**INTERIOR DESIGN**

Consistently positioned as a leader nationally, UF’s interior design program is recognized as an excellent major for students with strong creative and analytical skills who are self-motivated and work well in teams.

**About this Program**
- **College:** Design, Construction and Planning
- **Degree:** Bachelor of Design
- **Credits for Degree:** 120
- **Additional Information**
- **Related Interior Design Programs**

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

Interior design is both an art and a science that involves the creation of imaginative and well-conceived spaces that:
- Serve the needs, function and requirements of individuals
- Provide a sense of place within both public and private spaces for group and individual activity
- Are appropriate and sustainable
- Include the community, owners, users, designers, planners and contractors as active participants in the design process.

Through the learning design process, graduates develop on all levels: as a thoughtful leader, an innovator, a collaborator and as an ethical and socially engaged human being. This program prepares students for professional careers in office design, retail, healthcare, residential and hospitality design. Examples of interior design specializations include historic preservation and environmental sustainability.

To give students first-hand design exposure, the department organizes trips to interact with designers in experienced firms, installations, significant buildings and exhibitions in cities such as Atlanta and Chicago. During the summer, upper-division students have opportunities to enroll in the international programs including the Detmold School for Architecture and Interior Architecture at the University of the Applied Sciences in Detmold, Germany. The department offers academic credit to explore professional opportunities through the required Design Field Experience (DFE) program. Interior design students may consider pursuing graduate studies in the program’s 4+1 option to receive a Master of Interior Design.

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).

**Related Interior Design Programs**
- **Combined Degree**

Critical Tracking records each student’s progress in courses that are required for entry to 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 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 ARC 2303, ARH 2051, IND 2313, and IND 2635
- 2.8 UF GPA required

**Semester 4**
- Complete IND 2214, IND 2422 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 3468, and IND 3483

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.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td><strong>Semester One</strong></td>
<td></td>
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</tr>
<tr>
<td>ARC 1301</td>
<td>Architectural Design 1 (Critical Tracking)</td>
<td>4</td>
</tr>
<tr>
<td>DCP 1003</td>
<td>Creating our Built Environment</td>
<td>1</td>
</tr>
<tr>
<td>IND 1020</td>
<td>Design Innovation (Critical Tracking; Gen Ed Humanities)</td>
<td>3</td>
</tr>
<tr>
<td>IND 2100</td>
<td>History of Interior Design 1 (Critical Tracking; Gen Ed Humanities and International)</td>
<td>3</td>
</tr>
<tr>
<td>MAC 1147</td>
<td>Precalculus Algebra and Trigonometry (State Core Gen Ed Mathematics)</td>
<td>4</td>
</tr>
<tr>
<td>State Core Gen Ed Composition; Writing Requirement</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td><strong>Semester Two</strong></td>
<td></td>
<td>18</td>
</tr>
<tr>
<td>ARC 1302</td>
<td>Architectural Design 2 (Critical Tracking)</td>
<td>4</td>
</tr>
<tr>
<td>IND 2130</td>
<td>History of Interior Design 2 (Critical Tracking)</td>
<td>3</td>
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<tr>
<td>IUF 1000</td>
<td>What is the Good Life (Gen Ed Humanities; Writing Requirement; 2,000 words)</td>
<td>3</td>
</tr>
<tr>
<td>PHY 2053</td>
<td>Physics 1 (State Core Gen Ed Physical Sciences)</td>
<td>4</td>
</tr>
<tr>
<td>Gen Ed Mathematics</td>
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<td>3</td>
</tr>
<tr>
<td><strong>Semester Three</strong></td>
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<tr>
<td>ARC 2303</td>
<td>Architectural Design 3 (Critical Tracking)</td>
<td>5</td>
</tr>
<tr>
<td>ARH 2051</td>
<td>Introduction to the Principles and History of Art 2 (Critical Tracking; Gen Ed Humanities)</td>
<td>3</td>
</tr>
</tbody>
</table>
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. Apply knowledge of the behavioral sciences and human factors.
2. Apply all aspects of the design process to creative problem solving.

**Critical Thinking**

3. Evaluate, select and apply information and research findings to design.

**Communication**

4. Communicate visually, verbally and in written form appropriate to the purpose and audience.

### Curriculum Map

\[ I = Introduced; \ R = Reinforced; \ A = Assessed \]

<table>
<thead>
<tr>
<th>Semester</th>
<th>Courses</th>
<th>SLO 1</th>
<th>SLO 2</th>
<th>SLO 3</th>
<th>SLO 4</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td></td>
<td><strong>IND 3215</strong> Architectural Interiors 1 (Critical Tracking)</td>
<td>I</td>
<td>I</td>
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<td></td>
<td><strong>IND 3216</strong> Architectural Interiors 2</td>
<td>I</td>
<td>I</td>
<td>R, A</td>
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<tr>
<td></td>
<td><strong>IND 3431</strong> Interior Lighting</td>
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<td>R, A</td>
<td>R, A</td>
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<td></td>
<td><strong>IND 3468</strong> Professional Practice of Interior Design</td>
<td>R, A</td>
<td>R, A</td>
<td>R, A</td>
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<td></td>
<td><strong>IND 4226</strong> Advanced Architectural Interiors 2</td>
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<td></td>
<td><strong>IND 4940</strong> Design Field Experience</td>
<td></td>
<td>R, A</td>
<td>R, A</td>
<td>R, A</td>
</tr>
</tbody>
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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 before graduating.

### 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