

## ADVANCED DIPLOMA IN INTERIOR DESIGN

Awarded by : Raffles Singapore  
 Intakes : January, April, July, and October  
 Duration : 1 Year and 6 Months (Full-time)

### Core Modules

<p>2D Computer Aided Drawing</p>	<p>Students will be introduced to Auto CAD software and its application using 2D drawings from an interior design perspective.</p> <p>Credit Points: 10</p>
<p>3D Computer Aided Drawing/REVIT</p>	<p>The objective of this module is to provide the students with the knowledge and skills to use 3-Dimensional Auto-Cad and Revit design software. The student will apply their knowledge to create 3D Virtual models of furniture and Interior spaces. The students will develop the correct skills to express their design ideas and convert them as a drawing file using the design software. The knowledge and skills attained in this module will help them create professional interior design drawings and presentations.</p> <p>Credit Points: 10</p>
<p>Academic Research and Communication Skills</p>	<p>This unit covers key aspects of research and communication studies in academic contexts relevant to students of design and marketing. Students engage in collaborative learning activities throughout the term in order to develop their teamwork skills. Students learn to locate, understand and critically evaluate information from books, journals, the Internet and primary sources in order to do effective research. Using these sources of information, students then produce an extended piece of analytical writing and give oral presentations to their peers. Skills in doing primary research (i.e. conducting focus groups and surveys), accessing and evaluating information, paraphrasing, using established referencing systems, applying the principles of effective communication and the professional presentation of documents are all covered during the module.</p> <p>Credit Points: 10</p>

<p>Budget Costing and Documentation</p>	<p>The objective of this module provides the students with knowledge and skills to develop budget estimation and actual pricing for interior design projects. Students will learn how to forecast cost and detailed estimate. They will be working with simple mathematical formulas to complex formulas to obtain the correct data of areas and volumes. The emphasis will also be on how to deal the direct and indirect cost and overheads, and will help them to provide a realistic cost conscious design fit for their future client's budget. This module also includes an introduction to Codes and Regulations and students will be exposed to the different types of contracts and procedures during the construction phases of a project.</p> <p>Credit Points: 10</p>
<p>Building Technology and Construction</p>	<p>The objective of this module is to provide students with the knowledge and skills to understand heavy construction materials, components and systems, including wood, steel, and concrete. Students will research and understand concrete foundations, floors, walls, load bearing masonry, and roof framing. The module will demonstrate the installation of doors, windows, stairwells, and interior finishes. Students will also produce working drawings related to the subjects.</p> <p>Credit Points: 10</p>
<p>Computer Rendering and Animation</p>	<p>The objective of this module provides the student with the knowledge and skills to use 3D Studio Max software. The student will develop the correct skills to express and explore his/her design ideas in a 3D environment. The knowledge and skills attained in this module will help the student to create professional 2-D presentations and animation.</p> <p>Credit Points: 10</p>
<p>Construction Studies 1</p>	<p>The objective of this module is to introduce interior construction details. The module provides students with the knowledge and skills of millwork conventional detailing. Standard reference drawing systems shall be applied to construction detail drawings. Simple sets of construction drawings with carefully coordinated and interrelated groupings of individual graphic components will be created to develop the basic fundamentals for detailing.</p> <p>Credit Points: 10</p>
<p>Construction Studies 2</p>	<p>The objective of this module further integrates interior construction details and drawings related to commercial projects. Students will continue to examine working drawing production and techniques, and will be encouraged to do external field research. Environmental systems such as electrical planning, plumbing systems, air-conditioning distribution and security such</p>

	<p>as sprinkler systems in building will be studied. The principles of acoustic in buildings will be introduced. The project done by the students in Design Studio 2 will be used to develop into a set of construction drawings.</p> <p>Credit Points: 10</p>
Design Studio 1 - Residential	<p>The objective of this module provides the students with knowledge and skills to be able to analyze and develop interior spaces for typical residential projects. Following the study of abstract fundamentals of space and form in design principles, students will apply these principles for the planning of interior spaces. The understanding of programming and developing a design brief will be formulated. Emphasis will be on planning for specific human needs, combining geometric concepts of form and space with pragmatic fundamental use and planning standards.</p> <p>Credit Points: 25</p>
Design Studio 2 - Retail	<p>The objective of this module provides the students with knowledge and skills to conceptualize design solutions for retail spaces. The focus is on the understanding of retail branding through interior design; their specialized requirements and thematic concepts. Advanced design issues related to retail store design will be emphasized such as commercial space planning, store image, ambience, storefronts, merchandise display, fixtures, lighting, signage and ergonomic requirements; all in creating a desirable shopping experience.</p> <p>Credit Points: 25</p>
Design Studio 3 - Office	<p>To provide the students with knowledge and skills to conceptualize design solutions related to office projects. In this module a large office project will be developed. The course focuses on how to think the working spaces according to the current working tendencies. The student will be exposed to existing design projects, space planning requirements and analysis of precedent studies. These studies will help the students to develop innovative design solutions for office space. The selection of office furniture and systems will be part of the design solution.</p> <p>Credit Points: 25</p>
Design Studio 4 - Restaurant & Hospitality	<p>To provide the students with knowledge and skills to conceptualize design solutions related to service projects such as restaurant and hospitality. The student will learn different problems related to this category of projects in order to understand one space with different requirements which should interact among each other (function, aesthetics, theme, culture, staff, target clients, etc). A development of a furniture project within restaurant or</p>

	<p>hospitality design is mandatory and will allow the students to develop the understanding of smaller details related to large projects.</p> <p>Credit Points: 25</p>
Environmental Lighting	<p>The objective of this module is to expose the students to technical information and provide them with necessary knowledge related to lighting design and its use in the practice of interior lighting. The emphasis of this module will be on the specifications of lighting fixtures and basic calculation according to usages of spaces such as residential and commercial.</p> <p>Credit Points: 10</p>
Furniture History and Application	<p>The objective of this module is to introduce students to the history and theory of furniture design and the application of history and theory to the furniture design process. Students will research and analyze the design and history of furniture, developing knowledge of material and form and their relation to cultural context. Students will also develop an understanding of the importance of ergonomics in the function of furniture. The ultimate goal of this module is to understand that history and theory can be inextricably connected to the design process and that a greater ability in theoretical and critical thinking will allow a greater ability in innovation.</p> <p>Credit Points: 10</p>
Interior Materials and Finishes	<p>The objective of this module provides students with the knowledge and skills to understand the world of Interior materials and finishes. The student will be exposed to different materials for interior surfaces. A critical understanding of sustainable design and ecological issues related to materials will be discussed. Students will learn how to select and use appropriate materials and finishes for different interior spaces such as residential and/or commercial projects.</p> <p>Credit Points: 10</p>
Portfolio	<p>The objective of this module is to assist students with the knowledge and skills to develop the ability to communicate conceptual interior design through the use of a portfolio and successfully secure a job interview. The students will also seek and demonstrate his/her career objectives to achieve his/her goals in work placement.</p> <p>Credit Points: 15</p>

<p>Presentation Drawing 2</p>	<p>The objective of this module is to assist students in combining hand-drawing techniques with computer imaging to improve their drawing skills. The student will explore technique methods that can transform their presentations using mixed media - freehand and digitally. Graphic presentation will be explored to enable the student to prepare and present interior design projects.</p> <p>Credit Points: 10</p>
<p>Professional Practice</p>	<p>The objective of this module is to assist students to understand and address the fundamental requirements to set an interior design practice. Emphasis will be in understanding various issues in operating an office such as: marketing interior design services; preparing fee proposal, dealing professionally with the clients, consultants, builders and suppliers. The course will also introduce on the code of ethics, law and professional responsibility to the clients and to the general public.</p> <p>Credit Points: 10</p>

## Choose 1

<p>Industrial Attachment</p>	<p>This module aims to provide students with the opportunity to gain real-world industry experiences and professional practices in their chosen discipline. It allows students to establish connections, develop useful contacts, and gain industrial skills and an overall perspective of the discipline. The industrial attachment is intended to enhance students' educational experience and prepare them for their careers.</p> <p>Credit Points: 20</p>
<p>Industry and Community Engagement</p>	<p>In this module, students are required to use their design knowledge and skills in industry-focused and/or community-based projects. These projects are facilitated by the lecturer or tutor, and there will be interactions with and feedback from key industry/community project mentors. The module is intended to prepare students for the expectations of the fast-paced real-world industry, and professional practices in careers in their chosen discipline.</p> <p>Credit Points: 20</p>