

Bachelor of Applied Design in Interior Design

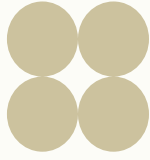
DEGREE PROGRAM GRID



YEAR 1			BREAK			YEAR 2			BREAK			YEAR 3		
QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6	QUARTER 7	QUARTER 8	QUARTER 9						
FND110 Drawing	IDS121 Commercial Design (Retail)	IDS210 Residential Design I	IDS220 Commercial Design II (Corporate)	IDS230 Residential Design II	IDS310 Hospitality Design	300 Level Interior Design Elective	IDS411 Senior Project Research	IDS430 Senior Project Presentation						
IDS111 Architectural Drawing	IDS123 Computer-Aided Design I	IDS212 Computer-Aided Design II	IDS222 Computer-Aided Design III	IDS232 Computer-Aided Design IV	IDS312 Design Documents & Technology I	300 Level Interior Design Elective	IDS421 Senior Project Design	IDS431 Design Documents & Tech IV Senior Project						
FND111 Design and Colour Theory	IDS117 Materials & Resources	IDS218 Textiles	IDS228 Building Systems & Materials	IDS238 Ergonomics & Psych. of Design	IDS318 Interior & Architectural Detailing	300 Level Interior Design Elective	IDS339 Energy Efficiency & Lighting	400 Level Interior Design Elective						
MTH100 Mathematics	MTH180 Geometry	IDS219 Lighting Studies & Application I	IDS229 Codes/Barrier-Free Design	PHL101 Critical Thinking	IDS301 Business for Interior Designer	IDS302 Career Development	IDS401 Internship & Mentorship	IDS402 Internship & Mentorship II						
ENG101 Rhetoric & Composition	ENG103 Academic Writing	ART102 History of Art in Early Civilizations	ART103 Art History II: From Early Modern to Contemporary	ART204 History of Modern & Contemporary Design Theory	SOC100 Fundamentals of Sociology	MTH102 Research Methodologies	PSY100 Fundamentals of Psychology	IDS490 Senior Portfolio						

18 Design & Technical Courses	+	9 Tools Courses	+	5 Experimental Education Courses	+	11 Liberal Studies Courses	+	4 Interior Design Electives	=	TOTAL 135 CREDITS
54 credits		27 credits		15 credits		33 credits		12 credits		

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IDS400
COOP WORK
(OPTIONAL)
COOP is an optional one-year course after Quarter 7 (1 credit)



Bachelor of Applied Design in Interior Design

COURSE DESCRIPTIONS



LaSalle College
Vancouver

QUARTER 1

FND110 DRAWING

This is a fundamental drawing course in which students will explore various methods of applying line, shape, form, shading, proportion, framing and perspective to develop drawings that communicate reality and imagination.
Credits: 3

IDS111 ARCHITECTURAL DRAWING

Students will develop skills in visual analysis through the training of hand to eye coordination; a necessary prerequisite to the introduction of computer-aided design and drafting. They will become familiar with drawing terminology, while they learn the basics of hand drafting, perspective drawing, and free hand sketching techniques. The skills obtained will aid students in design development and graphic communication.
Corequisite: FND110 and FND111
Credits: 3

FND111 DESIGN AND COLOUR THEORY

A presentation of the basic elements and principles of design and colour theory will be made in this course. The student will develop a firm foundation to layout and organize design elements. This course also explores the theories regarding physical perception and design aspects of colour. Exercises in contrast, balance, harmony, spatial perception, and symbolism will be used to demonstrate the unique communication properties of colour.
Credits: 3

MTH100 MATHEMATICS

Students will develop a basic understanding of the use of mathematics in the real-world, with specific emphasis on solving problems encountered in digital media applications. They will use set theory, logic, number systems, algebra, geometry, trigonometry, measurement, functions, the mathematical language of digital computing, and problem solving techniques in their assignments.
Credits: 3

ENG101 RHETORIC & COMPOSITION

Students will enhance their oral and written communication practices through focusing on the critical art of reading, writing, reflection, and discussion. They will develop the knowledge and skills to state, develop, organize, and support an argument or position. They will also utilize rhetoric, composition and informal logic of the English Language in assignments.
Credits: 3

QUARTER 2

IDS121 COMMERCIAL DESIGN (RETAIL)

Students are introduced to commercial interiors through the principles of retail design. Case studies will be done via on site analysis of various local and international retail spaces that vary in size, clientele, and location. Students will study a variety of elements that define retail design such as store front, interior architecture, circulation, merchandising, sustainability, and brand recognition. Through a small-scale retail project, students will also be introduced to the basic tools of design development, such as concept definition, space planning, adjacencies, circulation, and flow.
Prerequisite: IDS111
Corequisite: IDS123
Credits: 3

IDS123 COMPUTER-AIDED DESIGN I

This course in an introduction to computer-aided design. Students will learn to apply the most important elements of hand line drawing towards digital technical drawings. Through the details required in line drawings, students will learn the basic code and accessibility issues as they apply towards a retail space. This class will reiterate the importance of line weigh, composition, and figurative clarity for the visual communication of Interior Design.
Prerequisite: FND110 and FND111
Corequisite: IDS121
Credits: 3

IDS117 MATERIALS & RESOURCES

This course introduces the students to the constantly evolving sphere of material and finishes. Students will learn to identify the most commonly used materials, their qualities, various applications, and overall impact on the space they are applied. Materials such as stone, wood, glass, acrylic and metal, will be introduced and analysed as they relate to a variety of interior and exterior demands and applications. Students will become familiar to the technical aspect of a material, the various applications, and the type of use they reinforce when used in harmony with the light and space. The most important aspect of this class is to become familiar with material research skills, and how to remain knowledgeable and current in such an essential aspect of Interior Design.
Prerequisite: FND111
Corequisite: IDS121
Credits: 3

MTH180 GEOMETRY

Students will be introduced to the fundamental concepts of Euclidian geometry. Topics include: theorems and proofs, sets, congruent and similar polygons, circles, geometric constructions, areas, volumes, geometric loci, elementary logic, and deductive reasoning.
Prerequisite: MTH100
Credits: 3

ENG103 ACADEMIC WRITING

Students will develop academic writing capabilities necessary for success in postsecondary education and professional settings. They will focus on how to craft the best form of expression for specific audiences and purposes.
Prerequisite: ENG101
Credits: 3

QUARTER 3

IDS210 RESIDENTIAL DESIGN I

Students will be introduced to a single level dwelling as it relates to interior design. Using case studies students will apply adaptive reuse concepts as they apply to a multifamily dwelling and will be given a unit to develop for their specific client. In this studio, students will apply their problem-solving skills towards defining a design concept and developing their space planning skills as they apply to the different areas of a home. They will focus not only on the residence as a whole but also on its smaller aspects such as the kitchen, living area, bathroom, and others. The final layout will be defined further through the definition of materials and finishes, as well as the furniture proposal. Students will present their designs in a professional written, oral, and visual presentation.
Prerequisites: IDS121 and IDS123
Corequisite: IDS212
Credits: 3

IDS212 COMPUTER-AIDED DESIGN II

Students will learn to apply the most important elements of line drawing towards digital technical drawings that communicate the design proposal in Residential Design I. Through the details required in line drawings, students will learn the basic code and accessibility issues as they apply towards a residential design. This class will reiterate the importance of line weigh, composition, and figurative clarity for the visual communication of Interior Design.
Prerequisites: IDS121 and IDS123
Corequisite: IDS210
Credits: 3

IDS218 TEXTILES

In this course students will concentrate on the properties of textiles as they relate to interior design. Students will learn the technical qualities and different applications for textiles including natural and synthetic fibers, woven, knitted, and nonwoven fabrics. Students will evaluate a diversity of surfaces and evaluate the textile demands according to the client's need and spatial demands. Textiles will be examined in relation to fibers, yarn, fabrics, and multiple finishes. Design methods, construction, and proper application will be deQuarterined towards problem solving within a diverse scope of environmental and aesthetic considerations.
Prerequisite: IDS117
Corequisite: IDS210
Credits: 3

IDS219 LIGHTING STUDIES & APPLICATION I

Students will be introduced to the fundamentals of lighting design. Students will learn about the characteristics of different light sources and how to apply lighting principles to appropriate interior design solutions. Students will be introduced to sourcing suitable light fixtures and create reflected ceiling plans.
Prerequisite: IDS117
Corequisite: IDS210
Credits: 3

ART102 HISTORY OF ART IN EARLY CIVILIZATIONS

Students will explore the history of art from the Prehistoric and Tribal periods through to the Baroque Age. They will focus on select concepts, artists, works, and styles of these periods using a variety of resources including images, videos, and reference material.
Credits: 3

QUARTER 4

IDS220 COMMERCIAL DESIGN II (CORPORATE)

This course will study the workplace as it relates to interior design. Via case studies, students will learn about the historical development of trends in the workplace. Discuss and identify the diversity of values as they relate to productivity and space and other factors that influence human behavior in the workplace. Students will be given a fictitious client or brand for whom they will design an office space that reflects the company's values and work place mentality. This class will allow students to apply the basic tools of design development, such as concept definition, space planning, adjacencies, circulation, and flow. Once layout is defined, materials and finishes will be deQuarterined according to the fundamental needs and demands of this user type.
Prerequisites: IDS210 and IDS212
Corequisite: IDS222
Credits: 3

IDS222 COMPUTER-AIDED DESIGN III

Students continue to develop computer aided skills through the introduction of 3D digital modeling. They will work on modeling an existing office space and use digital modeling as a method to develop a variety of elements in their design scheme. In parallel, students will be introduced to code and accessibility restrictions as they apply to the work space.
Prerequisites: IDS212 and IDS210
Corequisite: IDS220
Credits: 3

IDS228 BUILDING SYSTEMS & MATERIALS

In this course students will study an ample range of construction materials and building systems. Materials such as, timber, concrete, glass, and steel will be introduced to detailed aspects of ergonomics that will deepen the overall understanding of human interaction with one another and how they inhabit space. Various methods used by psychologists will be analysed and introduced to teach students how to become more aware of user-centered design. Through observation and interview methods students will be able to develop efficient use of a space as well as optimize the wellbeing of its client and user. Elements such as color, light, materials, sound, and overall comfort will be evaluated in relationship to a variety of spaces where the user can benefit from a conscientious design.
Prerequisite: IDS228
Corequisite: IDS230
Credits: 3

IDS229 CODES/BARRIERFREE DESIGN

This course is a comprehensive study and application of the codes and regulations for building construction, fire/safety and accessibility that affect the interior design of private and public buildings.
Prerequisite: IDS218
Corequisite: IDS220
Credits: 3

ART103 ART HISTORY II: FROM THE EARLY MODERN TO THE CONTEMPORARY

Students will be introduced to Western art before the Neoclassical age from ca. 1700 CE to the present day. They will examine concepts such as artists' influence, artistic motifs, stylistic evolution, cultural context, patronage, function, reception, and censorship. Both non-European art forms and Western Traditions will be introduced to assist students in discussing an art object's medium, composition, style, and iconography.
Prerequisite: ART102
Credits: 3

QUARTER 5

IDS230 RESIDENTIAL DESIGN II

Starting with a thoughtful case study of a historic residential design sample, students are introduced to the masters of residential design. Through this introduction students will then obtain a fictitious client, for whom they will design a single-family residence. Students will analyse their clients needs, define the required spaces, and be encouraged to be creative in its organization within a frame of functionality. Students will apply basic design methodology to develop circulation, adjacency, and flow, while they refine their client's cultural needs, comfort levels, familial structures, aging considerations, and practical needs required by everyday demands.
Prerequisites: IDS220 and IDS222
Corequisite: IDS232
Credits: 3

IDS232 COMPUTER-AIDED DESIGN IV

Students will develop computer aided skills through 3D digital modeling, with a focus on digital rendering. They will work on modeling the existing house to be renovated for Residential Design II. Through digital modeling and rendering the student's understanding of the space being designed will aide in the communication of the final proposal. In parallel, students will be introduced to code and accessibility restrictions as they apply to a single-family dwelling.
Prerequisites: IDS222 and IDS220
Corequisite: IDS230
Credits: 3

IDS238 ERGONOMICS & PSYCHOLOGY OF DESIGN

This class approaches the design process through the science of ergonomics and psychology of space. Students will be introduced to detailed aspects of ergonomics that will deepen the overall understanding of human interaction with one another and how they inhabit space. Various methods used by psychologists will be analysed and introduced to teach students how to become more aware of user-centered design. Through observation and interview methods students will be able to develop efficient use of a space as well as optimize the wellbeing of its client and user. Elements such as color, light, materials, sound, and overall comfort will be evaluated in relationship to a variety of spaces where the user can benefit from a conscientious design.
Prerequisite: IDS228
Corequisite: IDS230
Credits: 3

PHL101 CRITICAL THINKING

Students learn to identify and develop skills, processes, and techniques to become effective learners. They will analyze and evaluate ideas and theories, as well as learn to apply creative and critical techniques to problem solve, make decisions and evaluate the media.
Credits: 3

ART204 HISTORY OF MODERN & CONTEMPORARY DESIGN THEORY

Students will identify and distinguish between significant developments in modern design theory situated within social, cultural, political, and economic contexts. They will refer to major theories, principles and techniques that have shaped practices of visual design in their assignments. They will also examine a variety of object types, including furniture, interiors, graphics, and products, drawing examples from the well-known as well as the anonymous.
Prerequisites: ART103 and ENG101
Credits: 3

QUARTER 6

IDS310 HOSPITALITY DESIGN

Students will study the hospitality industry as it relates to interior design, its historical development, the identification of diverse hotel types, and the cultural influences that define them. Students, through a small boutique hotel project, will refine their application of knowledge and related skill sets in developing a concept document for a small restaurant, public and private areas including three room types, guest services, hallways and an external façade. Using an existing hotel, students will also apply design concepts as they relate to a specific brand identity. They will also categorize the needs of two diverse user types; the hotel's staff and their clients. Creative solutions will be applied to allow for a balance between a place of work where a service needs to be delivered in a safe and efficient manner, and the user who requires accessibility and comfort.
Prerequisites: IDS230 and IDS232
Corequisites: IDS312 and IDS318
Credits: 3

IDS312 DESIGN DOCUMENTS & TECHNOLOGY I

Students will produce a set of preliminary construction documents based on their project for IDS310 hospitality design. The production of technical drawings, using a specific industry as an example, will facilitate a student's development of skill sets in the production of design documents required in the practice within the interior design industry.
Prerequisites: IDS232 and IDS230
Corequisite: IDS310
Credits: 3

IDS318 INTERIOR & ARCHITECTURAL DETAILING

Students will learn how to apply architectural and interior detailing to their designs to create a more integrated representation of a space. The use of standard detailing takes away from the integrity of a well-designed interior space. Many problems in a design scheme can be solved through customized detail, therefore knowing how to communicate the intricacies of a detail is essential to any interior designer. In this studio class students will design three different details, to apply to their recently completed design for the Residential Design II studio. The first detail is to solve a transition of materials, the second, a re-interpretation of a standardized detail such as a door, window, or light switch, and the third is a built-in millwork piece. Students will learn how to develop a detail, work out its parts, and record the process of assembly.
Prerequisite: IDS238
Corequisite: IDS312
Credits: 3

IDS301 BUSINESS FOR INTERIOR DESIGN

Students are introduced to the commercial aspects of interior design services. They will review business types, marketing strategies, legal, and financial aspects of the design practice. Students will participate in class discussions on the importance of environmental ethics, the role of sustainability in business practices, and any other current issue that needs to be considered in relation to the business practices within the interior design industry. Students will also cover writing, research, and business communication as it relates to the profession of interior design.
Prerequisite: IDS230 and IDS232
Credits: 3

SOC100 FUNDAMENTALS OF SOCIOLOGY

Students are introduced to fundamental sociological concepts to assist them in better understanding human society. They will focus on explaining and interpreting processes and patterns of human social interactions with the intent of developing skill sets to further their creativity, understanding basics of data analysis and their broad use in a range of educational and work settings. Through applied assignments, students will develop a solid foundation for sociological analysis that can be applied in other creative and business contexts.
Prerequisites: ENG101
Credits: 3

QUARTER 7

300 LEVEL INTERIOR DESIGN ELECTIVE

Credits: 3

IDS302 CAREER DEVELOPMENT

Students will begin preparation for the transition towards the professional world. They will utilize their design work portfolio in preparation for job interviews for the two internships required to graduate from the degree program. Students will demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio pieces. Working individually with an instructor, each student will select representative pieces, showcasing work that reflects a unique style. Emphasis is placed on identifying short- and long-term professional employment goals, as well as related strategies and resources.
Prerequisites: IDS301
Credits: 3

MTH102 RESEARCH METHODOLOGIES

Students will explore user-centered and participatory research techniques for human-centred design in developing an ability to conduct insightful qualitative and quantitative research based on scientific and responsible design principles. They will examine how to use data collection resources including library, Internet, journals, government sources and trend reports. Students will formulate questions and execute a range of primary and secondary research processes aimed at achieving strategic objectives.
Credits: 3

QUARTER 8

IDS411 SENIOR PROJECT RESEARCH

Students will enroll in one of several areas of study as part of the first of three courses in the capstone experience; economic, social, environmental, educational, public, cultural, or technological issues as they apply to the field of interior design are examples. Students will choose an area of interest and develop a problematic statement that can be addressed by research methods and that will guide them in each phase of their Senior project. The self-directed approach, in conjunction with faculty mentorship, will support students in consolidating previous learning in the development of a detailed interior design solution underpinned by research and interior design principles and practices.
Prerequisites: 300 Level Interior Design Electives
Corequisites: IDS421
Credits: 3

IDS421 SENIOR PROJECT DESIGN

Students will elaborate upon their problematic statement developed in previous courses through context evaluation, sociocultural analysis, and psychology as they apply to the built environment. This course is a co-requisite to a building systems and materials course, where the proposed project's technical aspects are defined.
Prerequisites: 300 Level Interior Design Electives
Corequisite: IDS411
Credits: 3

IDS339 ENERGY EFFICIENCY & LIGHTING

This course develops on topics introduced in Environmental Design, and focuses on energy efficiency. Students will analyse and debate the City of Vancouver's greenest city action plan, learn about benefits in cost and green house gas reduction, and learn how to measure and improve upon energy efficiency of a building through interior design. Through case studies students will evaluate different systems that can be used to improve upon energy efficiency including building schemes, heating and cooling options, and hot water systems. Students will also study and apply lighting methods that aid efficiency and can highlight a design's character and function.
Prerequisite: IDS219
Credits: 3

IDS401 INTERNSHIP & MENTORSHIP

Through a field internship experience, students will be able to apply their acquired classroom skills in real and practical situations. The main objectives of the internship are to allow students the opportunity to observe and participate in the operation of successful businesses related to their field of study. Students will gain valuable experience that will complement their classroom studies. Students will also be required to meet with the Internship Coordinator on a weekly basis to review course curriculum and submit weekly assignments (in addition to the internship journal).
Prerequisite: IDS302
Credits: 3

PSY100 FUNDAMENTALS OF PSYCHOLOGY

Students will discuss basic concepts, principles, and methods involved in the scientific study and understanding of human behaviour. They will explore physiological, social, experimental, developmental, and abnormal psychological processes.
Prerequisite: ENG101
Credits: 3

QUARTER 9

IDS430 SENIOR PROJECT PRESENTATION

In this final capstone course, students will develop material related to their problematic and present this orally, in written format, and graphically to justify their approach(es) in addressing an interior design issue. An open panel consisting of academic and professional peers will provide feedback to students.
Prerequisites: IDS421
Corequisite: IDS431
Credits: 3

IDS431 DESIGN DOCUMENTS & TECHNOLOGY IV SENIOR PROJECT

Students will create a construction drawing package to accompany and finalize their Senior Project using research on materials and building technology as well as the design developed in previous courses.
Prerequisites: IDS421
Corequisite: IDS430
Credits: 3

400 LEVEL INTERIOR DESIGN ELECTIVE

Credits: 3

IDS402 INTERNSHIP & MENTORSHIP II

Through a second field internship experience, students will continue applying their acquired classroom skills in real and practical situations. The main objectives of the internships are to allow students the opportunity to observe and participate in the operation of successful businesses related to their field of study. Students will gain the experience they need to enter the field of interior design when they graduate. Students will also be required to meet with the Internship Coordinator on a weekly basis to submit weekly reports for their internship journal.
Prerequisite: IDS401
Credits: 3

IDS490 SENIOR PORTFOLIO

Students will focus on the refinement of previous works into a comprehensive collection representative of their interior design skills. Emphasis will be on design development, craftsmanship, cohesiveness, and presentation. Students will have the opportunity to improve past design presentations and apply graphic design standards towards the creation of a final portfolio that reflects their diverse aptitudes as interior designers.
Prerequisites: IDS411 and IDS421
Corequisites: IDS430 and IDS431
Credits: 3