School	Arts and Sciences		
Major	Bachelor of Interior Design		
Major Requirements			
Code	**Title**	**Credits**	**Description**
ARTS200	Foundation Drawing I	**3**	Foundation Drawing I is an introduction to drawing through various techniques and media, students examine the basic elements of form and design as applied to drawing. It is an introduction to the basic perceptual skills that are deeply involved in the early stages of the creative process, learning to look is an essential method to the drawing skill. This basic course assumes that there has been no prior artistic or technical experience and begins on an introductory level.
ARTS210	Color Theory - Painting	**3**	Color Theory, Painting is an introduction to the optical phenomena of color and their application in visual communication. It is an overview of the theories and procedures of painting and its techniques, it is a study of hues, values, and saturations, and their implications in color activity, legibility, and spatial illusion in a traditional studio setting in relevance to Graphic and Interior design.
ARTS215	History of Arts	**3**	History of art guides students learning to place any work of art in its proper chronological context. This course will present the History of Art in its major forms and cultural contexts from the prehistoric world until the current times.
ARTS250	Foundation Drawing II	**3**	Foundation Drawing II is a continuation of drawing I, it concentrates on the techniques of the human body, including the refinement of skills and methods of graphic representation. It will also cover the drawing of objects in 3-D. Students will use traditional and non-traditional media; the course stresses figure, portraiture and composition.
ARTS260	Design Fundamentals - 2D	**3**	Design Fundamentals 2D introduces students to the basic elements of design, and the different principles of two-dimensional design and composition, as well as tools used in design. This studio course covers the study of lines, shapes, textures, patterns and principles of composition.
ARTS270	Design Fundamentals - 3D	**3**	Design Fundamentals 3D is a continuation of Design Fundamentals 2D, and focuses on the three-dimensional aspect of design, where students are taught to better understand and perceive form and space starting from the production of reliefs (low and high) as a transaction from 2D, to eventually three-dimensional compositions of 3D elements following the principles of design. Students will have the opportunity to use various materials and techniques of production and will learn leveling, carving, modeling and assemblage.
ARTS320	Rendering and Perspective Techniques	**3**	Rendering and perspective introduces students to the systems of perspective developed during the Renaissance as a means of creating the illusion of 3-dimensional space on a 2-dimensional surface. Using the parallel and the oblique perspective on different levels and views, with an explanation at an introductory level related to the ariel perspective in both mentioned cases including shadow studies based on natural and artificial light, students will learn to render the illusion of space. Students will have the opportunity to learn a variety of creative drawing techniques using volumes and geometrical shapes. Emphasis will be based on using both freehand sketching and technical rendering methods
ARTS350	Photography	**3**	Photography is addressed to all students who wish to learn about digital photography basics, eventually, how to use a digital camera and lenses. Students will learn terms and theory using manual techniques in a digital single lens reflex camera. This course involves the power of images through image language, composition and philosophy. It covers as well the use of the digital dark room for the enhancement of ideas, products and /or creative necessity. It leads students towards a deeper understanding of light, key value, equipment and camera controls
COMM285	Theories of Perception	**3**	Theories of Perception is an introductory course on communication languages and perception modes in relation to the technology of image production. It is an investigation of the semiotics of representation and perception throughout different medium usage and major art and media movements. It also covers the development of image theories and representation toward the various elements of communication and throughout history in relation to technology as a major variable for the image production.

IDES310	Materials - Techniques and Building Codes	**3**	Materials, techniques and building codes introduces the visual qualities, technical characteristics and applications of the common construction materials and finishes used in exterior installations. These construction materials will include floor coverings, wall coverings textiles, ceilings and sustainable materials. Class material will be presented in the form of lectures. The course emphasizes field trips to construction sites. Students will have the opportunity to learn about the local building codes and how to select and specify construction materials and finishes for the appropriate applications.
IDES330	CAD I	**3**	CAD 1 is an introduction to computer graphics and computer-aided-design software. Basic practice on 2Dimensional architectural drawing is issued through the term. The course prepares students to work their designs on computer software after having the skills of manual drafting.
IDES300	Architectural Drawing	**3**	This course is an introduction to the fundamentals of geometry and geometry in space. A 2D presentation, plans, elevations, sections, details and the axonometric and the isometric views of 3D space and objects are all introduced. Students will have the opportunity to learn the geometry in space and how to apply it in the design field, and to manually draft a basic set of drawings for an interior design project.
IDES345	Interior Design Studio I	**4**	Interior design studio 1 is an introduction studio course to the major of interior design with its different fields: residential, commercial, corporate, hospitality, industrial etc. Besides the technical parts, the course prepares students to approach design conceptually by learning that concepts should outline and guide design decisions and should be source for design inspiration, and that the ability to sell an idea plays a great role in success in this profession. The course emphasizes information gathering techniques, basic interior design technical details, product and material selection and presentations techniques.
IDES360	Lighting and HVAC	**3**	Lighting and HVAC covers basic lighting concepts & principles as well as low current and power systems that need to be known by the interior designer. The Course also provides an overview of heating ventilation & air conditioning including basic air conditioning system types, system components and air outlet distributions. Students will also be introduced to sanitary systems (potable water systems and drainage systems).
IDES370	Furniture History and Design	**3**	Furniture History and Design is an introduction to the history of furniture in the context of socioeconomic, architectural and style evolution. The students will participate by conducting, developing and presenting an informational and analytical research related to topics explained and discussed in class. Students will have the opportunity to learn how to develop designs for ergonometric and harmonious furniture through the study and the research of anthropometry, industry standards and materials. The course is divided into three phases. Phase 1 is an introduction to architectural and furniture styles from Neolithic era to Gothic style. Phase 2 is an introduction to these styles from Renaissance era to the nineteenth century. Phase 3 is an introduction to these styles from late nineteenth century to present days.
IDES380	CAD II	**3**	CAD II is a detailed study on three-dimensional computer graphics. Students will have the opportunity to express their drawings in a 3-Dimensional form. They will also be introduced to rendering techniques and presentation through computer software. All techniques and methods in computer applications will be studied throughout the term.
IDES386	Rendering & Adobe Photoshop	**3**	This course serves as an introduction to the basics of graphic software and Adobe Photoshop, specifically tailored for interior design students. It empowers students to create compelling visual representations, understand rendering concepts, and develop proficiency in Adobe Photoshop tools and other rendering software like V-Ray and Lumion. Through practical applications and industry-relevant techniques, students will explore the art of computer-generated graphic design, laying a foundation for future design projects.
IDES394	Interior Design Studio II	**4**	Interior design studio 2 helps students to use their creativity, to understand, and develop their skills and research methods following the fundamental information gathered in the previous interior design studio course. The course focuses on major “inter-spatial” relations and technical details such as: circulation, space proportion and scale, relation between functions, and style selection and implementation. Students will have the opportunity to explore new concepts and ideas throughout the design and style history that will impact their different design approaches. The course furthermore introduces the students to the world of industrial design and furniture, as they are required to research and select furniture and accessories for their projects from different sources
IDES400	Architectural Modeling	**3**	Architectural modeling introduces students to the planning and building of different types of models used for interior and exterior architecture. Students will have the opportunity to learn and experiment with all aspects of materials used in the construction of models, with hand on colors and glazing.

IDES420	Landscape Design	**3**	Landscape design is an introduction to the design of landscapes with its different types: natural, artificial, private and public. Students will have the opportunity to learn about the environment relationships with respect to space, scale, form, material and movement. Emphasis is also placed on the design of exterior landscape and space, from small gardens to outdoors settings.
IDES430	Computer Rendering for Interior Design	**3**	Computer Rendering for Interior Design introduces students to the rendering techniques of the interior and exterior of any modeling. Students will have the opportunity to experiment with both AutoCAD and 3D Max to produce 3D Digital illustrations of interior design spaces that will assist them communicate their design idea.
IDES445	Interior Design Studio III	**4**	Interior design studio 3 covers conceptual and detailed studies of a long processing project that should work as a preparatory platform for the final interior design senior project. The course initiates students to work on the design of external elevation as well as the interior, covering concepts, aesthetics, techniques, lightings and their use in interior design to give students the opportunity to relate the different functions and integrate them in harmony with the use of the designed space. Students will also have the opportunity to associate the space with the external world as an entity.
IDES480	Professional Practice	**2**	Professional Practices introduces students to the profession of interior design in the business industry. Students will get the opportunity to learn the aspects of running an Interior Design firm with hands on presentation of feasibility studies, bills of quantities, budgeting, pricing, biding, contracting world, supervision and coordination as well as project management to a given project. The course also emphasizes information gathering techniques, designing and writing a professional resume, designing a professional portfolio, and developing presentations skills that are needed in the marketplace.
IDES495	Interior Design Senior Project	**4**	Interior Design Senior Project offers a high level of performing design. Students will have the opportunity to present their final project followed by research. The project should show a mature level of design thinking and presentation. The course initiates students to work on a complete project of their own choice, starting from the subject selection and type of the project, architectural selection, conceptual ideas, style, mood, aesthetical and design development of the interior space with its adequate functions as well as the external elevations, development and details.
General Education Requirements			
Code	**Title**	**Credits**	**Description**
ARAB200	Arabic Language and Literature	**3**	تتألف مادة اللغة العربية وآدابها لغير المتخصصين من ثلاثة أقسام، أحدها يتناول دروساً أساسية في النحو والصرف والبلاغة. والثاني يتناول .مباحث في الأدب والتحليل. أما القسم الثالث فيعالج بعض تقنيات التعبير والتواصل
CSCI200	Introduction to Computers	**3**	The course aims at making students competent in computer-related skills. It is supposed to develop basic computer interface knowledge by providing an overview of managing folders and files, opening a start menu, and hands-on practice on typical software applications such as Word, Excel, and PowerPoint. The student will learn how to use the new features of Microsoft Office 2017, mainly Word documents, Excel spreadsheets, and PowerPoint presentations. Moreover, the course aligns with the Cisco Networking Academy® Get Connected course, which helps students understand how to connect to the Internet.
CULT200	Introduction to Arab - Islamic Civilization	**3**	تمُثلّ الحضارة العربية الإسلامية واحدة من أهم الحضارات في التاريخ بما أنجزته من إبداعات علمية وثقافية وحضارية تركت أثرها العظيم في تاريخ البشرية. تشُكّل هذه المادة الدراسية مقدمةً أساسية ليتعرف كل عربي على تاريخ حضارته، لا ليفتخر بها وحسب، بل ليجعل منها حافزًايستنهض به قابلياّته وقدراته العلمية الكامنة لإعادة الاستنهاض الحضاري .يتحرك الماضي فينا دون شعورٍ واع مناّ، على أنّ هذا المُقرّر الدراسي .يحاول أنْ يستثير الوعي الحضاري والثقافي عند الطلاب العرب ،فيستفيد من هذا المِخزون ليصنع أفُقاً جديداً للمستقبل
ENGL201	Composition and Research Skills	**3**	This course builds upon the skills acquired in pre-requisite courses mainly ENGL 151 to further develop students' critical thinking and academic writing competencies. Students will read and respond to a variety of texts from different disciplines and produce a research paper using analytical and critical skills in response to texts.

ENGL251	Communication Skills	**3**	Workplace Occupational Writing is an advanced interdisciplinary writing course emphasizing workplace and technical communication and editing appropriate to diverse professions. It incorporates practice and study of selected types of discourse employed in professional writing situations, preparing students for different systems of writing in their professional lives. Examples from the writing of workplace professionals are analyzed and used as models to demonstrate the transition from academic to professional writing.
Major Elective Courses			
Code	**Title**	**Credits**	**Description**
ARTS300	Painting	**3**	This course is for those who are interested to try a painting technique experience, For this reason, the course will begin with the exploration and testing of some of the constituent elements of a pictorial work. The first half of the course will be mainly devoted to the study of colors - their expressive quality, combinations, light, and brushwork. In the second half of the course we will approach to the classic themes of painting: as still life, landscape... To get finally into the personal artistic composition. Students will learn Oil or acrylic painting and their techniques.
COMM225	Workshop	**3**	Workshop I is an entry-level course that will introduce students to the fundamentals of video making. Students will learn to use video and sound as an effective form of communication, and will learn how to successfully utilize those elements separately and simultaneously, to be able to transform an idea into a persuasive story.
GDES270	Design Software I	**3**	Design software 1 introduces students to aiding software for Graphic Design. Using the Adobe suite, Adobe Illustrator plays a significant role in graphic design. As a vector oriented software, illustrator opens a gateway of opportunities for a graphic designer to work with ease in implementing the essential work for print, web and other media. Adobe InDesign complements Illustrator at producing multiple page content instead of art boards and by that, playing an essential role at strengthening sense of layout and identity. Adobe Photoshop plays a major role in photo editing. Accompanied by Adobe illustrator, these 2 software manage to create most demanding projects especially that of print. The student will have the opportunity to learn and practice the essentials in these software. Keeping the sketchbook to bring up ideas to life, the designated software shall add ease and speed rather than the long timed labor of manual work.
IDES320	Placemaking	**3**	This design studio explores placemaking through the design of temporary, movable, and kinetic architectural interventions within interior and semi-interior contexts. The course challenges students to conceive spatial experiences for specific events, such as exhibition stands, fair booths, event installations, stage or set design, theatrical scenes, or performance and photo studio environments. Students will investigate how architecture and interior design can generate meaning, identity, and atmosphere within a limited time frame and physical lifespan. Emphasis is placed on user experience, narrative, adaptability, movement, assembly/disassembly, material experimentation, and contextual responsiveness. The studio integrates conceptual thinking, technical development, and hands-on exploration, encouraging students to work at the intersection of interior architecture, scenography, and event-based spatial design.
IDES355	Sketching for Interior Design	**3**	IDES355 is an intuitive, realistic and creative respond, further to a critical analysis of the modules, spaces, functional objects and colors, in a series of applications along with an expression of a quick and complex representation, plan and volumetric. Students will experiment with visually proportioned free hand drawings applied to a given scale. In this course, students will learn to approach design conceptually, on a free hand presentation, they will learn that concepts should outline, guide and inform design decisions and should be source for design inspiration. Students will have the opportunity to work on diverse projects.
IDES410	History of Architects	**3**	This course explores the history of architects and architectural movements as a philosophical discourse, rather than as a purely chronological or stylistic narrative. It investigates architecture as a cultural, intellectual, spiritual, political, and social expression, shaped by civilizations, belief systems, economic powers, technological revolutions, and human perception. The course traces architectural thought from ancient civilizations to contemporary and experimental practices, analyzing how architects transformed built form into a medium of meaning. It examines the theories of architecture across historical periods, the evolution of urban forms, the relationship between architecture and power, religion, economy, nature, and the human senses. Special emphasis is placed on: Architectural theory as philosophy The architect as thinker and cultural agent Vernacular and contemporary interpretations of identity Lebanese and regional architectural discourse Sustainability, technology, and future-oriented architectural thought The course is structured around thematic frameworks, case studies of architects, comparative analyses, and critical discussions, encouraging students to develop analytical, reflective, and research-based approaches to architectural history.