

Interior Design

FIRST YEAR: TRIMESTER 1

Bachelor & Diploma units

IDDT1 CREATIVE THEORY

DESIGN THEORY

This unit explores the language of the interior designer and the development of a range 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. The unit also introduces analytical and creative thinking to demonstrate a broad understanding of design principles and elements. The design process is contextualised to interior design to develop a sound approach to concept and design presentation.

IDPA1 COLOUR EXPLORATION

PRACTICAL APPLICATION

This unit 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 the work of relevant theorists, designers and artists. Emerging colour theories will be examined and applied to various design scenarios. Through experimentation and exploration of colour and lighting products, students will suggest appropriate design solutions to 2D and 3D projects. Application of appropriate legislation, standards, safety and sustainable theories will be reflected in projects.

INDED1 DESIGN DRAWING

DESIGN COMMUNICATION

This unit presents an introduction to the communication techniques and practices of interior design. By offering a range of complementary activities, and utilizing physical and digital communication media, this unit offers practical experience for designers working within contemporary and future design environments. Exploration of conventional methods for presentation and communication of design information will include sketch drawings, perspective views, rendering techniques and construction of 3D models. A folio of work will be produced to demonstrate communication skills, commencing with line drawing by hand, which increases in complexity to include light, shade, texture and colour. Knowledge and skills will be developed to encourage discussion of design ideation and concept development through visual formats.

CRFCRFS CREATIVE FOUNDATIONS

CREATIVE FOUNDATIONSN

Creativity is more than just inspiration; it is a skill, a discipline, and an essential tool for navigating the complexities of the modern world. In this unit, you will explore creativity's role across diverse disciplines and communities, gaining valuable insight into the ethical and cultural values that shape creative practice. You will develop critical skills to evaluate information, articulate ideas, and confidently reflect on creative work. By engaging with a dynamic community of students from across Collarts, you will have the opportunity to explore your creative potential and establish a strong foundation for your studies and future career in the creative industries.

Interior Design

TRIMESTER 2

Bachelor & Diploma units

IDDT2 DESIGN MOVEMENTS

DESIGN THEORY

This unit introduces the key historical and theoretical design movements of interior design and architectural practice. Spanning from pre-history to the current day, students have the opportunity to 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. An emphasis on investigation of multiple sources of information will be encouraged. Reflection on design movements will assist students to understand the designer's role in society and to provide context for personal design analysis.

IDPA2 MATERIAL EXPLORATION

PRACTICAL APPLICATION

This unit 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 under project conditions. Through investigation, analysis and discussion, students are introduced to leading and responding to current thinking and developing technology at the forefront of material production with a focus on sustainability. Experimentation with patterns found in nature, the built environment, and from history will be developed into a vector-based model. As the student investigates the ethics of material production they have the opportunity to develop a sense of responsibility for their future design practice.

INDDID2 DIGITAL DRAWING

DESIGN COMMUNICATION

This unit builds on the hand skills developed in Design Drawing, 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. The aim is for students to also realise significant capability in interpreting, producing and utilising current Australian standards, acuity with architectural documentation and investigation of alternate drawing and representation software.

IDIA2 DIGITAL INTEGRATION

CREATIVE FOUNDATIONS

This unit 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 unit with application through photography and videography. Students will be asked to use a collaborative approach to produce a design project to industry deadlines and standards.

Interior Design

TRIMESTER 3

Bachelor & Diploma units

IDDT3 REGIONAL DESIGN CULTURE

DESIGN THEORY

This unit aims to expose the student to the importance of cultural heritage, with a particular focus on Australia and the Asia-Pacific region. It explores regional cultural identities through architectural styles, interior design, art and general design aesthetics. Cultural heritage is explored through the lens of indigenous cultures and ideas of ethics in design are debated. This subject also 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. Students have the opportunity to be challenged to formulate a response to the pressing need for interpretation, management and conservation of interiors, buildings and cities in the region.

IDPA3 SYSTEMS & ASSEMBLY

PRACTICAL APPLICATION

This unit aims to advance the students' knowledge in structural methodologies, systems, and services for the built environment. Cognitive and analytical thinking will be employed to assess and stipulate the appropriate specifications for a range of interior spaces within residential and small to medium scale commercial projects. Technical skills will be enhanced to prepare detailed presentations including layouts and documentation for structural, non- structural and services implementation. A problem-based approach will be employed to develop an understanding of the critical programming required for an interior fit-out project including work schedule, estimates and consultation with industry specialists.

IDDC3 COMPUTER-AIDED DESIGN 1

DESIGN COMMUNICATION

This unit continues to develop the principles of interior design drawing and technology as explored in Design Drawing and Digital Drawing. There will be a strong link to the concurrent unit 'Systems and Assembly' in the understanding of structure and developing a professional set of design documentation. Computer-aided drawing skills will be further developed with the introduction of 3D modelling software and the application to a project brief. The student has the opportunity to develop the basic skills of digital presentation, documentation and 3D visualisation for a project brief.

IDIA3 DESIGN ENTREPRENEURSHIP

CREATIVE FOUNDATIONS

This unit equips students with the knowledge and skills to identify key management issues involved in establishing and sustaining a small business, including the essential steps in setup and available resources. Students explore challenges faced by entrepreneurs such as selecting, registering, and protecting a business name, as well as purchasing, licensing, franchising, and partnerships. Throughout the unit, students refine their career plans and develop sound decision-making skills to strengthen their design entrepreneurship potential. The role of the interior designer is examined, with a focus on recognising and expanding professional opportunities. Students gain an understanding of market trends, client acquisition, and commercial realities. Graduates learn to creatively lead the design process, fulfil a brief, and apply practical tools to create, shape, and realise a design while overseeing projects and taking responsibility for key creative decisions.

Interior Design

SECOND YEAR: TRIMESTER 1

Bachelor units only

IDDT4 DESIGN FOR ENVIRONMENTS

DESIGN THEORY

This unit aims to develop a social design conscience that embraces the principle of acting responsibly in a global context. The student is asked to use cognitive and analytical thinking skills to assess and apply a lens for sustainability and the environment in the context of the interior space. Through investigation, analysis and discussion, students will have the opportunity to lead and respond to current thinking on sustainability and its implications. A deeper understanding of the materials specified by designers will be developed with regards to the sustainability and recyclable potential. Students will be offered a range of topics to explore and technical skills will be enhanced through demonstration of environmentally sustainable design principles – orientation, passive design, thermal mass, and energy saving practices. A holistic approach to design and decoration will encompass the structure, interior linings and finishes, and be applied to a range of interior spaces.

IDPA4 DESIGN STUDIO 1

PRACTICAL APPLICATION

This unit develops the skills to analyse a residential design brief, generate concepts, and create a cohesive interior solution within defined requirements and constraints. Students apply critical thinking to select appropriate styles, materials, finishes, and spatial arrangements, presenting their integrated design through a professional multimedia presentation to peers and industry. visuals, text and verbal arguments.

IDDC4 COMPUTER-AIDED DESIGN 2

DESIGN COMMUNICATION

This unit continues to develop the principles of design visualization as introduced in CAD 1. This unit 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 modeling software. This will be applied to a project brief with time management and presentation outcomes and requirements.

IDIA4 GLOBAL INDUSTRY & CAREERS

CREATIVE FOUNDATIONS

This unit 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 development of a personal career direction. A range of networking opportunities will be offered, implemented and evaluated to further refine career directions. Preparation of personal knowledge and skills for career development will be a main focus of this unit and students will be able to work both individually and in teams.

Interior Design

TRIMESTER 2

Bachelor units only

IDDT5

DESIGN FOR EXPERIENCE

DESIGN THEORY

This unit will focus on experimental and experiential design and decoration for interactive spaces. Students will investigate potential future directions for interiors that invite human contact and experience through innovative creation of real and virtual spaces. Working with a variety of mediums and materials from projection, image generation, creative textile, colour and lighting techniques, students will plan and develop contemporary alternative solutions for new and existing interior/exterior or hybrid spaces. Thorough and immersive analysis will investigate responses to lifestyle and the ephemeral notions of experience design, performance, theatre, installation, and exhibition.

IDPA5

DESIGN STUDIO 2

PRACTICAL APPLICATION

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

IDPA6

COMPUTER-AIDED DESIGN 3

DESIGN COMMUNICATION

This unit continues to develop the principles of design visualisation 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. This unit will support a complex commercial project brief for 'Design Studio 2' through the preparation of a digitally-rendered 3D model using more advanced building Information modelling (BIM) software knowledge and skills.

IDIA5

PORTFOLIO DEVELOPMENT

CREATIVE FOUNDATIONS

This unit will build on the skills and knowledge gained from Global Industry and Careers with a focus on the individual. Students will be 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 will be offered for critique and discussion with both peers, academics and industry professionals. A final design solution will be prepared using a range of technologies to describe both a physical artefact and a digital representation of a personal design portfolio to be presented as part of a group exhibition.

Interior Design

TRIMESTER 3

Bachelor units only

IDDT6

DESIGN FOR HUMANITY

DESIGN THEORY

This final theory unit will incorporate a live or simulated project for a selected not-for-profit, charitable organisation or social enterprise. Students will engage with the real, 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. Ideas of mentoring and altruism will be explored and reflected upon. Budgetary, time, and practical constraints will be considered as major factors in the production of the final design concept and potential implementation.

IDPA6

DESIGN STUDIO 3

PRACTICAL APPLICATION

This final design studio unit allows students to explore a specialised area of interior design in a comprehensive and personalised way. It focuses on developing a holistic approach to practice while encouraging original thinking and responses to emerging fields. Students create a complex design solution for an interior space of their choice, which may include specialised residential, workplace, hospitality, or retail environments. They develop a strong conceptual premise, resolve detailed technical aspects, and formally present their proposal. The project becomes the centrepiece of their portfolio and Graduate Exhibition presentation.

IDDC6

EMERGING TECHNOLOGIES

DESIGN COMMUNICATIONS

This unit will explore the digital technologies at the forefront of design in the 21st century. Students will be exposed to the latest techniques to further develop their digital skills. Extended 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 in which to resolve complex interior problems or accomplish a specific purpose. Students will be encouraged to develop their own digital style of presentation using a blended approach of multimedia techniques to support their final Design Studio project.

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INDUSTRY PLACEMENT

CREATIVE FOUNDATIONS

This unit offers the opportunity to move beyond the classroom and into the workplace, allowing you to apply your skills, explore your strengths, and identify areas for growth as you gain real-world experience in your chosen industry. In a supervised role, you will engage with daily operations, refining your abilities through observation, analysis, and hands-on work. This placement enables you to align your experience with your career goals and build confidence in a professional setting. While securing a placement is your responsibility, academic mentors and career advisors are available to support you in finding the right opportunities. This invaluable experience will help you prepare for the next step in your creative career.