

## ARCH142 : Advanced Interior Design

### General Information

Author:	<ul style="list-style-type: none"><li>David D Martin</li></ul>
Course Code (CB01) :	ARCH142
Course Title (CB02) :	Advanced Interior Design
Department:	ARCH
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1302.00) Interior Design and Merchandising
CIP Code:	(50.0408) Interior Design.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000578449
Curriculum Committee Approval Date:	05/22/2024
Board of Trustees Approval Date:	07/16/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	ARCH 142 is a concentrated, in depth exploration of the dynamics of space planning and design, along with the design development phases for residential and commercial structures. The student develops drawings and studies models to describe the characteristics of the interior space and construction techniques of the structure. The complete design and documentation process is addressed including: building and program analysis, space planning, lighting design, colors, finishes, furniture, and accessories. Each component evolves from the schematic design phase, through design development, to the final presentation phase.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Author:	<ul style="list-style-type: none"><li>David D Martin</li></ul>

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Architecture</li></ul>
Alternate Discipline:	No value
Alternate Discipline:	No value

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

### Course Special Class Status (CB13)

Course is not a special class.

### Pre-Collegiate Level (CB21)

Not applicable.

### Grading Basis

- Grade with Pass / No-Pass Option

### Course Support Course Status (CB26)

Course is not a support course

## Transferability & Gen. Ed. Options

### General Education Status (CB25)

Not Applicable

### Transferability

Transferable to CSU only

### Transferability Status

Approved

## Units and Hours

### Summary

**Minimum Credit Units (CB07)** 3

**Maximum Credit Units (CB06)** 3

**Total Course In-Class (Contact) Hours** 108

**Total Course Out-of-Class Hours** 54

**Total Student Learning Hours** 162

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

### Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1.5	3
Laboratory Hours	4.5	0
Studio Hours	0	0

### Course Student Hours

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	0
<b>Course In-Class (Contact) Hours</b>	
Lecture	27
Laboratory	81
Studio	0

**Total** 108

**Course Out-of-Class Hours**

Lecture	54
Laboratory	0
Studio	0
<b>Total</b>	<b>54</b>

**Time Commitment Notes for Students**

No value

**Units and Hours - Weekly Specialty Hours**

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

**Pre-requisites, Co-requisites, Anti-requisites and Advisories**

**Prerequisite**

ARCH141 - Interior Design (in-development)

**Objectives**

- Complete a series of basic floor plan designs.
- Demonstrate a familiarity with various architectural styles.
- Complete projects dealing with the arrangement of furniture, floor and window treatments, lighting and accessory planning.
- Prove familiarity with basic design elements.
- Demonstrate a familiarity with a selected technical vocabulary.
- Demonstrate a familiarity with a selected portion of the uniform building code.

**OR**

**Prerequisite**

ART141 - Interior Design

**Objectives**

- Complete a series of basic floor plan designs.
- Demonstrate a familiarity with various architectural styles.
- Complete projects dealing with the arrangement of furniture, floor and window treatments, lighting and accessory planning.
- Prove familiarity with basic design elements.

**Entry Standards**

Entry Standards

## Course Limitations

Cross Listed or Equivalent Course

## Specifications

### Methods of Instruction

Methods of Instruction                      Lecture

Methods of Instruction                      Laboratory

Methods of Instruction                      Multimedia

Methods of Instruction                      Field Activities (Trips)

Methods of Instruction                      Guest Speakers

### Out of Class Assignments

- Individual projects (e.g. design various furniture layouts for a one or two story commercial structure)

### Methods of Evaluation

### Rationale

Exam/Quiz/Test

Midterm examination

Project/Portfolio

Final individual project (e.g. maintaining a sketchbook and project development review)

Project/Portfolio

Portfolio review and critique (e.g. a critique of all of the work that the student has accomplished during the course)

Exam/Quiz/Test

Final examination (e.g. a performance-based drawing project)

### Textbook Rationale

No Value

### Textbooks

Author

Title

Publisher

Date

ISBN

Yates, MaryPaul, et al

Textiles for Residential and  
Commercial Interiors

New York:  
Fairchild Books

2019

978-1501326516

Piotrowski, Christine, et al	Designing Commercial Interiors,	Hoboken: Wiley	2016	978-1118882085
Karlen, Mark, et al	Lighting Design Basics	Hoboken: Wiley	2024	978-1119803447
<b>Other Instructional Materials (i.e. OER, handouts)</b>				
No Value				
<b>Materials Fee</b>				
No value				

## Learning Outcomes and Objectives

### Course Objectives

- Describe the design principles for interior spaces of residential and commercial buildings.
- Analyze the building and the client's needs to develop a design concept.
- Develop design concept sketches and drawings to describe the characteristics of the interior space of a project.
- Describe the effects of the design due to building code and construction factors.

### SLOs

<b>Analyze site and program conditions to establish a design concept.</b>		Expected Outcome Performance: 70.0
<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.	
	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.	
<i>ARCH</i> Architectural Drafting & Design - Certificate	Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.	
<i>ARCH</i> Architectural Drafting and Design	Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.	
<b>Discuss basic design elements.</b>		Expected Outcome Performance: 70.0
<i>ILOs</i> Core ILOs	Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.	

*ARCH*  
Architectural Drafting &  
Design - Certificate

Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.

*ARCH*  
Architectural Drafting  
and Design

Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.

**Utilize traditional and digital drawing techniques to document the project.**

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs

Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

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Architectural Drafting &  
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Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.

*ARCH*  
Architectural Drafting  
and Design

Demonstrate skills in the production of working drawings of residential and commercial structures; discuss how design/drawing techniques, application of the International Building Code (IBC), building construction techniques, and other standards affect the design of their structure.

**Document the project showing the arrangement of furniture, floor and window treatments, lighting and accessories.**

Expected Outcome Performance: 70.0

*ILOs*  
Core ILOs

Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.

Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.

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## Additional SLO Information

**Does this proposal include revisions that might improve student attainment of course learning outcomes?**

No

**Is this proposal submitted in response to learning outcomes assessment data?**

No

**If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.**

No Value

**SLO Evidence**

No Value

## Course Content

### Lecture Content

#### **Pre-Design Research and Programming (4 Hours)**

- Residential
- Commercial
- Design philosophy
- Mission statement and goals
- Design concept and branding

#### **Building Analysis and Program Analysis (4 Hours)**

- Interior building components
- Floor
- Ceiling
- Walls
- Stairs
- Doors
- Windows

#### **Space Planning and Layouts (7 Hours)**

- Functional zoning
- Developing furniture layout
- Shaping the space
- Relationships of design elements in three dimensional space

#### **Lighting Design (4 Hours)**

- Functional lighting zoning
- Aesthetic value of light, shadow and color
- Schematic lighting design
- Ceiling reflected plan and schematic sections
- Design development
- Light sources, fixtures and technologies
- Digital model presentation

#### **Materials and Technologies (4 Hours)**

- Color palettes
- Finishes
- Furniture
- Accessories

#### **Documentation of the Project (4 Hours)**

- Drawings and study models
- Finishes
- Furniture and costume
- Accessories

**Total Hours: 27 Hours**

## Laboratory/Studio Content

### Pre-Design Research and Programming (12 Hours)

- Residential
- Commercial
- Design philosophy
- Mission statement and goals
- Design concept and branding

### Building Analysis and Program Analysis (14 Hours)

- Interior building components
- Floor
- Ceiling
- Walls
- Stairs
- Doors
- Windows

### Space Planning and Layouts (14 Hours)

- Functional zoning
- Developing furniture layout
- Shaping the space
- Relationships of design elements in three dimensional space

### Lighting Design (14 Hours)

- Functional lighting zoning
- Aesthetic value of light, shadow and color
- Schematic lighting design
- Ceiling reflected plan and schematic sections
- Design development
- Light sources, fixtures and technologies
- Digital model presentation

### Materials and Technologies (14 Hours)

- Color palettes
- Finishes
- Furniture
- Accessories

### Documentation of the Project (13 Hours)

- Drawings and study models
- Finishes
- Furniture and costume
- Accessories

**Total Hours: 81**

## Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

### GCC Major Requirements

No Value

### GCC General Education Graduation Requirements

No Value

### Repeatability

Not Repeatable

**Justification (if repeatable was chosen above)**

No Value

## **Resources**

**Did you contact your departmental library liaison?**

No

**If yes, who is your departmental library liaison?**

No Value

**Did you contact the DEIA liaison?**

No

**Were there any DEIA changes made to this outline?**

No Value

**If yes, in what areas were these changes made:**

No Value

**Will any additional resources be needed for this course? (Click all that apply)**

No Value

**If additional resources are needed, add a brief description and cost in the box provided.**

No Value