INTERIOR AND PRODUCT DESIGN (1 YEAR PROGRAM)

CONCEPT DEVELOPMENT & TECHNICAL SKILLS

1ST SEMESTER

Architectural Drafting 3h	Creativity and concept development 3h
History of Art 3h	Freehand drawing 3h

8 weeks
10 JAN-3 MAR

1wk break

2nd SEMESTER

Design fundamentals 3h	AutoCAD or Rayon 2D 3h
Visual communication 3h	Furniture I: Residential 3h

8 weeks
14 MAR-12 MAY

1wk break

SPECIALISATION & INDUSTRY INSIGHTS

3rd SEMESTER

Interior design styles and trends 3h	SketchUp 3D 3h
Design studio 1: Residential design 3h	Product and lifestyle 3h

8 weeks
23 MAY-14 JUL

1wk break

4TH SEMESTER

Interior materials and finishes 3h	AI for designers 3h
Design studio 2: Retail design 3h	Furniture II: Commercial 3h

8 weeks
25 JUL-15 SEP

2wk break

PROJECT BASED/ REAL WORLD EXPERIENCE

Major project: Hospitality design 6h	Sustainable design 3h
	Portfolio and identity system design 3h

8 weeks
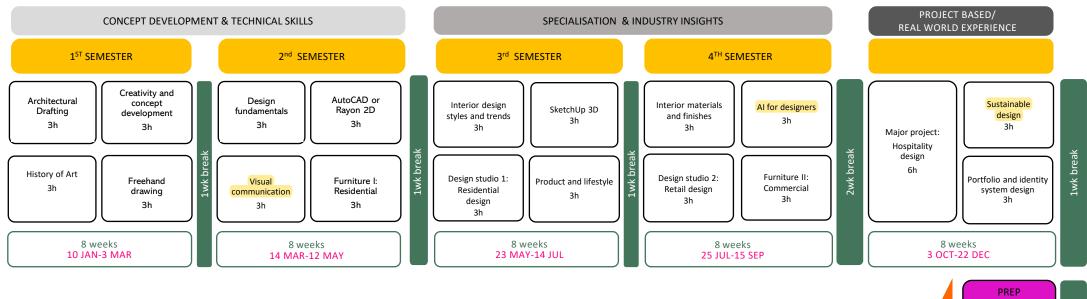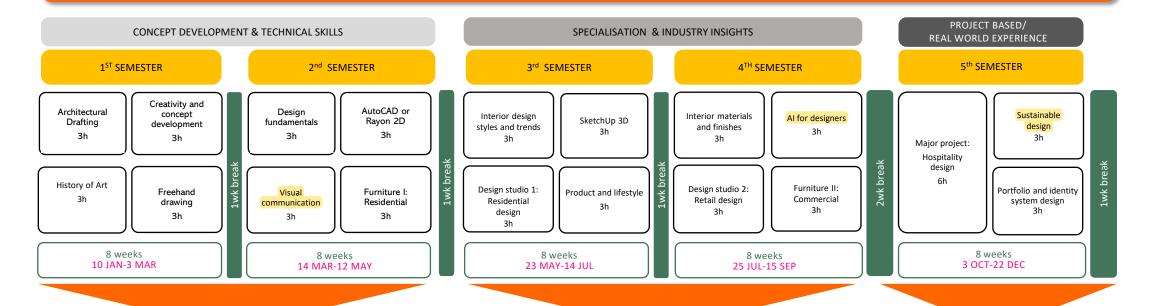3 OCT-22 DEC

1wk break

PREP COURSE

FOUNDATION COURSE: Introduction to design

4 weeks

1wk break

Foundation Course Objectives:

The aim of this course is to introduce students to the practice of being a designer. It will help them develop creative expression and their ideas, add meaning and context to their designs, and to identify where their design skills best lie. This Course offers an insight into the creative processes. Students will acquire skills in sketching, freehand drawing and coloring.

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8 weeks
25 JUL-15 SEP

2wk break

PROJECT BASED/ REAL WORLD EXPERIENCE

5th SEMESTER

Major project: Hospitality design 6h	Sustainable design 3h
	Portfolio and identity system design 3h

8 weeks
3 OCT-22 DEC

1wk break

LEARNING OUTCOMES

Upon the completion of the semesters 1 and 2, students will be able to:

- Apply technical drawing skills using industry standards to create **accurate architectural and furniture design plans**.
- Utilise hand drawing techniques to **express design concepts**, perspectives, and quick ideation.
- Analyze historical **art movements.**
- Use creativity techniques to **develop original design ideas** and problem-solving strategies.
- **Design** functional and aesthetic **residential furniture**.
- Produce precise **digital drawings** and technical documentation for interior and product design projects.
- Enhance floor plans, elevations, and perspectives with **digital rendering** and effectively present design concepts.

LEARNING OUTCOMES

Upon the completion of the semesters 3 and 4, students will be able to:

- **Develop 3D models** and render realistic interior and product designs.
- Apply space planning, ergonomics, and client requirements to **create well-balanced home interiors**.
- Analyze and **apply interior design styles and trends**.
- **Design products and home accessories** that enhance modern living experiences.
- Create innovative **retail design concepts**.
- **Design commercial furniture** solutions by applying materials, ergonomics, and functionality.
- **Utilize AI tools** in design workflows.
- **Select and apply interior materials and finishes.**

LEARNING OUTCOMES

By the end of the final semester, students will be able to:

- **Examine sustainable materials**, energy-efficient design, and strategies for reducing environmental impact in interior and product design.
- **Develop branding and identity system** for personal or business use in the design industry.
- **Develop digital portfolio** for job applications, freelancing, or entrepreneurship.
- Develop a comprehensive **hotel interior design concept.**

This module will serve as the capstone project, allowing students to showcase their creativity, technical proficiency, and ability to handle complex interior design challenges in the hospitality industry.