

INTERIOR DESIGN

TRIMESTER 1 - Bachelor & Diploma units

CREATIVE THEORY

→ Design Theory

This subject explores the language of the interior designer and the development 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.

COLOUR EXPLORATION

→ Practical Application

This subject 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 relevant theorists, designers and artists. Emerging colour theories are examined and applied to various design scenarios. Through experimentation and exploration of colour and lighting products, students will find appropriate design solutions to 2D and 3D projects.

TRIMESTER 2 - Bachelor & Diploma units

DESIGN MOVEMENTS

→ Design Theory

This subject spans from prehistory to the current day where students will 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.

MATERIAL EXPLORATION

→ Practical Application

This subject 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 in a project. Students are introduced to learning and responding to current thinking and developing technology at the forefront of material production with a focus on sustainability.

TRIMESTER 3 - Bachelor only units

REGIONAL DESIGN CULTURE

→ Design Theory

This subject aims to expose the student to the importance of urban and cultural heritage. It explores the regional cultural identities through architectural styles, interior design, art, and general design aesthetic. Cultural heritage is explored through the lens of Indigenous cultures and ideas of ethics in design are debated. This subject 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.

SYSTEMS & ASSEMBLY

→ Practical Application

This subject covers structural methodologies, systems, and services for the built environment. Students assess the appropriate specifications for a range of interior spaces within residential and small to medium scale commercial projects. Technical skills will be improved to prepare detailed presentations for structural, non-structural, and services implementation.

DESIGN DRAWING 1

→ Design Communication

This subject is an introduction to the communication techniques and practices of interior design. By utilising physical and digital communication media, this subject offers practical experience for designers working in contemporary and future design environments. Exploration of conventional methods for presentation and communication of design information include sketch drawings, perspective views, rendering techniques and construction of 3D models.

CRITICAL THINKING

→ Industry Awareness

This subject introduces students to critical thinking and communication skills which empowers students to apply these skills to their studies. Critical thinking can involve making judgments and evaluations to distinguish fact from opinion, making informed opinions, assessing the validity of a theory, and application of theories to practical situations.

DESIGN DRAWING 2

→ Design Communication

This subject builds on the hand skills developed in Design Drawing 1 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.

DIGITAL INTEGRATION

→ Industry Awareness

This subject 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 subject with application through photography and videography.

COMPUTER-AIDED DESIGN 1

→ Design Communication

This subject continues to develop the principles of interior design drawing and technology as explored in previous units. Linked with the subject "Systems and Assembly" students develop an understanding of the structure of professional design documentation. Further computer-aided drawing skills will be developed with the introduction of 3D modelling software

DESIGN ENTREPRENEURSHIP

→ Industry Awareness

This subject presents students with the knowledge and skills to identify the management issues surrounding the establishment and survival of a small interior design business. 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.

TRIMESTER 4 - Bachelor only units

DESIGN FOR ENVIRONMENTS

→ Design Theory

This subject aims to develop a social design conscience around the principle of acting responsibly in a global context. The student will use cognitive and analytical thinking skills to assess and apply a lens for sustainability and the environment in the context of the interior space. Students lead and respond to current thinking on sustainability and its implications. A deeper understanding of the materials specified by designers will be developed with regard to the sustainability and recyclable potential.

DESIGN STUDIO 1

→ Practical Application

A residential project brief will be analysed and evaluated to provide a solution that supports specific requirements and constraints. Students will select from a variety of interior design and decorative styles, materials, finishes for surface treatments and arrangement of objects and elements in order to achieve an integrated interior design solution.

TRIMESTER 5 - Bachelor only units

DESIGN FOR EXPERIENCE

→ Design Theory

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

DESIGN STUDIO 2

→ Practical Application

This subject seeks to expose the student to a broad range of design skills and concepts. Students will develop sound abilities in the conceptualisation, development and communication of design ideas. The subject 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 the commercial field of interior design.

TRIMESTER 6 - Bachelor only units

DESIGN FOR HUMANITY

→ Design Theory

This subject incorporates a live project for a selected not-for-profit or local charity organisation. Students engage with the 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.

DESIGN STUDIO 3 - EMERGING DESIGN

→ Practical Application

This subject provides students with the opportunity to explore a specialised field of design knowledge. The primary concern of the design studio is to develop a holistic approach to the practice of interior design. This project will be the centrepiece of the students' portfolio and presentation at a Graduate Exhibition.

COMPUTER-AIDED DESIGN 2

→ Design Communication

This unit continues to develop the principles of design visualisation as introduced in CAD1. This subject 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 modelling software.

GLOBAL INDUSTRY & CAREERS

→ Industry Awareness

This subject 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 the development of a personal career direction. A range of networking opportunities will be offered to refine career directions.

COMPUTER-AIDED DESIGN 3

→ Design Communication

This subject continues to develop the principles of design visualisation as 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.

PORTFOLIO DEVELOPMENT

→ Industry Awareness

This unit builds on the skills and knowledge gained from Global Industry and Careers. Students are 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 is offered for critique and discussion with both peers and professionals.

EMERGING TECHNOLOGIES

→ Design Communication

This subject explores digital technologies at the forefront of design in the 21st century. Students are exposed to the latest techniques to further develop their digital skills. 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.

INDUSTRY PLACEMENT

→ Industry Awareness

Each student must undertake a supervised interior design industry work placement activity or complete a detailed artistic major portfolio where they will have the opportunity to practice the skills and knowledge that they have developed during the course.