



Western Technical College

10304126 Residential Design Studio

Course Outcome Summary

Course Information

Description	A study in the fundamental principles of the interior design process and its application to residential projects. Focus on project concept development and project synthesis using critical thinking with a strong metacognitive reinforcement of learning through sketching, drawing diagrams, and hand drafting techniques. Project kitchen and bath requirements follow NKBA guidelines.
Career Cluster	Architecture and Construction
Instructional Level	Associate Degree Courses
Total Credits	3
Total Hours	90

Textbooks

Residential Interior Design: A Guide to Planning Spaces. 4th Edition. Copyright 2022. Milton, Maureen and Courtney Nystuen. Publisher: John Wiley & Sons, Inc. **ISBN-13:** 978-1-119-65342-4. Required.

The Gifts of Imperfection. Copyright 2021. Brown, Brene. Publisher: Random House. **ISBN-13:** 978-0-593-13358-3. Required.

StrengthsFinder 2.0 – with Sealed Access. Copyright 2007. Rath, Tom. Publisher: Simon & Schuster, Inc. **ISBN-13:** 978-1-59562-015-6. Required.

Success Abilities

1. Cultivate Passion: Enhance Personal Connections
2. Cultivate Passion: Expand a Growth-Mindset

3. Cultivate Passion: Increase Self-Awareness
4. Live Responsibly: Develop Resilience
5. Live Responsibly: Embrace Sustainability
6. Live Responsibly: Foster Accountability
7. Refine Professionalism: Act Ethically
8. Refine Professionalism: Improve Critical Thinking
9. Refine Professionalism: Participate Collaboratively
10. Refine Professionalism: Practice Effective Communication

Program Outcomes

1. Integrate Codes that impact the interior environment
2. Integrate industry guidelines that impact the interior environment
3. Apply design process to interior design projects
4. Design within the parameters of the built environment
5. Apply fundamentals of design

Course Competencies

1. Explore the design process.

Assessment Strategies

- 1.1. Drawing
- 1.2. Project
- 1.3. Portfolio
- 1.4. Reflection

Criteria

You will know you are successful when

- 1.1. you authenticate the value in following a design process.
- 1.2. you identify typical tasks and activities in each design phase.
- 1.3. you collect and organize documentation throughout exploration and development.
- 1.4. you write down your goals, plans, and priorities and regularly check in to keep on track.
- 1.5. you pivot in direction when appropriate without discouragement.

Learning Objectives

- 1.a. Use the design process as a means to manage and develop an idea from concept through completion.
- 1.b. Pursue self-development and awareness.
- 1.c. Document design navigation patterns to develop a roadmap of creative thinking.
- 1.d. Explore nimble learning by remaining situationally adaptable and resilient.

2. Assemble a project program.

Assessment Strategies

- 2.1. Interview
- 2.2. Report

Criteria

You will know you are successful when

- 2.1. you prepare for and conduct an interview.
- 2.2. you use industry-specific techniques for assigning spaces.
- 2.3. you compile and record data.
- 2.4. you document existing conditions if applicable.

Learning Objectives

- 2.a. Establish client goals.
- 2.b. Collect project data.
- 2.c. Determine project scope.
- 2.d. Construct a problem statement.

3. Authenticate the design ideation process.

Assessment Strategies

- 3.1. Drawing/Illustration
- 3.2. Critique
- 3.3. Project
- 3.4. Portfolio

Criteria

You will know you are successful when

- 3.1. you define a design concept.
- 3.2. you explore a variety of approaches in solving the design problem.
- 3.3. you filter ideas to establish a design direction.
- 3.4. you leverage the collaborative critique process to upgrade your design.
- 3.5. you select the idea that best serves the design purpose.

Learning Objectives

- 3.a. Take a thoughtful approach to solving the client's design problem based on established programming.
- 3.b. Explore the use of diagrams and process graphics to analyze and synthesize ideas.
- 3.c. Exemplify innovation by generating custom, one-of-a-kind ideas.
- 3.d. Propel a holistic, human-centered design solution forward.

4. Develop project deliverables.

Assessment Strategies

- 4.1. Critique
- 4.2. Drawing/Illustration
- 4.3. Project
- 4.4. Portfolio

Criteria

You will know you are successful when

- 4.1. you create presentation drawings.
- 4.2. you prepare design meeting presentation materials.
- 4.3. you define a project deliverable(s).
- 4.4. you review and verify previous design phase comments, responses and incorporated revisions.

Learning Objectives

- 4.a. Create presentation drawings and materials.
- 4.b. Prepare documents to illustrate design work at industry-specific phases in the design process.
- 4.c. Communicate important news and share updates with stakeholders.

5. Comply with industry codes and guidelines.

Assessment Strategies

- 5.1. Portfolio
- 5.2. Project

Criteria

You will know you are successful when

- 5.1. you identify and integrate the NKBA Guidelines.
- 5.2. you apply ADAAG resource navigation and integration.
- 5.3. you define and give examples of Universal Design in architecture.
- 5.4. you include inclusive guidelines wherever and whenever possible to ensure usability and comfortability for all end users.

Learning Objectives

- 5.a. Construct a design using NKBA Guidelines.
- 5.b. Construct a design using accessibility guidelines.
- 5.c. Explore universal design.
- 5.d. Apply ethical and professional practices.

6. Schematize interior finish materials and products for residential design.

Assessment Strategies

- 6.1. Project
- 6.2. Portfolio
- 6.3. Finish Board

Criteria

You will know you are successful when

- 6.1. you identify types of interior finishes.
- 6.2. you identify types of interior products.
- 6.3. you select interior finishes based on established programming and concept criteria.
- 6.4. you create a display of finishes and materials.

Learning Objectives

- 6.a. Select related project finishes.
- 6.b. Select related project products.
- 6.c. Explore products based on sales representative presentations.
- 6.d. Prepare selected products and materials for presentation.

7. Reflect on a project outcome.

Assessment Strategies

- 7.1. Discussion
- 7.2. Reflection
- 7.3. Self Assessment

Criteria

You will know you are successful when

- 7.1. you analyze your work in the 4 "C" skills. (Critical thinking, Collaboration, Communication, Creativity)
- 7.2. you create a list of new skills attained.
- 7.3. you identify a colleague's project or skill from which you can learn.
- 7.4. you set intentions for the next project.

Learning Objectives

- 7.a. Analyze your design role in project.
- 7.b. Analyze project process.
- 7.c. Consider how the academic tasks, readings, and lectures shaped your design application.

8. Nurture a collaborative environment.

Assessment Strategies

- 8.1. Critique
- 8.2. Reflection
- 8.3. Facilitation

Criteria

You will know you are successful when

- 8.1. you appreciate others' strengths.
- 8.2. you maintain an open mind and a desire to continuously learn from others.
- 8.3. you look for opportunities to ask others for their insights and integrate them into your workflow.
- 8.4. you share out-of-the-box ideas without fear of judgment.
- 8.5. you facilitate a sense of belonging and connection amongst your colleagues.
- 8.6. you define what makes you feel vulnerable.

Learning Objectives

- 8.a. Propel a design solution forward.
- 8.b. Participate in active listening.
- 8.c. Seek diverse feedback often.
- 8.d. Cultivate empathy and kindness.
- 8.e. Embrace vulnerability.

9. Explore emotional agility.

Criteria

You will know you are successful when

- 9.1. You strengthen human attributes essential for genuine, compassionate culture.
- 9.2. You make choices that bring you closer to being the person you most want to be.
- 9.3. You can hold space for different viewpoints and perspectives outside of your own.

Learning Objectives

- 9.a. Strengthen human attributes essential for genuine, compassionate culture.
- 9.b. Live your values.
- 9.c. Practice gentle acceptance and empathy.