

# Co-operative Education

## Information for Employers



## Bachelor of Interior Design

A Four-Year Ontario Bachelor of Applied Arts and Co-operative Education Program

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### The Program

Interior Design Students receive professional training in the research, design development and presentation of interior spaces, both in class and through practical and hands on experiences. The Program provides a focus on the planning, design and detailing of interior space to improve the quality of people's physical environments. The range of study includes retail, hospitality, healthcare, institutional, commercial office, community and residential interior spaces.

### The Content

Courses incorporate the development of sketching, drafting, illustrating, and computer aided design (CAD) drawing and 3D modeling. Studio classes follow industry standard practices and integrate design theories and research into practical simulated projects. The program provides comprehensive treatment of all facets of interior design including research, problem analysis, concept development, design communication, drawings and specifications, technology, verbal and visual presentation methods, construction, and business practice. Students understand colour theory, ergonomics, sustainable design, and selection and detailing of building materials, finishes, millwork and furniture. Theoretical studies in design theory, evidence based design, human factors, sustainable practices, design culture, history, sociology and psychology are embedded in the program.

### The Outcomes

Our graduates are trained to understand the responsibilities, standards, ethics and practices of the Interior Design profession. They utilize industry standard software and technology to create environmentally sustainable and socially responsible designs. Following the design process, students formulate, propose and execute creative design solutions for the physical, social and psychological needs of a changing society. They learn to produce technical working drawings for interior design projects and to understand how interior spaces influence human behaviour. Graduates are eligible for Intern Membership with the Association of Registered Interior Designers of Ontario (ARIDO).

### Sample Co-op Progression Charts:

September Intake Only			
	Fall	Winter	Summer
Year 1	Academic Term 1	Academic Term 2	Off
Year 2	Academic Term 3	Academic Term 4	Off
Year 3	Work Term 5	Academic Term 6	Work Term 1
Year 4	Academic Term 7	Academic Term 8	



### Learning Outcomes:

1. Solve design problems using analysis, synthesis and creativity.
2. Analyze the universality of design principles and elements.
3. Produce sophisticated designs with character and quality of space.
4. Integrate the principles of sustainability in creative design concepts.
5. Assess the merits of a freethinking, random idea creative process in creating and delivering an inventive solution.
6. Apply the principles and elements of design, line, rhythm, shape, colour, texture, proportion, etc., in the development of their work.
7. Articulate the characteristics of an aesthetically pleasing built environment.
8. Apply the criteria for method and material selection in design projects.
9. Select appropriate materials and processes to achieve the technical and visual functionality of their designs.
10. Explain the relationship between aesthetic and utilitarian dimensions (form and function) of design solutions.
11. Analyze the complexity of forces - economic, political, sociological and technological - which influence the design of the physical environment.
12. Explain the relationship between human behaviour and the built environment and the implications in preparing design solutions.
13. Assess the implications for interior design presented by key developments in current and emerging materials, media and technologies and in interdisciplinary approaches to contemporary practice in design.
14. Examine the technical issues, which challenge interior design practice.
15. Analyze the role of technology in the built environment through research, analysis and creative development.
16. Employ appropriate conventions of measurement, scale, site measuring, drafting and volumetric manipulation through modeling.
17. Employ new methods, materials, processes and technologies appropriate to interior design and explain their cultural, social and environmental implications.
18. Interpret, develop and communicate ideas in the history, theory and practice of design.
19. Analyze contemporary and historical art, architecture and design issues.
20. Explain and foster the interrelationships between interior design and other art, design and built environment fields.
21. Analyze and confidently employ appropriate business ethics and professional practices of the design industry.
22. Interpret the elements of a successful design practice, from business conception through to profit reporting.
23. Evaluate the significance of "Right to Practice" legislation, and issues of debate such as ethics, potential conflicts, liability and constraints.
24. Articulate and synthesize their knowledge and understanding, attributes and skills in effective ways in the contexts of creative practice, employment, further study, research and self-fulfillment.
25. Design, represent and communicate high quality interior design propositions of varying size, scope and complexity.
26. Source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources, both primary and secondary.

27. Select and employ appropriate visual languages to investigate, analyze, interpret, develop and articulate ideas for two and three-dimensional projects.
28. Analyze information and experiences, formulate independent judgments and articulate reasoned arguments through reflection, review and evaluation.
29. Conduct an academically structured, sustained and well-supported argument around a design issue.
30. Manage open and reflective discussion of one's work in an open studio environment with audiences, clients, markets, end-users and team members.
31. Employ effective and professional communication skills and techniques to interact, negotiate and undertake collaborative efforts.
32. Anticipate and accommodate change and work within the contexts of ambiguity, uncertainty and unfamiliarity.
33. Set personal goals, monitor, and reflect on achievements, workloads and commitments.
34. Develop and employ a professional standard of time management.
35. Adhere to the laws, codes, regulations, standards and practices that protect the health, safety and welfare of the public.
36. Employ observation and rationalization skills in the development of problem solving criteria.
37. Employ both convergent and divergent thinking in the process of observation, investigation, speculative enquiry, ideation and implementation of design solutions.
38. Employ selectivity in the refinement and critique of potential design solutions.
39. Reflect critically and evaluate whether a particular area falls within their scope of practice and whether they have sufficient depth of knowledge and practical experience to take on the project on their own resources or in collaboration with other consultants.
40. Formulate a cogent theoretical rationale for design and the contribution the individual can bring to it.

### **Why Should You Hire a Co-op Student?**

Many employers feel today's graduates have no concept of the "real" world of work; we are providing this experience in Co-operative Education. Any job that gives the student related background in your business would be suitable.

Co-operative Education students are ultimately looking ahead to careers in businesses such as yours. For this reason they are not expecting to simply put in time on the job, but are eager to get involved and make a worthwhile contribution. Participation in co-operative education also gives the employer the opportunity to try out a student's capabilities without obligation or commitment to permanent employment.

This work oriented educational system integrates classroom study and paid, on-the-job work experience, by alternating periods in College with periods of employment by co-operating organizations.

The work terms are spaced out through the academic program and students will be at various academic levels in successive work terms. The working experience will ideally increase in difficulty and responsibility as the student progresses academically. However, the College realizes it is often difficult in practice to do this.

It is essential that the work experience be a normal one; that the student be treated like a regular company employee so that a realistic picture of the working environment in that field may be obtained. Perhaps most important is what students gain from the working experience: an attitude for success and the ability to get along with co-workers at all levels.



## Academic Requirement:

### Level 1 - Take all of the following Mandatory Courses

DESG-7010	Interior Design Studio 1
ENVR-7005	Sustainable Practices
DESG-7011	Design Theory
COMM-7012	Design Communications

### Level 2 - Take all of the following Mandatory Courses

Gen Ed -	Take a 3 credit Gen. Ed. elective course
DESG-7012	Interior Design Studio 2
ENVR-7006	Human Environmental Relations
DESG-7013	Interior Detailing 1
COMM-7013	Design Communications 2

### Level 3 - Take all of the following Mandatory Courses

In addition to the following mandatory courses please refer to the Non-Core Level 3 requirement below	
DESG-7014	Interior Design Studio 3
DESG-7015	Design Theory 2
DESG-7016	Interior Detailing 2
COMM-7014	Design Communications 3
MATS-7001	Design & Material Culture

### Level 4 - Take all of the following Mandatory Courses

In addition to the following mandatory courses please refer to the Non-Core Level 4 requirement below	
DESG-7017	Design Studio 4
COMM-7015	Design Communications 4
MATS-7002	Building Technology 1-Lighting
DESG-7018	Case Studies in Design

### Level 5 - Take all of the following Mandatory Courses

Gen Ed -	Take a 3 credit Gen. Ed. elective course
In addition to the following mandatory courses please refer to the Non-Core Level 5 requirement below	
DESG-7019	Interior Design Studio 5
DESG-7020	Interior Detailing 3
MATS-7003	Building Tech 2-Mech & Safety Systems
ENVR-7007	Sustainable Practices 2

### Level 6 - Take all of the following Mandatory Courses

Gen Ed -	Take a 3 credit Gen. Ed. elective course
DESG-7021	Interior Design Studio 6
HIST-7012	Contemporary Design-Origins & Issues
BUSI-7002	Professional Practices 1
COMM-7016	Design Communications 5
DESG-7022	Interdisciplinary Design Practices
COOP-1020	Co-operative Education Employment Prep

### Level 7 - Take all of the following Mandatory Courses

Gen Ed -	Take a 3 credit Gen. Ed. elective course
In addition to the following mandatory courses please refer to the Non-Core Level 7 requirement below	
DESG-7023	Interior Design Advanced Studio 1
EDUC-7005	Interior Design Thesis-Research & Prag
DESG-7024	Interior Detailing 4
COMM-7017	Design Communications 6

### Level 8 - Take all of the following Mandatory Courses

Gen Ed -	Take a 3 credit Gen. Ed. elective course
In addition to the following mandatory courses please refer to the Non-Core Level 8 requirement below	
EDUC-7006	Interior Design Advanced Studio 2
MATS-7004	Site Studies
BUSI-7003	Professional Practices 2
EDUC-7007	Independent Study Project

*For the official Degree Audit, please see Registrar's Office*



[fanshawec.ca/coop](http://fanshawec.ca/coop)

Opening Doors