

# INTERIOR DESIGN (IDSN)

---

Registration in some course sections is restricted to students in particular programs. See Timetables - [kpu.ca/registration/timetables](http://www.kpu.ca/registration/timetables) (<http://www.kpu.ca/registration/timetables/>) - for current section information.

Visit the BC Transfer Guide - [bctransferguide.ca](https://www.bctransferguide.ca) (<https://www.bctransferguide.ca/>) - for information about course transfer in B.C.

## **IDSN 1113 4 credits**

### **Studio 1**

Students will experiment with and make discoveries about the principles and elements of design. They will develop their problem-solving skills by creating solutions for two- and three-dimensional design problems. They will work individually and in teams, with a focus on critical analysis, design process and student progress. They will develop and apply design vocabulary to various sizes and types of exercises related to spatial definition and organization.

Level: UG

Co-requisite(s): IDSN 1135

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1121 3 credits**

### **Materials**

Students will learn about materials and associated technologies of processing and installation. They will learn about the properties, and will explore conventional and potential applications of a variety of materials such as wood, glass, metal, and fabric, with emphasis on understanding form, workability, strength, and durability. Students will produce an inventory of fundamental materials.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1135 3 credits**

### **Design Awareness 1**

Students acquire a critical awareness of the importance and impact of design through research, analysis, discussion of both historical and contemporary issues. They will learn, explore and apply the principles and elements of design by executing projects. Students will discuss and debate interior design and built environment issues. They will learn and employ the vocabulary of interior design.

Level: UG

Co-requisite(s): IDSN 1113

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1141 3 credits**

### **Technical Drawing 1**

Students will be introduced to professional interior design drafting standards. They will practise the fundamental skills of manual drafting: line weight, line quality, line type and lettering. They will produce drawings and document two and three-dimensional objects, furniture and spaces through various drawing types such as plans, elevations, sections and paraline drawings.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1202 4 credits**

### **Studio 2**

Students will continue to apply the principles and elements of design to three-dimensional design projects. They will analyze and experiment with spatial definition and organization, light and colour, and heighten their ability to use space as a design tool. Students will learn how to determine project requirements and criteria, utilize design processes, and create design solutions that are appropriate to purpose and how people interact with the built environment.

Level: UG

Prerequisite(s): IDSN 1113 (C+) and 1121 and 1135 and 1141

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1221 3 credits**

### **Components**

Students will learn about component materials of the built environment and manufacturing processes. They will discover the properties and characteristics of manufactured component materials such as plywood, concrete, ceramics, textiles, carpet, wallcovering, hardware, lighting, window covering and furniture. They will explore conventional and potential applications. Emphasis will be on understanding the history, development, characteristics and behavior of the components.

Level: UG

Prerequisite(s): IDSN 1113 (C+) and 1121 and 1135 and 1141

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1235 3 credits**

### **Design Awareness 2**

Students will continue to acquire a critical awareness of the importance and impact of design. Students will explore the social, political and physical influences affecting historical changes in interior design by researching and analyzing the evolution and development of the built environment from antiquity to the 20th century. They will discuss and link issues across chronological, geographic, cultural and sociological contexts. They will increase their understanding of the vocabulary of interior design through problem-based learning.

Level: UG

Prerequisite(s): IDSN 1113 (C+) and 1121 and 1135 and 1141

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

## **IDSN 1241 3 credits**

### **Technical Drawing 2**

Students will continue to draft technical drawings manually, communicating ideas, objects, and interior spaces. They will begin to explore material specifications, construction methods, and produce a simple set of orthographic drawings. Students will draw three dimensional paraline views and measured perspective drawings.

Level: UG

Prerequisite(s): IDSN 1113 (C+) and 1121 and 1135 and 1141

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2300 4 credits**

**Studio 3**

Students will produce, individually and in groups, original designs that respond to specific, conceptual, behavioural, and contextual criteria for living spaces. They will focus on meeting the complex needs of individuals and families in the built environment.

Level: UG

Prerequisite(s): IDSN 1202 (C+) and 1221 and 1235 and 1241 and 3 credits of ENGL 1100 or higher or approved 3 credit writing-intensive course at the 1100-level or higher

Co-requisite(s): IDSN 2331

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2325 3 credits**

**Building Systems 1**

Students will learn about technical aspects of built environment systems, such as structural, electrical and mechanical. They will learn about how the constituent subsystems of floor, wall, ceilings, penetrations, comfort systems, power, data communication, lighting, and water use function. Students will produce technical drawings, applying this knowledge in concurrent courses. Emphasis will be on understanding current building techniques and exploring sustainable innovations and choices.

Level: UG

Prerequisite(s): IDSN 1202 (C+) and 1221 and 1235 and 1241 and 3 credits of ENGL 1100 or higher or approved 3-credit writing-intensive course at the 1100-level or higher

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2331 3 credits**

**Design Theories 1**

Students will study fundamental principles and processes involved in creating design solutions for living environments. They will study the theories related to typologies of living spaces such as entry, socializing and relaxing, sleeping, dressing, cooking and eating spaces. Students will research and explore 20th century and current design history and ideologies. They will also explore, discuss and debate a range of built environment issues.

Level: UG

Prerequisite(s): IDSN 1202 (C+) and 1221 and 1235 and 1241 and 3 credits of ENGL 1100 or higher, or approved 3 credit writing-intensive course at the 1100-level or higher

Co-requisite(s): IDSN 2300

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2345 3 credits**

**Drawing and Rendering 1**

Students will investigate design process communication through drawing and ideation exercises. They will expand their technique depicting objects in context to environmental conditions. They will be introduced to digital drawing software and will manipulate drawings using digital programs and experiment with a range of drawing and rendering techniques using manual and digital means.

Level: UG

Prerequisite(s): IDSN 1202 (C+) and 1221 and 1235 and 1241 and 3 credits of ENGL 1100 or higher or approved 3 credit writing-intensive course at the 1100-level or higher

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2375 3 credits**

**Environmental Human Factors**

Students will study how humans relate to the built environment and how it affects behaviour. Students will develop an understanding of human factors research methods and their application to interior design. They will learn how to shape interior spaces by applying knowledge of anthropometrics, ergonomics, proxemics, universal design, sustainable design and human behavior. Students will actively engage in problem-based learning (PBL) modules.

Level: UG

Prerequisite(s): IDSN 1202 (C+) and 1221 and 1235 and 1241 and 3 credits of ENGL 1100 or higher or approved 3 credit writing-intensive course at the 1100-level or higher

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2400 4 credits**

**Studio 4**

Students will continue to produce, individually and in teams, original designs that respond to specific conceptual, behavioural, and contextual criteria for living spaces. They will focus on process, space planning, and spatial volume development.

Level: UG

Prerequisite(s): IDSN 2300 (C+) and 2325 and 2331 and 2345 and 2375

Co-requisite(s): IDSN 2431

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2425 3 credits**

**Building Systems 2**

Students will explore technical aspects of building environments. They will learn about and draw various assemblies found within building systems to expand their understanding and application of building code principles. They will study lighting design systems, acoustics, energy management, and sustainable systems, applying this knowledge in concurrent courses. They will focus on understanding multi-unit built environments and communicate knowledge through digital technical drawings.

Level: UG

Prerequisite(s): IDSN 2300 (C+) and 2325 and 2331 and 2345 and 2375

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2431 3 credits**

**Design Theories 2**

Students will expand their understanding of applied and theoretical issues, principles and processes involved in creating design solutions, emphasizing space planning and spatial volume development. Students will investigate, analyze and discuss historical, contemporary, and future design issues, ideologies and approaches. Students will explore and connect ideological concepts with their own interior design applications.

Level: UG

Prerequisite(s): IDSN 2300 (C+) and 2325 and 2331 and 2345 and 2375

Co-requisite(s): IDSN 2400

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 2445 3 credits****Drawing and Rendering 2**

Students will continue to develop drawing and rendering skills to effectively visualize design concepts and ideas within the built environment. They will further develop their ability to communicate design intent and deliver effective visual presentations, practicing manual drawing, rendering, and digital manipulation skills.

Level: UG

Prerequisite(s): IDSN 2300 (C+) and 2325 and 2331 and 2345 and 2375

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3500 4 credits****Studio 5**

Students will produce creative, experiential design solutions. They will work on various commercial projects such as retail, workplace and public spaces. They will expand their design skills, refining their process and design methodology.

Level: UG

Prerequisite(s): IDSN 2400 (C+) and 2425 and 2431 and 2445

Co-requisite(s): IDSN 3531

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3525 3 credits****Building Systems 3**

Students will communicate how and why materials and components are connected through drawing technical details. They will study construction assemblies common to public spaces. Students will resolve building connections (such as floor to wall, wall to ceiling), penetrations, architectural woodwork, case goods, and furniture. They will produce a set of computer-drawn, construction-ready details incorporating appropriate technical specifications and interior design industry drafting standards, based on their own designs from Studio projects.

Level: UG

Prerequisite(s): IDSN 2400 (C+), 2425, 2431, and 2445.

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3531 3 credits****Design Theories 3**

Students will study public space typologies and programming processes for specialized areas of practice in interior design, such as retail and the workplace. They will research theoretical and practical design considerations using problem definition and problem solving tools. They will explore, discuss, and debate historical, current, and future interior design and building environment issues. Students will apply this knowledge in studio projects.

Level: UG

Prerequisite(s): IDSN 2400 (C+), 2425, 2431 and 2445.

Co-requisite(s): IDSN 3500

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3600 4 credits****Studio 6**

Students will produce creative and experiential design solutions. They will work on various complex project types such as hospitality, institutional and public spaces. They will expand their design skills, refining their process and design methodology. They will collaborate with team members and present comprehensive design solutions incorporating stakeholder needs, public health and safety issues, and sustainability.

Level: UG

Prerequisite(s): IDSN 3500 (C+) and 3525 and 3531

Co-requisite(s): IDSN 3635

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3625 3 credits****Contract Documentation**

Students will learn about the production of interior design contract documentation. They will prepare and coordinate working drawings, schedules, product and material specifications, and bid documents. Students will learn about construction contracts and various industry regulations.

Level: UG

Prerequisite(s): IDSN 3500 (C+) and 3525 and 3531

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 3635 3 credits****Design Theories 4**

Students will study theoretical approaches and their practical considerations for specialized area(s) of practice, such as hospitality, institutional, and health care, informing studio project(s) in IDSN 3600. They will continue to explore, discuss, and debate historical, current, and future interior design and building environment issues. Students will develop objective criteria for critical analysis and generate a personal design philosophy. They will utilize and develop writing skills, culminating in a research paper.

Level: UG

Prerequisite(s): IDSN 3500 (C+) and 3525 and 3531

Co-requisite(s): IDSN 3600

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4001 4 credits****Senior Studio 1**

Students will consolidate previous learning to advance and broaden their understanding of interior design. They will undertake a comprehensive, individually focused, interior design project. Students will choose a project topic and a specific building in which to develop extensive research and programming, culminating in a detailed interior design solution. Note: Senior Studio is taken over two consecutive semesters and will appear on the transcript as IDSN 4001 and IDSN 4002. Students registering in IDSN 4001 are committing to register in IDSN 4002 in the subsequent term.

Level: UG

Prerequisite(s): IDSN 3600 (C+)

Co-requisite(s): IDSN 4720

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4002 4 credits**

**Senior Studio 2**

Students will consolidate previous learning to advance and broaden their understanding of interior design. They will undertake a comprehensive, individually focused, interior design project. Students will choose a project topic and a specific building in which to develop extensive research and programming, culminating in a detailed interior design solution. Note: Senior Studio is taken over two consecutive semesters and will appear on the transcript as IDSN 4001 and IDSN 4002.

Level: UG

Prerequisite(s): IDSN 4001 (C)

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4720 3 credits**

**Advanced Design Studies 1**

Students will enhance their knowledge through research and critical evaluation of topics of interest and relevant concerns. They will develop a deeper understanding of historical, current, emerging, and future interior design and built environment issues. Students will formalize their research and disseminate findings in public forums such as presentations, publications, or installations. Note: Advanced Design Studies is taken over two consecutive semesters and will appear on the transcript as IDSN 4720 and IDSN 4820. Students registering in IDSN 4720 are committing to register in IDSN 4820 in the subsequent term.

Level: UG

Prerequisite(s): IDSN 3600 and 3625 and 3635

Co-requisite(s): IDSN 4001

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4785 3 credits**

**Professional Practice 1**

Students will be introduced to basic business practices for professional interior designers including how to market themselves through a professional resume and portfolio. They will explore the design project as a commercial venture considering the successive phases of the design process. They will debate issues such as global perspective, professionalism, professional organizations, licensure, and ethical standards of practice.

Level: UG

Prerequisite(s): All of IDSN 3600 (C+) and 3625 and 3635

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4820 3 credits**

**Advanced Design Studies 2**

Students will enhance their knowledge through research and critical evaluation of topics of interest and relevant concerns. They will develop a deeper understanding of historical, current, emerging, and future interior design and built environment issues. Students will formalize their research and disseminate findings in public forums such as presentations, publications, or installations. Note: Advanced Design Studies is taken over two consecutive semesters and will appear on the transcript as IDSN 4720 and IDSN 4820.

Level: UG

Prerequisite(s): IDSN 4001 and 4720 and 4785

Co-requisite(s): IDSN 4002

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4880 3 credits**

**Professional Practice 2**

Students will continue to examine business and professional practice relevant to interior design. They will prepare themselves to enter the interior design profession through improving communication skills such as interview techniques and business writing. Students will report and reflect critically upon their previous practical experience with peers and instructors. They will discuss business procedures such as fee proposals, project management and contracts as well as legal, ethical, and professional liability issues.

Level: UG

Prerequisite(s): All of IDSN 4001 and 4720 and 4785

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

**IDSN 4900 3 credits**

**Self-Directed Study**

Students in their final years of study will have the opportunity to explore and integrate personal areas of interest and career objectives within the interior design profession (subject to faculty approval). They will gain proficiency in career knowledge and skills required for entry level employment, as well as hone independent learning through research, planning, and presenting a project related to a negotiated area of study.

Level: UG

Prerequisite(s): IDSN 3500

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)