

DOCUMENT FOR INCOMING STUDENTS - ERASMUS +

Bachelor's Degree in Spatial & Interior Design

TWO FIELDS OF SPECIALIZATION:

Interior Design in Homes & Inhabited Spaces.

Interior Design in Shared Areas & Landscapes.

The **Interior Design Diploma in Homes & Inhabited Spaces** provides student interior design students with a thorough training that enables them to conceive and realize diverse public and private spaces – homes & habitats, trade and business settings and locations, offices, equipped areas and extensions – that will respond to people's needs and improve the well - being of users - be they residents, occupants, visitors, firms and agencies. The course of studies also focuses on an artistic design - oriented care and humane concern for the renovation and transformation of urban wasteland and changing areas.

Upon the in - depth observations and analyses of spaces belonging to our local cultural and historical heritage, students in Interior Design specializing in Homes & Inhabited Spaces have to face major social and environmental issues. And all the way they learn how to bring responses to those challenges by initiating adequate, sentient and dynamic creations. Our view on interior design favors the effervescent combination that infuse all the key - principles related to usage, functionality and aesthetics.

The **interior Design in Shared Areas & Landscapes** specialization enables students to gradually develop design with a maker - based approach. Students are taught how to respond to people's needs and usages while being constantly awake to the enchantment emanating from everyday existence. They learn how to design areas in towns and cities where people may enjoy spaces in which they take a break, or a stroll, and relax, wander, muse and wonder in the crisscrossing of streets, alleys, parks around buildings and houses. Along the way design students have to know how to give shape and function, character and personality to urban environments. They therefore receive a teaching & training that combine landscape design, techniques and philosophy, sciences and sentience in a spirit of effervescent creativeness. Our interior design course leads students to question heritage and requirements for innovation and transformation with social relevance and concern for people's well - being.

Educational organization

From conceptualization to creation and contextualization, students learn how to lay down codes and patterns that brings that touch of magic to homes, spaces and environments, the creative spark that kindles a lifetime of action, well-being and fulfillment. Exploring favors serendipity. Along that line students are bound to unexpectedly come across happy opportunities that will uplift their creative journeys with new and innovative vistas and perspectives.

Invigorating creation requires the practice and command of specific skills in drawing and all its facets, in the use digital tools for 3D modeling, and in models as tools of design creation. Teaching is individualized and also enhances teamwork through technical explorations, workshops and projects with local partners linked to the local and industrial heritage. A computer-equipped space is dedicated to students' usage. A shared workshop is also available, featuring 3D printers, laser cutters, a latex plotter, and other tools for making models on a reduced scale.

During the fourth semester students are required to actively engage in a three-month professional internship whose validation is inclusive part of graduation.

YEAR 1. Semesters 1 & 2.

General Tuition. UE 1 & 5.

S1 EC 1.1 / S2 EC 2.2 **Humanities & Philosophy.**

Lecture – based course 1 – hour weekly.

Students learn all the basic philosophical notions and concepts related to homes and interiors, habitations, environments, habitats and spatial design.

S1 EC 1.2 / S2 EC 5.2 **Culture of the Arts, Design and Techniques.**

Lecture –based course 2 – hours weekly.

The course deals with artistic creation, the history of architecture and spatial perception from antiquity to present – day evolutions. The course aims to make you aware of the importance of chronology in the evolution of techniques, and to have you get an in-depth knowledge of the artistic and architectural spaces that originated our present-day spaces. You will develop a keen faculty for observing architecture and various spaces, and you are expected to carry out self-directed researches. Practical experimentations as well as the necessary follow-through will be conducted.

You will get thoroughly acquainted with the essential words and notions of built spaces through the close examinations and rigorous analyses of emblematic samples of spaces and locations. You will learn how to operate interdisciplinary approaches and combinations through the investigation and interpretation of various types of documentation.

Transdisciplinary Teaching and Training. UE 2 & 6.

S1 EC 2.1 / S2 EC 6.1 **Tools for Creative Exploration and Realization.**

Lecture – based course 5 hours weekly. Practical follow – though 2 hours weekly.

- Knowledge acquisitions of basic tools and media related to creative processes, and discovery and examination of modes of research and experimentation.

- Application of the above acquisitions to drawing, plastic expression, lights and colors, types of materials, photography.

The transdisciplinary approach leads to the production of micro-projects that enable students to adopt their own stance on creative processes.

S1 EC 2.2 / S2EC 6.2 Materials and Technology.

Lecture – based course 1 hour weekly.

Practical follow – through 2 hours once every 2 weeks in department of Sciences laboratory.

You will study the modes of representation related to the diverse spaces through geometrical constructs and through drawing from observation. You will also get to know everything about the diverse techniques of graphic expression, you will learn how to examine the scales and proportions of volumes and spaces. The course will furthermore teach you how to express angles of vision and how to grasp the rendering of different geometrical perspectives.

You are to study visibility in spaces through expansion and development, folding and unfolding, through the construct of structural patterns, through cutting edges (in all senses of the terms) alongside the search for intersection in space with the drawing of geometric shapes and forms, and also through the analysis of views being projected on a wall. You will acquire a keener perception of elements in spaces, you will learn to define precisely what you see....and what you can't see.

S1 EC 2.3 / S2 EC 6.3 Digital Tools and Software Languages.

Practical follow – through 2 hours weekly.

The course consists in getting acquainted with the specificities of digital tools and digital language by learning how to use DTP – Desktop Publishing – software programs. This will make students benefit from a valuable hands-on approach to the various facets of interior design.

Professional Acquisitions, Practice & Implementations. UE 3 & 7.

S1 EC 3.1 / S2 EC 7.1 Techniques and Know - How.

Practical follow – through 1 hour weekly.

In this course students get acquainted with the conventional modes of fundamental representations. They learn how to represent spaces and communicate through them after the analysis and the programming of a micro-project.

The course focuses the process of selecting the most effective modes of representation and with the way to express them in the most personal possible manner. In this course the previous acquisitions of knowledge are being reinforced so they can be put to the most efficient use during the exploratory and explanatory phases of the micro-project.

S1 EC 3.2 / S2 EC 7.2 Design Project Practice and Implementation through Information & digital Media.

S1 Practical follow – through 5 hours weekly.

S2 Lecture - based course 1 hour weekly. Practical follow – through 5 hours weekly.

"To move about, to find shelter..." The examination of suchlike verbal phrases and similar expressions will in a concrete way allow students to find out more about notions that are essential to interior design studies. The consideration of neighborhoods, local contexts and geographical proximity will lead to the implementation of thinking processes in projects of limited length. The needs of the user and the role of usages in any given living space will also be given careful thought in order to reach new prospects and perspectives able to solve problems.

To fulfill this course's objectives, students are expected to collect classified visual documentation as well to engage in photo reports and essays in which they make adequate use of the previously - studied modes of representation.

S1 EC 3.3 / S2 EC 7.3 Design Project Research / Commitment & Strategies.

Practical follow – through 2 hours once every two weeks.

The first phase of this course's study concentrates on the fundamentals of layout-making. Students get subsequently acquainted with the designing of projects (organization of a "project board"), the making of a sketchbook and the assembling of a portfolio. All these skills are closely linked to the practice and implementation of the design project.

Students discover and examine diverse modes of representation in graphics and volumes. The contents of this course are also closely related to the practice and implementation of the project.

UE 4 & 8 Grounding and Guidance in Specialist Studies, Careers & Professions.

S1 EC 4 / S2 EC 8 Self-Direction / Guidance & Grounding.

Directed studies / Practical follow-through. One hour weekly.

In this course students discover and get fully informed about the diverse professional frameworks –jobs, functions, occupations – They are taught how to make the most of their background, profiles and fields of studied specialization in the working life, they learn how to write application letters, how to compose resumes, how to hone their ambitions, how to seize job opportunities, how to prepare for interviews within the professional context pertaining to interior design. During the second semester of studies, real-life situations are explored and implemented through live activities to enhance the impact and importance of cross-cutting training on the job. And regular interventions by professional interior designers are programmed along the semester

End of semester 2, two-week job shadowing / Two-week observation training.

During a two-week observation internship in an interior design professional context students are expected to develop a keen sense of observation. At the end of this training period they are requested to deliver an illustrated written account upon the requirements and constraints on the job; in that report students will also express their questioning and expectations about the profession of spatial and interior designer.

YEAR 2. Semesters 3 & 4.

General Tuition. UE 9 & 13.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy.

Lecture – based course 1 – hour weekly.

The course delves further into all the basic philosophical notions and concepts related to homes and interiors, habitations, environments, habitats and spatial design. Students learn how to adapt those notions and concepts to the orientation of their personal projects.

S3 EC 9.2 / S4 EC 13.2 Culture of the Arts, Design and Techniques.

Lecture –based course 2 – hours weekly.

The course aims to convey theoretical, historical, esthetic, sociological and technical knowledge. Students examine and analyze the ways and means by which art, craftsmanship and design complement one another and articulate together with the aim to resolving social and cultural issues related to spatial & interior design creation.

In that respect, the consideration of neighborhoods, local contexts and geographical proximity will lead to the implementation of thinking processes in projects of limited length. The needs of the user and the role of usages in any given living space will also be given careful thought in order to reach new prospects and perspectives able to solve problems.

To fulfill this course's objectives, students are expected to collect classified visual documentation as well to engage in photo reports and essays in which they make adequate use of the previously - studied modes of representation.

Transdisciplinary Teaching and Training. UE 10 & 14.

S3 EC 10.1 / S4 EC 14.1 Tools for Creative Exploration and Realization.

Lecture –based course 5 hours weekly. Practical follow – through 2 hours weekly.

- Knowledge acquisitions of basic tools and media related to creative processes, and discovery and examination of modes of research and experimentation.

- Application of the above acquisitions to materials, exhibits, drawings, plastic expression, lights and colors, types of materials, photography.

International as well as local implementations of creative tools are studied and commented upon so students can further identify and define their own stance and individual strategies as regards researches and investigations.

S3 EC 10.2 / S4 EC 14.2 Materials and Technology.

Lecture –based course 1 hour weekly.

Practical follow – through 2 hours once every 2 weeks.

Implementations of techniques related to space and interior design include various experimentations, observation sessions and case studies. Students subsequently examine the functions and impacts of those techniques on multiple materials. They furthermore learn the basic technical principles that govern materials, light and lighting as well as those that regulate the characteristics of natural and synthetic fibers. Scientific techniques are moreover applied to the identification and study of the microscopic structural characteristic of materials.

S3 EC 10.3 / S4 EC 14.3 Digital Tools and Software Languages.

Practical follow – through 1.30 hours weekly.

- Development of technical competencies in the use of software enabling graphic textile creation.

- Study of fundamentals and sound progression leading to the mastery of basic digital tools (CAP / CAD, Adobe, Illustrator, Photoshop, InDesign) and computer languages that enable image manipulations and retouching.

- Progression in handling 3D software. Passage and fluidity from 2D to 3D.

The course consists in getting further acquainted with the specificities of digital tools and digital language by learning how to use DTP – Desktop Publishing - software programs.

Professional Acquisitions, Practice & Implementations. UE 11 & 15.

S3 EC 11.1 / S4 EC 15.1 Techniques and Know – How.

Practical follow – through 3 hours weekly.

In this course students delve further into the conventional modes of fundamental representations. They learn how to represent spaces and communicate through them after the analysis and the programming of a micro-project.

The course focuses the process of selecting the most effective modes of representation and with the way to express them in the most personal possible manner. In this course the previous acquisitions of knowledge are being reinforced so they can be put to the most efficient use during the exploratory and explanatory phases of the micro-project

S3 11.2 / S4 EC 15.2 Design Project Practice and Implementation through Information & Digital Media.

Practical follow – through 4 hours weekly.

The course deals with techniques, strategies and stratagems required for written work, accounts and reports as well as oral presentations and performances, including live briefs. Codes and modes of written and oral communication are to be gradually mastered.

This course's study reinforces fundamentals of layout- making. Students get acquainted in depth with the designing of projects (organization of a "project board"), the making of a sketchbook and the assembling of a portfolio. All these skills are closely linked to the practice and implementation of the design project. Students are taught how to apply the diverse modes of representation in graphics and volumes. The contents of this course are also closely related to the practice and implementation of the project.

S3 EC 11.3 / S4 EC 15.3 Design Project Research / Commitment & Strategies.

Practical follow - through 1 hour week

This course's study reinforces fundamentals of layout-making. Students get acquainted in depth with the designing of projects (organization of a "project board"), the making of a sketchbook and the assembling of a portfolio. All these skills are closely linked to the practice and implementation of the design project. Students are taught how to apply the diverse modes of representation in graphics and volumes within their personal. The contents of this course are also closely related to the practice and implementation of the project.

This teaching class offers students the opportunity to highlight their own creative personalities and competencies as well as their personal professional design project through material modes of communication and digital media. The course calls for a constant vigilance as regards vistas, evolutions and prospects in all aspects of culture, trends and fashion.

S3 EC 11.4 / 15.4 Design Project Research / Commitment & Strategies.

Practical follow - through 1 hour weekly.

Students are taught how to make the most of their work, assets, knowledge and know - how through social networks, photoshoots, montages, video editing and conceptualizing diverse installations. The course enhances the developments of skills in sharing information and transmitting it.

Grounding and Guidance in Careers & Professions. UE 12 & 16.

S3 EC 12 / S4 EC 16 Prospects and Perspectives for Specialist Pursuits of Studies and Career Routes in Spatial & Interior Design.

Lecture -based course and practical follow - through 1 hour weekly.

- Students learn how to skillfully complete application letters and curriculum vitae / résumés that highlight their creative and professional assets and personality.

- Students are requested to write a detailed report on their professional internship. This report is to be placed online within portfolio.

YEAR 3. Semesters 5 & 6.

Throughout third year students realize and complete their final - year personal and professional design project, which consists of a written article and a personal professional major project assignment in which all the previously acquired knowledge, skills and competencies are to be creatively effected and actualized.

General Tuition. UE 17 & 21.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy

Lecture - based course 1 - hour weekly.

Students learn how to apply conceptualization to actualization. They develop their own thinking and philosophical perspective as regards creative processes.

S5 EC 17.2 / S6 EC 21.2 Culture of the Arts, Design and Techniques.

Practical follow - through 2 hours weekly.

Students gain sound knowledge and mastery of the major currents, modes and trends in the history of the arts and in the evolution and development of techniques and technology.

Transdisciplinary Teaching and Training. UE 18 & 22.

S5 EC 18.1/ S6 EC 22.1 Tools for Creative Exploration and Realization.

Practical follow – through two hours once every two weeks.

The course objective is to insure the full development and maturation of students' individualized stance on their creative strategies. They furthermore develop abilities and stratagems to give verbal accounts and presentations of their unique creative approach and pathway.

S5 EC18.2 / S6 EC 22.2 Materials & Technology.

Lecture –based course 1 hour weekly.

Implementations of techniques related to space & interior design include various experimentations, observation sessions and case studies. Students subsequently examine the functions and impacts of those techniques on diverse lay – outs and installations. They furthermore learn the basic technical principles that govern materials, light and lighting as well as those that regulate the characteristics of natural and synthetic fibers. Scientific techniques are moreover applied to the identification and study the microscopic structures of textile materials. During third year previous knowledge acquisitions are injected into their personal professional projects. That implies rounded study of technical textiles, natural materials, optic fiber and connected fabrics. Thermochromatic colorings and photochromatic colorings are probed into. Innovative techniques related to all types are explored.

S5 EC 18.3 / S6 EC 22.3 Digital Tools and Software Languages.

Practical follow – through 2 hours weekly.

- Practice and implementation of digital tools and computer languages requisite for design projects and responding to the needs of each student in their personal professional design projects.
- Implementing edition, planning and media.
- Gaining full proficiency in the use of DTP – Desktop Publishing - software programs.
- Adobe, Illustrator, Photoshop, Scripts and Javascript.
- Fablab handling and operating.

Professional Acquisitions, Practice & Implementations. UE 19 & 23.

S5 EC 19.1 / S6 EC 23.1 Techniques and Know – How.

Practical follow – through 5 hours weekly.

Students inject the most effective modes of representation within the framework of their personal project and learn how to express them in the most personal possible manner. In this course the previous acquisitions of knowledge are being reinforced so they can be put to the most efficient use during the exploratory and explanatory phases of the personal project..

S5 EC 19.2 / S6 EC 23.2 Design Project Practice and Implementation through Information and digital Media.

Practical follow – through 5 hours weekly.

Students identify, define and appropriate their personal professional projects that respond to the challenges of spatial & interior design creation.

S5 EC 19.3 / S6 EC 23.3 Design Project Practice and Implementation through Information and Digital Media.

Lecture –based course and practical follow – through 2 hours weekly.

Students concentrate on the modes of communication – printed materials and digital media - related to their personal professional projects. To highlight their creative stance and vision, they manipulate tools for photography and film animation.

Grounding & Guidance in Specialist Studies, Careers & Professions. UE 20 & 24.

S5 EC 20.1 + EC 24.1 / S6 EC 20.2 + EC 24.2 **Prospects and Perspectives for Pursuits of Studies and Career Routes in Spatial & Interior Design. Professional internship.**

Lecture –based course and practical follow – through 1 hour weekly.

Students receive in - depth information and knowledge about careers and professions deriving from object design tuition and training.

Back from internship students compose in writing a detailed account in which their express their questions and feelings of surprise arising from their initiation and subsequent immersion into the professional world.