing, and will focus on the technical style of drawing employed by architects and interior designers. By developing knowledge of the technical aspects of documentation for construction, the student has the opportunity to develop hand-drafting skills and synthesise these into 2D computer-aided design. The aim is for students to also realise significant capability in interpreting, producing and utilising current Australian standards, acuity with architectural documentation and investigation of alternate drawing and representation software.

## **DIGITAL INTEGRATION (IDIA2)**

→ Industry Awareness (6 credits)

This unit aims to develop the skills required to work in the industry of interior design. Students will explore and apply techniques used in the contemporary design office. An understanding of how to integrate visual capturing technologies into design work will be a focus of this unit with application through photography and videography. Students will be asked to use a collaborative approach to produce a design project to industry deadlines and standards.

### TRIMESTER 3 - Bachelor & Diploma units

#### REGIONAL DESIGN CULTURE (IDDT3)

→ Design Theory (6 credits)

This unit aims to expose the student to the importance of cultural heritage, with a particular focus on Australia and the Asia-Pacific region. It explores regional cultural identities through architectural styles, interior design, art and general design aesthetics. Cultural heritage is explored through the lens of indigenous cultures and ideas of ethics in design are debated. This subject also evaluates the challenges for the design professional in the 21st century including pressures of urbanisation, economic, social and environmental sustainability, and social and cultural change. Students have the opportunity to be challenged to formulate a response to the pressing need for interpretation, management and conservation of interiors, buildings and cities in the region.

#### SYSTEMS & ASSEMBLY (IDPA3)

→ Practical Application (6 credits)

This unit aims to advance the students' knowledge in structural methodologies, systems, and services for the built environment. Cognitive and analytical thinking will be employed to assess and stipulate the appropriate specifications for a range of interior spaces within residential and small to medium scale commercial projects. Technical skills will be enhanced to prepare detailed presentations including layouts and documentation for structural, non- structural and services implementation. A problem-based approach will be employed to develop an understanding of the critical programming required for an interior fit-out project including work schedule, estimates and consultation with industry specialists.

### TRIMESTER 4 - Bachelor only units

#### DESIGN FOR ENVIRONMENTS (IDDT4)

→ Design Theory (6 credits)

This unit aims to develop a social design conscience that embraces the principle of acting responsibly in a global context. The student is asked to use cognitive and analytical thinking skills to assess and apply a lens for sustainability and the environment in the context of the interior space. Through investigation, analysis and discussion, students will have the opportunity to lead and respond to current thinking on sustainability and its implications. A deeper understanding of the materials specified by designers will be developed with regards to the sustainability and recyclable potential. Students will be offered a range of topics to explore and technical skills will be enhanced through demonstration of environmentally sustainable design principles – orientation, passive design, thermal mass, and energy saving practices. A holistic approach to design and decoration will encompass the structure, interior linings and finishes, and be applied to a range of interior spaces.

#### COMPUTER-AIDED DESIGN 1 (IDDC3)

→ Design Communication (6 credits)

This unit continues to develop the principles of interior design drawing and technology as explored in Design Drawing and Digital Drawing. There will be a strong link to the concurrent unit 'Systems and Assembly' in the understanding of structure and developing a professional set of design documentation. Computer-aided drawing skills will be further developed with the introduction of 3D modelling software and the application to a project brief. The student has the opportunity to develop the basic skills of digital presentation, documentation and 3D visualisation for a project brief.

#### DESIGN ENTREPRENEURSHIP (IDIA3)

→ Industry Awareness (6 credits)

The design industry is made up of small businesses. It is the knowledge, skill, and drive of entrepreneurs that have shaped the industry and provide significant employment.

Design technology innovators and interior designers can enter the interior design industry almost effortlessly. In order to give graduates, the best competitive edge, they need to be able to combine a passion for design with sound entrepreneurial principles.

This unit presents students with the knowledge and skills to identify the management issues surrounding the establishment and survival of a small business: understanding the key steps in setting up a small business and the resources that are available. These skills include the diverse issues that face the entrepreneur such as selecting, registering, and protecting a name, and purchasing, licensing, franchising, and partnerships.

Students will be able to fine-tune their career plans as they progress through the topics and be introduced to the principles of sound decision-making in order to enhance their design entrepreneurship potential. The unit investigates the role of the interior designer, focussing on developing the ability to recognise and further their opportunities in interior design. In order to be commercially successful, interior designers must be expected to understand the current tastes of the market and be able to find clients. As an interior designer, graduates will creatively guide or direct the process of fulfilling a design brief. Students will have the opportunity to practice the tools to create, shape, and realise a design, oversee the process and assume responsibility for creative decisions relating to the design brief. In many cases the interior designer is also a capable decorator who can bring fresh ideas to a project.

#### COMPUTER-AIDED DESIGN 2 (IDDC4)

→ Design Communication (6 credits)

This unit continues to develop the principles of design visualization as introduced in CAD 1. This unit will support 'Design Studio 1' through the preparation of a complete set of design documentation. Further computer-aided drawing skills will be attained with the continued development of more sophisticated elements of 3D modeling software. This will be applied to a project brief with time management and presentation outcomes and requirements.

## **DESIGN STUDIO 1 (IDPA4)**

→ Practical Application (6 credits)

This unit will explore and apply knowledge, and develop the skills required to analyse a design brief, investigate, and generate design ideas and concepts to create a visual experience in a defined interior space. A residential project brief will be analysed and evaluated to provide a solution that supports specific requirements and constraints. The student will use critical thinking skills to select from a variety of interior design and decorative styles, materials and finishes for surface treatments and arrangement of objects and elements in order to achieve an integrated interior design solution. The design process will be implemented and demonstrated to peers, academics and professionals in a cohesive and convincing presentation using multimedia visuals, text and verbal arguments.

## **TRIMESTER 5 - Bachelor only units**

### **DESIGN FOR EXPERIENCE (IDDT5)**

→ Design Theory (6 credits)

This unit will focus on experimental and experiential design and decoration for interactive spaces. Students will investigate potential future directions for interiors that invite human contact and experience through innovative creation of real and virtual spaces. Working with a variety of mediums and materials from projection, image generation, creative textile, colour and lighting techniques, students will plan and develop contemporary alternative solutions for new and existing interior/exterior or hybrid spaces.

Thorough and immersive analysis will investigate responses to lifestyle and the ephemeral notions of experience design, performance, theatre, installation, and exhibition.

### **DESIGN STUDIO 2 (IDPA5)**

→ Practical Application (6 credits)

This unit seeks to expose the student to a broad range of design skills and concepts. Students will be encouraged to develop sound abilities in the conceptualisation, development and communication of design ideas. The unit challenges students to constantly expand their theoretical and project-based vocabulary in order to project, speculate and position their design thinking. Students have the opportunity to focus on projects in then commercial field of interior design.

## **TRIMESTER 6 - Bachelor only units**

### **DESIGN FOR HUMANITY (IDDT6)**

→ Design Theory (6 credits)

This final theory unit will incorporate a live or simulated project for a selected not-for-profit, charitable organisation or social enterprise. Students will engage with the real, everyday needs of the group's major stakeholders and provide a considered, sustainable and ethical response to a brief. Consultation with all stakeholders of the enterprise will formulate the basis of this site-specific case study and design response. Ideas of mentoring and altruism will be explored and reflected upon. Budgetary, time, and practical constraints will be considered as major factors in the production of the final design concept and potential implementation.

## **GLOBAL INDUSTRY & CAREERS (IDIA4)**

→ Industry Awareness (6 credits)

This unit explores the business, creative and personal skills required to succeed in the interior design industry both locally and internationally. Students have the opportunity to develop procedures for working as a professional based on current and emerging industry practice. Investigation into leading interior design practices will encourage development of a personal career direction. A range of networking opportunities will be offered, implemented and evaluated to further refine career directions. Preparation of personal knowledge and skills for career development will be a main focus of this unit and students will be able to work both individually and in teams.

### **COMPUTER-AIDED DESIGN 3 (IDDC5)**

→ Design Communication (6 credits)

This unit continues to develop the principles of design visualisation introduced in CAD 1 and CAD 2. It aims to equip students with the ability to research appropriate technical information relevant to a design project and implement that knowledge through the design and detailing of a more complex interior project. This unit will support a complex commercial project brief for 'Design Studio 2' through the preparation of a digitally-rendered 3D model using more advanced building Information modelling (BIM) software knowledge and skills.

### **PORTFOLIO DEVELOPMENT (IDIA5)**

→ Industry Awareness (6 credits)

This unit will build on the skills and knowledge gained from Global Industry and Careers with a focus on the individual. Students will be challenged to reflect on their personal design practice and develop a creative and unique approach to portfolio development. Development of a number of highly curated presentation options will be offered for critique and discussion with both peers, academics and industry professionals. A final design solution will be prepared using a range of technologies to describe both a physical artefact and a digital representation of a personal design portfolio to be presented as part of a group exhibition.

### **EMERGING TECHNOLOGIES (IDDC6)**

→ Design Communication (6 credits)

This unit will explore the digital technologies at the forefront of design in the 21st century. Students will be exposed to the latest techniques to further develop their digital skills.

Extended investigation into this area will provide opportunities to experiment with the creation and knowledge of tools, particular machinery, strategies and approaches, systems and/or modes of arrangement and organisation in which to resolve complex interior problems or accomplish a specific purpose. Students will be encouraged to develop their own digital style of presentation using a blended approach of multimedia techniques to support their final Design Studio project.

### **DESIGN STUDIO 3 (IDPA6)**

→ Practical Application (6 credits)

This final design studio unit provides students with the opportunity to explore a specialised field of design knowledge in a comprehensive and personalised way. The primary concern of the design studio is to develop in students an holistic approach to the practice of interior design. Students are encouraged to generate original thought and responses to a design project that encompasses emerging fields of practice. The focus will be on creating a complex design solution for an interior space of their choosing. The direction of the project could include emerging design practices for specialised residential needs, work, hospitality or retail space. Students will develop a conceptual premise for their selected environment that demonstrates a high resolution of technical detail and to effectively communicate their design proposal in a formal presentation. This project is to be the centrepiece of the students' portfolio and presentation at Graduate Exhibition.

### **INDUSTRY PLACEMENT (Interior Design and Fashion & Sustainability)(FASIPLS)**

→ Industry Awareness (6 credits)

This unit offers the opportunity to move beyond the classroom and into the workplace, allowing you to apply your skills, explore your strengths, and identify areas for growth as you gain real-world experience in your chosen industry. In a supervised role, you will engage with daily operations, refining your abilities through observation, analysis, and hands-on work. This placement enables you to align your experience with your career goals and build confidence in a professional setting.

While securing a placement is your responsibility, academic mentors and career advisors are available to support you in finding the right opportunities. This invaluable experience will help you prepare for the next step in your creative career.