



DIPLOMA IN INTERIOR DESIGN

Awarded by : Raffles College of Higher Education, Singapore
Intakes : January, April, July, and October
Duration : 6 Months (Full-time)

Core Modules

Interior Design, Principles and Theory

The objective of this module is to provide the students with knowledge and skills to understand and apply basic principles of Design to the Interior Design domain. Following the study of abstract fundamentals of space and form, students will apply these in the solution of a simple spatial problem using for that abstract 3D models and sketches. Emphasis will be on planning for spatial harmony combining abstract concepts of space and form with fundamentals of Design Principles and planning standards.

Credit Points: 10

Architectural Drafting

The module provides students with the knowledge and skills to understand the application of architectural graphic conventions and drafting techniques. Architectural drafting as means of graphic communication will be examined in this module. Through lecturers, demonstrations and practical exercises students will be able to produce interior architectural drawings.

Credit Points: 10

Freehand Drawing

The objective of this module is to provide the students with the skills to use observation drawing as a means to express design ideas, and to familiarize students with a range of sketching and rendering techniques to further communicate these design thoughts effectively. Hands-on drawing exercises enable students to gain knowledge and confidence in their power of visualization and the development of perception and execution skills. Through observation and understanding of basic principles of structure, form, volume, space, planes, lines, perspectives, and proportions, students are encouraged to explore and experiment with various rendering skills and art media.

Credit Points: 10



Colour Application in Design

The objective of this module is to provide the students with knowledge and skills to understand and apply basic principles of colour theory into design related projects. The module's emphasis is on the study and visual phenomena of colour from conceptualization to the application to specific design areas. In this module, students will learn colour perception, harmony strategies, specification, colour scheme mixing, colour history, composition principles, and practise through successful creative designs.

Credit Points: 10

Spatial Presentation

This module aims to develop students' ability to communicate interior design ideas through perspective drawing, rendering techniques, and visual presentation methods. Students will explore freehand and mixed-media approaches to represent spatial concepts, materials, and atmosphere while developing effective graphic communication and presentation skills relevant to interior design practice.

Credit Points: 10

Creative Concept Development

The aim of this module is to develop students' ability to generate and develop design ideas through creative thinking, exploration, and conceptual processes. The module encourages students to engage with a range of approaches to idea generation, including analytical, experimental, and speculative methods, depending on the context and direction of the project. Students will be introduced to different strategies for conceptual development, enabling them to respond to both real and fictional design scenarios. Emphasis is placed on the use of iterative processes, critical reflection, and appropriate representation techniques to support the evolution and communication of ideas.

Credit Points: 10

Computer Graphics Skills

The objective of this module is to provide the students with knowledge and skills to understand and use basic graphic software in order to create and edit images and layouts. The process of learning will demand the use of appropriate software available in the working market such as Adobe Photoshop, Adobe Illustrator, Sketch Up and Microsoft Power Point (or equivalent). The emphasis will be to develop skills to produce 2-D presentation layout.

Credit Points: 10

Cultural Studies

The objective of this module provides the student with the knowledge and skills to enable them to understand and appreciate architecture and visual arts. The ultimate goal is to help students consider and analyze the inherent interaction between art and social and cultural values, to develop critical thinking abilities and a greater awareness and understanding of design.

Credit Points: 10