

# Interior Design

## TRIMESTER 1

## Bachelor & Diploma units

### CREATIVE THEORY

#### Design Theory

##### UNIT DESCRIPTION

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.

### COLOUR EXPLORATION

#### Practical Application

##### UNIT DESCRIPTION

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.

### DESIGN DRAWING

#### Design Communication

##### UNIT DESCRIPTION

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.

### CREATIVE FOUNDATIONS

#### Industry Awareness

##### UNIT DESCRIPTION

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

### DESIGN MOVEMENTS

#### Design Theory

##### UNIT DESCRIPTION

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.

### MATERIAL EXPLORATION

#### Practical Application

##### UNIT DESCRIPTION

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.

### DIGITAL DRAWING

#### Design Communication

##### UNIT DESCRIPTION

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.

### DIGITAL INTEGRATION

#### Industry Awareness

##### UNIT DESCRIPTION

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

### REGIONAL DESIGN CULTURE

#### Design Theory

##### UNIT DESCRIPTION

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.

### SYSTEMS & ASSEMBLY

#### Practical Application

##### UNIT DESCRIPTION

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.

### COMPUTER-AIDED DESIGN 1

#### Design Communication

##### UNIT DESCRIPTION

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.

### DESIGN ENTREPRENEURSHIP

#### Industry Awareness

##### UNIT DESCRIPTION

This unit equips students with the knowledge and skills to navigate small business management, from setup to survival. Topics include business registration, partnerships, licensing, and franchising. Students will refine career plans while learning sound decision-making for design entrepreneurship. The unit explores the interior designer's role, focusing on market trends, client acquisition, and business opportunities. Graduates will develop the ability to shape, direct, and oversee design briefs, taking responsibility for creative decisions.

# Interior Design

## TRIMESTER 4

Bachelor units only

### DESIGN FOR ENVIRONMENTS

Design Theory

#### UNIT DESCRIPTION

This unit fosters a social design conscience, emphasising responsible action in a global context. Students will develop cognitive and analytical skills to assess sustainability in interior spaces. Through investigation and discussion, they will engage with current sustainability concepts and material choices, considering recyclability. A range of topics will be explored, with technical skills enhanced through sustainable design principles such as orientation, passive design, thermal mass, and energy efficiency. A holistic approach will integrate structure, interior linings, and finishes across various interior spaces.

### DESIGN STUDIO 1

Practical Application

#### UNIT DESCRIPTION

This unit will explore and apply knowledge, and develop the skills required to analyse a residential design brief, investigate, and generate design ideas and concepts to create a visual experience in a defined interior space. A residential project brief will be analysed and evaluated to provide a solution that supports specific requirements and constraints. The student will use critical thinking skills to select from a variety of interior design styles, materials and finishes for surface treatments and arrangement of objects and elements in order to achieve an integrated solution. The design process will be implemented and demonstrated to peers, academics and professionals in a cohesive and convincing presentation using multimedia visuals, text and verbal arguments.

### COMPUTER-AIDED DESIGN 2

Design Communication

#### UNIT DESCRIPTION

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.

### GLOBAL INDUSTRY & CAREERS

Industry Awareness

#### UNIT DESCRIPTION

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 5

Bachelor units only

### DESIGN FOR EXPERIENCE

Design Theory

#### UNIT DESCRIPTION

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.

### DESIGN STUDIO 2

Practical Application

#### UNIT DESCRIPTION

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.

### COMPUTER-AIDED DESIGN 3

Design Communication

#### UNIT DESCRIPTION

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.

### PORTFOLIO DEVELOPMENT

Industry Awareness

#### UNIT DESCRIPTION

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 6

Bachelor units only

### DESIGN FOR HUMANITY

Design Theory

#### UNIT DESCRIPTION

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.

### DESIGN STUDIO 3

Practical Application

#### UNIT DESCRIPTION

This final design studio allows students to explore a specialised field of interior design in a personalised way. Emphasising a holistic approach, it encourages original thinking and innovative responses to emerging practices. Students will create a complex design solution for a chosen interior space, such as specialised residential, work, hospitality, or retail environments. Their project will demonstrate strong technical resolution and be formally presented as the centrepiece of their portfolio for the Graduate Exhibition.

### EMERGING TECHNOLOGIES

Design Communication

#### UNIT DESCRIPTION

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.

### INDUSTRY PLACEMENT

Industry Awareness

#### UNIT DESCRIPTION

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.