

Programme Objectives

1	To encourage the development of visual fluency as well as the acquisition of essential knowledge and skills in the elements and principles of design, drawing and color, computer aided design, Interior space planning, material & finishes, lighting, structures and codes specific to both residential & commercial spaces
2	To enable students to be entrepreneur by equipping them with the necessary entrepreneurial skills.
3	To gain knowledge and understanding of Interior Histories, theories, models, frameworks and real-world practices.
4	To introduce students to interior design business practices, market resources & project management techniques used in the interior design profession
5	To increase awareness of pressing social, economic & environmental concerns through the research & understanding of human factors.

Programme Outcomes

1	Learner will be to apply the design process to generate creative solutions to complex problems optimizing the human experience within the interior environment.
2	Learner will be able to analyse interiors, architecture, the decorative arts, and art within a historical and cultural context to inform contemporary design solutions.
3	Learner will be able to apply theory, psychology and methodology of colour to designs of the interior environment.
4	Learner will be able to specify furniture, fixtures, equipment and finish materials to meet the design criteria for a variety of interior spaces.
5	Learner will be able to apply principles of lighting, acoustics, thermal comfort, and indoor air quality as required to enhance the health, safety, welfare, and performance of building occupants.

Graduate Attributes

1	Entrepreneurship & Intrapreneurship
2	Effective & confident designer
3	Designer with design ethics & social design awareness
4	Life skills
5	Responsible designer