

INTERIOR DESIGN

Consistently positioned as a leader nationally, the 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 (<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/>)

CONTACT

Email (mmatchkie@dcp.ufl.edu) 352-294-1430

P.O. Box 115705
1480 Inner Road
ARCHITECTURE BUILDING, OFFICE 331
GAINESVILLE FL 32611-5701
Map (<http://campusmap.ufl.edu/#/index/0268>)

Curriculum

- Combination Degrees
- Interior Design

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).

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 (<http://www.flvc.org/cpp/displayRecord.jsp?cip=500408&track=01>) 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

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		
ARC 2303	Architectural Design 3 (Critical Tracking)	5
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)	3
IND 2635	Environment and Behavior for Designers (Critical Tracking)	3
Credits		14
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 2422	Interior Finishes and Materials (Critical Tracking)	3
IND 2460C	Computer Applications in Three Dimensional Design (Critical Tracking)	3
Credits		13
Semester Five		
IND 3215	Architectural Interiors 1 (Critical Tracking)	5
IND 3468	Interior Environmental Technologies (Critical Tracking)	3
IND 3483	Interior Design Construction Documents (Critical Tracking)	4
State Core Gen Ed Humanities (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
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		1
Credits		13
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. 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

Courses	SLO 1	SLO 2	SLO 3	SLO 4
IND 3215	I	I	I	I
IND 3216	I	I	R, A	R, A
IND 3431	R, A	R, A	R, A	R, A
IND 3468	R, A	R, A	R, A	R, A
IND 3483	R, A	R, A	R, A	R, A
IND 3512	R, A	R, A	R, A	R, A
IND 4225	R, A	R, A	R, A	R, A
IND 4226	R, A	R, A	R, A	R, A
IND 4450C	R, A	R, A	R, A	R, A
IND 4940	R, A	R, A	R, A	R, 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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