



INTERIOR DESIGN ONE YEAR VOCATIONAL PROGRAM ISTITUTO MARANGONI MIAMI

ADMISSIONS GUIDANCE
Academic Year 2023/24



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INTERIOR DESIGN

ONE YEAR VOCATIONAL PROGRAM

The One Year Vocational Program in Interior Design course offers a comprehensive education in creating functional and aesthetically pleasing interior spaces. Students will explore various design principles, spatial planning, color theory, and materials selection, while also gaining practical experience in project management and creating 2D and 3D design presentations. This program prepares students for a rewarding career in the field of interior design.

PROGRAM DESCRIPTION

LEVEL 1: INTERIOR SPACE PLANNING

This level will introduce students to the fundamentals of interior architectural design and space planning, and the basic tools for representation and expression.

SUBJECTS

INTERIOR DESIGN FUNDAMENTALS

Define the distribution of spaces in an interior design project.

2D CAD DRAWINGS

Understand and correctly use technical drawing conventions. Introduction to AutoCAD for space planning.

DRAWING TECHNIQUES

Learn how to apply different drawing techniques, understand diverse media, and execute multiple perspective views with shading and shadowing.

INTRODUCTION TO DIGITAL DESIGN

Demonstrate basic competence in the use of dedicated software such as Photoshop and InDesign for practical application.

HISTORY OF ART, DESIGN, AND VISUAL CULTURE

Reflect on the development of art, design, visual culture, object aesthetics, and function from historical precedents to mid 19th century.

MATERIALS OF INTERIOR DESIGN

Understand the use of various materials and processes, methods of procurement, codes and standards as applied in product specifications and project implementation.



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LEVEL 2: INTERIOR DESIGN PROCESS

In this level, students will implement the design processes and methodological approach, applying and interpreting a complete interior design proposal that responds to a given brief.

SUBJECTS

DESIGN PROJECT I

Apply design methodology to an interior design project associated with two-story residence or small commercial typology

INTERIOR GRAPHIC STANDARDS

Develop scaled technical drawings of spatial divisions and furniture layouts

DIGITAL RENDERING TECHNIQUES

Illustrate interior spaces using digital interior perspective views with appropriate materials rendering

INTERMEDIATE DIGITAL DESIGN

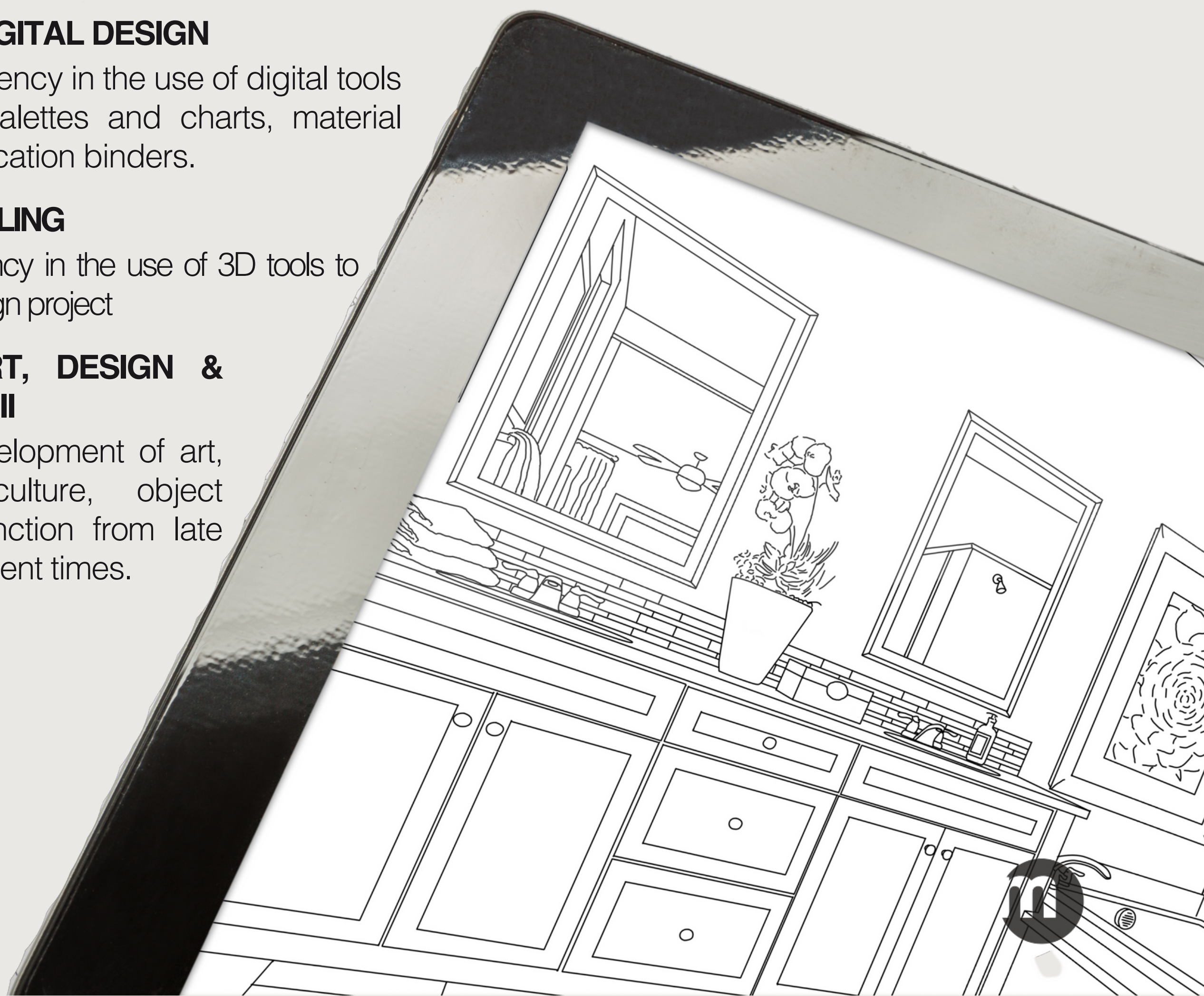
Demonstrate proficiency in the use of digital tools to create colour palettes and charts, material boards, and specification binders.

3D DIGITAL MODELLING

Demonstrate proficiency in the use of 3D tools to create an interior design project

HISTORY OF ART, DESIGN & VISUAL CULTURE II

Reflect on the development of art, design, visual culture, object aesthetics, and function from late 19th century to present times.



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LEVEL 3: CONTEMPORARY DESIGN SYNERGY UNIT

In this level, students will extend their knowledge of interior design project development. The fundamental role of research and analysis in the formulation of project ideas and direction will be emphasized. The acquisition of investigative and representational tools will support this process.

SUBJECTS

RESEARCH AND CONCEPT DEVELOPMENT

Demonstrate evidence-based design as a strategy for research and analysis that informs contemporary design strategies.

DESIGN PROJECT II

Compare the work of selected practitioners using information obtained through select sources offering a critical evaluation in an oral and visual presentation.

DESIGN PROJECT II LAB

Construct an interior design project following the methodological approach examined that is complete in all its parts

LIGHTING DESIGN

Examine the value of light sources and determine quality lighting design environments and spaces. Construct lighting scenarios with technical support documentation.

ADVANCED DIGITAL DESIGN

Employ CAD software to produce 2D technical drawings and 3D volumetric studies to represent spaces and objects that adhere to standard drawing conventions.

DESIGN FOR SUSTAINABILITY

Identify the principles of design for sustainability as they impact the design selection, decisions, construction, and implementation. Examine socio-cultural viewpoints that shape design projects.



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LEVEL 4: INTERIOR DESIGN REDEFINED

In this level, the students will connect the design components of the interior project with user-centered experience. The architectural interpretation of a sensorial design intention will be examined through the coordinated use of materials, lighting, and color. This process will be combined with examination of specific functional (and technical) scenarios dedicated to the project space of a wellness spa. Students will link standard interior architectural elements (level changes, false ceilings, screens, architectural lighting) with more typological/use specific functions (pools, saunas, rain showers, relaxation areas) to create innovative solutions and articulated interior atmospheres

SUBJECTS

SENSORIAL AND EXPERIENTIAL DESIGN

Apply a sensorial and experiential design theory to create a user-centered environment that improve well-being.

INDUSTRY BASED LEARNING

Demonstrate the design ability to integrate interior graphic standards, technical aspects, and components.

DESIGN AND PRESENTATION LAB

Produce realistic renderings with materials and light effects.

BUSINESS OF INTERIOR DESIGN

Discuss the various careers that cross over art and design and the other affiliated disciplines in textiles, furniture, lighting design, LEED accreditation, construction management among many others.

