

INTERIOR DESIGN

Consistently positioned as a leader nationally, the Interior Design program is recognized as an excellent major for students with strong creative and problem-solving abilities who are self-motivated and enjoy shaping user experiences in interior environments.

About this Program

- **College:** Design, Construction and Planning (<http://catalog.ufl.edu/UGRD/colleges-schools/UGDCP/>)
- **Degree:** Bachelor of Design
- **Credits for Degree:** 120

To graduate with this major, students must complete all university, college, and major requirements.

Department Information

The Department of Interior Design engages in research and creative scholarship with expertise in technology, design, communication, sustainability, lighting, history, and materials. The department's newest ventures involve virtual reality (VR).

Website (<https://dcp.ufl.edu/interior/>)

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Map (<http://campusmap.ufl.edu/#/index/0268>)

Curriculum

- Combination Degrees
- Interior Design

Interior design utilizes creativity, art, science, and technology to create imaginative, functional and inspiring spaces that:

- Serve the needs, function and requirements of individuals
- Provide a sense of place and attachment to those in interior environments.
- Are conceived responsibly and in ways that are sustainable
- Engage all stakeholders as active participants in the design process.

Graduates of the program develop on all levels: as thoughtful leaders, innovators, collaborators and as ethical and socially engaged human beings. The program prepares students for a variety of professional careers. Students gain experience in many sectors of design such as workplace design, retail, healthcare, residential and hospitality design.

The department conducts extended field trips to cities such as Atlanta, Chicago, Memphis, and New Orleans during which students interact with experienced designers, significant projects and buildings, exhibitions and showrooms. During the summer after the junior year students have opportunities to study abroad at the Detmold School for Architecture and Interior Architecture at the University of the Applied Sciences in Detmold, Germany. During that summer students are required to enroll in the required Design Field Experience (DFE) program, and choose to do paid internships, study abroad, perform research, or conduct field learning.

The four-year program is accredited by the Council for Interior Design Accreditation (CIDA). For those upper-level students interested in graduate level studies the program offers a 4+1 option, which allows them to receive a Master of Interior Design requiring only one additional year.

Organized trips to experience interior design, architecture and art in urban settings are required in the junior and senior years. Students should plan to have adequate funds for these required field trips and for their design studio project materials.

The four-year program is accredited by the Council for Interior Design Accreditation (CIDA).

Critical Tracking

Critical Tracking records each student's progress in courses that are required for progress toward each major. Please note the critical-tracking requirements below on a per-semester basis.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites (<https://cpm.flvc.org/advance-search/>) may be used for transfer students.

Semester 1

- Complete ARC 1301, DCP 1003, IND 1020, and IND 2100 with minimum grades of C
- 2.6 UF GPA required

Semester 2

- Complete ARC 1302 and IND 2130 with minimum grades of C
- 2.6 UF GPA required

Semester 3

- Complete ARH 2051, IND 2313, and IND 2635
- 2.8 UF GPA required

Semester 4

- Complete IND 2214 and IND 2460C
- Successfully complete the selective admissions guidelines
- 2.85 UF GPA required
- Complete MAC 1147 and PHY 2053 prior to moving into Semester 5

Semester 5

- Complete IND 3215, IND 2422, IND 3468, and IND 3483

Semester 6

- Complete IND 3216

Semester 7

- Complete IND 4225

Semester 8

- Complete IND 4226

Model Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

Course	Title	Credits
Semester One		
ARC 1301	Architectural Design 1 (Critical Tracking)	4
DCP 1003	Creating our Built Environment (Critical Tracking)	1
IND 1020	Design Innovation (Critical Tracking ; Gen Ed Humanities)	3
IND 2100	History of Interior Design 1 (Critical Tracking ; Gen Ed Humanities and International)	3
MAC 1147	Precalculus Algebra and Trigonometry (State Core Gen Ed Mathematics (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)) ¹	4
State Core Gen Ed Composition (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext); Writing Requirement		3
Credits		18
Semester Two		
Quest 1 (Gen Ed Humanities)		3
ARC 1302	Architectural Design 2 (Critical Tracking)	4
IND 2130	History of Interior Design 2 (Critical Tracking)	3
PHY 2053	Physics 1 (State Core Gen Ed Physical Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)) ¹	4
Gen Ed Mathematics		3
Credits		17
Semester Three		
ARH 2051	Introduction to the Principles and History of Art 2 (Critical Tracking ; Gen Ed Humanities)	3

IND 2313	Interior Design Communication Systems (Critical Tracking)	4
IND 2635	Environment and Behavior for Designers (Critical Tracking)	3
Elective		3
Credits		13
Semester Four		
Quest 2 (Gen Ed Physical, Biological Sciences or Social and Behavioral Sciences)		3
IND 2214	Introduction to Architectural Interiors (Critical Tracking)	4
IND 2460C	Computer Applications in Three Dimensional Design (Critical Tracking)	3
State Core Gen Ed Humanities (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Credits		13
Semester Five		
IND 3215	Architectural Interiors 1 (Critical Tracking)	5
IND 3422	Interior Finishes and Materials (Critical Tracking)	3
IND 3468	Interior Environmental Technologies (Critical Tracking)	3
IND 3483	Interior Design Construction Documents (Critical Tracking)	4
Credits		15
Semester Six		
ENC 3254	Professional Writing in the Discipline (State Core Gen Ed Composition (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext))	3
IND 3216	Architectural Interiors 2 (Critical Tracking)	5
IND 3431	Interior Lighting	3
IND 3512	Professional Practice of Interior Design	3
Credits		14
Semester Seven		
IND 4225	Advanced Architectural Interiors 1 (Critical Tracking)	6
IND 4450C	Advanced Interior Design Detailing and Construction Documents	4
IND 4940	Design Field Experience ²	3
State Core Gen Ed Social and Behavioral Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Credits		16
Semester Eight		
IND 4226	Advanced Architectural Interiors 2 (Critical Tracking)	6
Gen Ed Social and Behavioral Sciences		3
Elective (3000/4000 level)		3
Elective		2
Credits		14
Total Credits		120

¹ The Department of Interior Design requires students to complete MAC 1147 and PHY 2053 before Semester 5. Due to the rigorous nature of design studio, students should complete these courses during the Summer semesters.

² The Department of Interior Design requires students to complete IND 4940 no later than Semester 7. Due to the rigorous nature of design studio, students should complete this course the summer between Semesters 6 and 7.

Interior design is a limited-access program. During the Spring semester of the sophomore year, interior design faculty review each sophomore student's work and determine whether the student is prepared to continue as an interior design major. For more information, please contact the department regarding its selective admissions guidelines.

Academic Learning Compact

The four-year bachelor of design degree in Interior Design requires students to demonstrate and understand the creative design process and associated skills as they relate to problem solving and spatial organization. Students will develop skills in interior design, computer rendering and modeling, graphic communication, theory, materials, and the history of interior design. In the studio, students explore advanced problem solving, communication skills and issues related to environmental technology, lighting, professional practice, and interior construction.

Before Graduating Students Must

- Complete Council of Interior Design Accreditation academic requirements.
- Receive acceptable review and assessment of studio work from faculty, industry professionals and peers.
- Complete Design Field Experience assessments.

- Submit senior project.
- Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major Will Learn to

Student Learning Outcomes | SLOs

Content

1. Identify and apply life safety codes related to the built environment.
2. Identify and apply inclusive and universal design principles to design solutions.

Critical Thinking

3. Analyze and synthesize programmatic and contextual information related to design problems and generate design solutions that respond to those realities and needs.

Communication

4. Communicate design ideas clearly and effectively orally and through drawings and other visual media.

Curriculum Map

I = Introduced; R = Reinforced; A = Assessed

Courses	SLO 1	SLO 2	SLO 3	SLO 4
IND 2313				I
IND 2214	I	I	I	R
IND 3215	R	R	R	R
IND 3216	R	R	R	R
IND 4225	R	R	R	R
IND 4226	A	A	A	A

Assessment Types

- Exams, research papers and projects (lecture and construction lab courses)
 - Individual project work, portfolios, and juried presentations (design studios)
 - Design field experience and employer evaluations
 - CIDA accreditation program completion and senior portfolio
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