



Project Title: traditional craft Heritage trAining, design and marketing in jorDan and Syria

Course Outline

Module 1 – Interior Design

Authors	Training and Technical Group (TTG)
	Scientific and Supervising Committee (SC)
WP Number	WP5 / DEVELOPMENT
	Make traditional crafts skills competency development an
	integrated part in Teaching
WP Leader	UNIFI
Course Offered by	ZUJ, MU, ABU, TU
Total number of pages	8

Project Coordinator

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	INTEI	RIOR DESIGN,			
	COUR	SE SYLLABUS			
Course Code	Course Title	INTERIOR DESIGN		Cr.hr. ECTS	3 6
Class Room	Time				
	Semester				
Instructor(s)		Email:	Phone:		
Office Hours	As assigned in instructors schedules on the system & in front of their offices doors				

COURSE DESCRIPTION: (ACCORDING TO THE CURRICULUM):

A design studio intended to introduce students to the basic psychology of designing spaces and the various aspects and considerations involved in practice of residential, commercial and a service design. It provides knowledge related to the solutions for interior design and architecture. The topics that are typically covered include the importance of design, the meaning and definition of design, the fundamental elements related to interior design in 2D along with their definitions. The course also focuses on how to employ traditional elements (decorations, paving, domes, arches, etc.) in contemporary designs with a reformulation of materials and colors.

In this course students learn about the qualities of materials, their potential sustainability and appropriate application. It focuses in practical experimentation informed by the use of materials, technologies and production processes to obtain a successful furnishing. Students learn how laser and CNC machines are used in the prototypes manufacturing and decorations implementation and accessories which can be added to the products. They will also study the roles that designers play, and the impact design can have on social, physical, environmental and commercial contexts. The course concentrate on developing student's creative, technical and marketing skills required for employment in engineering companies specialized in designing furniture.

COURSE OBJECTIVE:

The objectives of this course cover the following points:

- 1. Interior design principles: unity, symmetry proportion, balance, hierarchy, scale, contrast, rhythm, focus, harmony, creation of repetitive patterns.
- 2. Elements and materials of design: Materials and their uses, Color, Lighting, Textiles, Furniture, Accessories, art and signage.
- 3. Interior design process: gathering and analyzing information, developing a design concept, make the necessary drawings (plans, details, sections and sketches), digital illustration of the design using digital programs such as (Photoshop, SketchUp, and CAD).
- 4. Focus on methodological and technical approaches to design.
- 5. Learn with an understanding of various interior designs.

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- 6. Help students understand aspects such as furnishing, materials used and elements and principles of design
- 7. Understand the revolutionizing trends of interior design by keeping in mind the varying tastes and preferences of different demographics and cultures.
- 8. Develop talents in creative and artistic skills and apply an imaginative and unconventional approach to interior design.
- 9. Students acquire in-depth knowledge through regular interaction with industry experts and the opportunity to participate in exhibitions and workshops.
- 10. The course covers the technical aspects of surface and structural materials in relation to function and appropriate application in the interior environment.
- 11. The course increases professional competence in the area of interior materials and their application, enhances ability to work as a team and enhances communications kills (written, graphic, and oral).
- 12. Technological competence is supported through product research using the internet.
- 13. Teamwork and leadership skills are developed through the activity of functioning as a design team to present product research and problem-solving.

STUDENT PERFORMANCE CRITERIA:

Based on NAAB 2014 Student Performance Criteria for Accreditation:

- A.2 Design Thinking Skills: Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards.
- B.4 Technical Documentation: Ability to make technically clear drawings, write outline specifications, and prepare models illustrating and identifying the assembly of materials, systems, and components appropriate for a building design..

Based on HANDS Learning Outcomes:

- LO4: Develop creative solutions by integrating traditional craft elements into contemporary design projects.
- LO9: Considerations in the design, production, and marketing of traditional crafts, considering issues such as cultural appropriation and fair trade practices.
- LO12: Explore creative expression and innovation within traditional craft design. This involve experimentation with materials, techniques, and forms to create contemporary interpretations of traditional crafts.
- LO15: Ability to effectively communicate the design ideas, concepts, and processes both visually and verbally. This includes skills in sketching, prototyping, documentation, and presentation techniques relevant to traditional craft design.
- LO19: Apply traditional design principles to the manufacturing processes, ensuring that design work reflects the aesthetic and functional qualities inherent in traditional craft objects. This includes considerations of form, function, ornamentation, and cultural symbolism.

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Week #	Торіс	Туре	Grading
W1	Introduction to Interior Design and Decoration		
W2	Interior design fundamentals	Project 1	
W3	Elements and Principles of Design		
W4	Functional and Decorative Use of Colour		
W5	Lighting Effects on Colour		Total 20%
VV S	Materials		
W6	Furnishings		
W7	Interior Planting	Ducient 2	
W8	Architectural Traditional elements	Project 2	
W9	Design prototyping and presentation skill		
W10	Form, function and ornament	-	Total 40%
W10	Residential interior design project		
W11	Commercial interior design project	Final Project	
W12	Service interior design project		
W13	History of Traditional products & furniture		
W14	Furniture design Fundamentals		
W15	Final submission of the final project according to the dep. Schedule		Total 40%
Ψ Γ	project: the specific schedule is within the project description.		

GRADING:

• Grading will be based on class work and participation, and projects, assignments and quizzes. 60% of your total grade is the accumulation of grades earned on projects divided by two main projects, in addition to the final project (40%) as follow:

No.	Туре	Start Week	Submit. Week	Weight
1	Project # 1:	1	5	30%
2	Project # 2:	5	10	30%
			TOTAL	60%
3	Project # 3: final project:	10	15	40%
			TOTAL	100%

- All lectures and project demonstrations take place at the beginning of the class time and will not be repeated. When you are absent or late it is your responsibility to get the missed work from your classmate.
- **Portfolio and Documentation of Design Work:** Students are required to document all studio work in Digital copies of design work.

REFERENCES:

- References:
- Rob Thompson, Product and Furniture Design (The Manufacturing Guides), April 1, 2011
- -Emilio Pimentel-Reid,Bold British Design: Creating a Fearless, Modern Living Space Hardcover, June 23, 2020

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- -Robert W. Lang, Drawings for Craftsman Furniture, Revised & Expanded Second Edition: Authentic and Fully Detailed Plans for 61 Classic Pieces (Fox Chapel Publishing), March 2, 2020
- Tom Carpenter, Wood working: The Complete Step-by-Step Guide to Skills, Techniques, and Projects, 2019
- Randy Johnson, How to Make Outdoor & Garden Furniture: Instructions for Tables, Chairs, Planters, Trellises & More from the Experts at American Woodworker, 2013
- Alan Garbers, From Tree to Table: How to Make Your Own Rustic Log Furniture, 2019. **Handouts:** To be introduced and handed to the students as needed.

ATTENDANCE POLICY:

Attendance policy:

- Attendance will be checked at each class and the university regulations will be strictly followed for student exceeding the maximum rate of absences.
- Late attendance will be considered as an absence.
- Late submissions will not be considered.
- Submissions without follow up with the direct instructor will not be evaluated.

CHEATING POLICY:

Cheating is not tolerated and against the university rules. Cheating will result in failing the course and reporting the incident to the dean of the college of architecture and design.

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List of Suggested Projects in Accordance with HANDS LOs

Week	Project / Task	points
2-3	Project 1: Residential interior design project	
	Using equipment at HANDS workshops	
	Description of Project 1:	
	- learn the fundamentals of residential design techniques and	
	philosophies are integrated seamlessly with the learning of	
	digital representation.	
	- study the effects of light, color, furniture and decorative	
	objects in residential design.	
	- study the effects of light, color, furniture and decorative objects	
	in residential design.	
	Lecture:	
	- Residential interior design principles.	
	- Different residential design styles.	
	- Residential furniture and their dimensions.	
	- Examples of a range of residential interior designing styles.	
	Project follow up	
	□ Analyzing the suggested elements,	
2-3	Project 2: interior space design with traditional / contemporary	
	craft item	
	□ Description of Project 2:	
	Each student will design a single family residence in the following	
	steps:	
	Idea sketching.	
	Beginning a floor plan and residential space planning.	
	Drawing plans in CAD programs.	
	Selecting furnishings and their materials.	
	Arranging the various furnishing elements.	
	Arranging lights and design the residence ceiling.	
	Controlling lights and materials.	
	Building a digital model.	
	Using Photoshop to finalize the project.	
	For the final presentation students will deliver the following	
	components for the craft furniture items:	
	Residence plans with furniture plan(s).	
	Two crossed sections with furniture.	
	C. Three-dimensional digital models of primary spaces.	
	D. Sketches of preliminary design ideas.	
	E. Written concept statement.	

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3	Project (3): Craft Work / furniture in Commercial interior		
	design project		
	Lecture:		
	- Introduced to commercial design and decoration with a focus		
	on design parameters, the scope of services, and the latest		
	trends of commercial space.		
	- study the effects of light, color, furniture and decorative objects		
	in residential design.		
	- study the effects of light, color, furniture and decorative objects		
	in residential design.		
	Students will design the interior of a small commercial space such		
	as (café, art gallery or a boutique) in a traditional Islamic style and		
	present it as a project.		
	- Commercial interior design principles.		
	- Different commercial design styles with the concentration on		
	the traditional Islamic style.		
	- Various types architecture traditional elements and how to		
	implement them in contemporary design.		
	- Examples of commercials interiors designed in Islamic		
	traditional style.		
2.2			
2-3	Project 04: Service interior design project		
	Lecture:		
	- Introduction to service spaces design and decoration with a		
	focus on design parameters, the scope of services, and the latest		
	trends and needs of service spaces.		
	- Study the effects of light, color, furniture and decorative		
	objects in service design sing decoration in Handcrafts.		
	Description of Project 04:		
	- Service interior design principles.		
	- Different service spaces design styles.		
	- Various types of service furniture and their dimensions.		
	- Examples of a range of service interior designing styles.		
4	Project 5: Furniture design Fundamentals		
	□ Description of the project:		
	- to apply a unique and adaptable design process to a variety of		
	contexts and problems such as form, materials research,		
	fabrication and use.		
	- to articulate an informed point of view related to the		
	fundamental issues of the discipline of furniture design		
	Furniture types and functions.		
	Elements of form, function and aesthetics in furniture.		
	Furniture accessories types.		
	**		

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Human factors, safety, durability, international and local architectur standards in the furniture industry
Project 6: Product and furniture design methods and processes
• Description of the project:
 Furniture manufacturing process step by step from the beginning until the final phase in which the product is presented in addition to the techniques and materials used in the furniture production. to articulate an informed point of view related to t fundamental issues of the discipline of furniture design Research: investigate the market/client needs, analyze similar product examples. Design concept: put primary ideas, draw sketches, plans, elevations etc. that documents the chosen idea. Scale model: learn to convert the design idea into small scale mode which will help identify appropriate materials and manufacturing techniques. Prototype: choose propriate materials and manufacturing techniques to build a real size working prototype Testing: learn the means and ways for testing the prototype and make necessary modifications according to testing results Presentation : learn methods of presenting and marketing the final product.
Project 7: Local Materials and Making
 Description of the project: about local traditional handcraft techniques and materials a their evolution over the years. how to incorporate traditional elements into contemporary furniture design.
Field visit to several local workshops where students are introduced to various handcraft techniques and materials. They will learn the hand making process with which a traditional furniture is produced. Field visit to local traditional furniture showrooms where students will examine closely the final product (furniture) of the handmade

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Students are introduced to the type of machines such as Laser cutting		
and CNC machines that can be used in the process of traditional		
furniture making.		
Students are assigned to design a traditional piece of furniture and		
execute a small scale model with the previously mentioned machines.		

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