



Course Specification

(Bachelor)

Course Title: Interior Design Studio 6

Course Code: (406 IDS-4)

Program: Interior Design

Department: Arts

College: Arts and Humanities

Institution: Zeinab Nagi

Version: 2024

Last Revision Date: 2022



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A. General information about the course:

1. Course Identification

1. Credit hours: (4)

4 hours

2. Course type

- A. ☐ University ☐ College ☒ Department ☐ Track ☐ Others
- B. ☒ Required ☐ Elective

3. Level/year at which this course is offered: (8/ Fourth Year)

4. Course General Description:

- How to develop personal skills to provide innovative ideas to prepare students and rehabilitate the mechanisms of scientific research to meet the actual work environment through the implementation of tourism project (hotel - tourist village) using all the gains of theoretical courses.

5. Pre-requirements for this course (if any):

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6. Co-requisites for this course (if any):

Non

7. Course Main Objective(s):

- After this course is expected that student enable to :
- 1-prepare the student for the construction phase of a design idea of space tourism and entertainment.
 - 2- Ability to express the idea through the gradual mastery of the concepts of their own.
 - 3-Mastery of drawing two and three-dimensional.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	8	100%
2	E-learning	0	
3	Hybrid <ul style="list-style-type: none"> • Traditional classroom • E-learning 	0	
4	Distance learning	0	



3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	0
2.	Laboratory/Studio	120
3.	Field	0
4.	Tutorial	0
5.	Others (specify)	0
Total		120

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Explain interior design terms with basic knowledge of scientific and research methods to apply in data collection, analysis and writing of results.	K1	- discussion -Workshops -Brainstorming - Cooperative learning -Group discussion.	Direct method (objective test) By Test specification table. Drawing skills question
1.2	Clarify good design solutions for tourist and entertaining spaces using all information of theoretical studies.	K2		
2.0	Skills			
2.1	Develop student’s skills to work on a field research project according to the scientific foundations of interior design to meet the needs of the labor market available to society now and in the future.	S1	-Studio practice - Practical - Tutorial	- Direct method - practical test - Project evaluation
2.2	Use advanced skills, techniques, and practices in tourist and entertaining spaces, such as a “hotel”.	S2		
2.3	Utilize methods of inquiry, investigation, and research and its	S3		





Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
	application related to tourist and entertaining spaces design standards.			
2.4	Determine the most appropriate decision for design based on user need assessment of tourist and entertaining spaces design.	S4		- Direct method - Problem solving question. - Project evaluation
3.0	Values, autonomy, and responsibility			
3.1	Design suitable Tourist and entertaining spaces for the practices of users in an efficient manner that achieves comfort and function in the interior spaces.	V1	-Small group discussion -Interactivity Focus Cooperative learning Self-learning	Project evaluation. Oral presentation

C. Course Content

No	List of Topics	Contact Hours
1.	1 - Presentation of some important references that benefit students in the subjects that will be taught this year. 2 - Discussion of students in the reading with an explanation of the design and technological foundations of interior design in the various entertainment projects hotel	8
2.	1 –Discussion in multiple projects with the subject of the project for each student. 2 –Students assistants in scientific research and how to do research for the recreational project on the right bases for scientific research.	16
3.	1 - A feasibility study for the stages of intellectual development of an integrated entertainment project including "the main entrance and includes" reception hall - reception counter and queries - waiting areas - restaurant - the main job assigned to the project and many other functions. 2 - The basic functional and aesthetic standards to coordinate the horizontal projection with all its contents while achieving the mutual integration between the aesthetic and functional values within the internal spaces through the presentation of some pictures and examples similar to the selected project of the student and analysis.	16
4.	1 - Selection of the intellectual current or model used in the project with the analysis of the logo designed for the project. 2 - Open discussion for students of what has been achieved for the period prior to the presentation of the design idea.	16



5.	1 – Drawing the selected plans with AutoCAD and the selection of partial jobs of the total area of the internal spaces adopted by the student to work with the work of sketches manual for clarification. 2- Determine the internal space of each project.	16
6.	1-Study of lighting in the work of the ceiling plan in the selected parts: "reception – restaurant – residential room". 2- Create a mood board - explaining its use throughout the project.	16
7.	1- Studying the psychological impact and the use of colors in the entire project. 2-Making a general site for the project with achieving mutual integration between the aesthetic values and the functional values within the internal spaces	16
8.	1- Create 3D drawings using one of the programs for the reception, sports club or wedding hall. 2- Create 3D drawings using one of the programs for the family suite.	16
Total		120

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Mid Term	8	20%
2.	Semester's works	periodically	30%
3.	Committee jury	14	10%
4.	Final exam	15	40%
5.	Total		100%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	Neufert_ perspective (a guide for artist, architects) - The standard architectural reference books circulated, and directly related to the project given by the professor. - Standard reference books for the design of logos and advertisements. Access to content in universities with an internal design specialization
Supportive References	- Reference books for standard interior design. Ahmed Badr. The origins and methods of scientific research. Cairo: Dar Al Ma'arif, 1989.



	<p>Ahmed Gamal Zaher. Modern scientific research. Amman: Dar Al Fikr Publishing and Distribution, 1984.</p> <p>- Toukan Obaidat and others. Scientific research: its concept, tools and methods. Riyadh: Osama House for Publishing and Distribution, 1993.</p> <p>- Coordination of exhibitions and windows supply ---- House Anglo.</p> <p>- Interior design principles for hotel rooms</p> <p>Written by: Ghazi Arafa</p> <p>Publication date: 27/06/2016</p>
Electronic Materials	<p>https://www.archdaily.com/search/projects</p> <p>https://farahalhumaiddhi.com/blog</p> <p>https://www.designboom.com/</p> <p>https://www.arch2o.com/</p> <p>https://www.sdl.edu.sa/SDLPortal/Publishers.aspx</p> <p>https://albenaamag.com/</p>
Other Learning Materials	- Interior design programs "AutoCAD_3 d max"

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	- The need for special rooms in the design studio equipped with a number of tables and seats not less than 30.
Technology equipment (projector, smart board, software)	- computers - Provide auxiliary materials for suspension "Adhesive - Fabrics - Fasteners - Clips"
Other equipment (depending on the nature of the specialty)	

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	On line system course evaluation	Indirect



Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Students assessment	Informal verbal feedback during the teaching and in the office hours.	Indirect
Quality of learning resources	Student's feedback to head of the department in student council meetings.	Direct
The extent to which CLOs have been achieved	Analyses the result achieve in course learning outcomes.	Direct Indirect
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify))

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	DEPARTMENT COUNCIL NO (2024-2025)
REFERENCE NO.	ZEINAB NAGI
DATE	23/09/2024

