

Interior Design

Introduction

Coming to the year 2000, it was a time when the world; especially Indonesia had been free from crisis of economy. The construction center; especially property, was rapidly growing. Property constructions are cover; housing, apartment, shopping center, office and hotel. Investment got a big influence from the sector of property.

Social lifestyle has also influenced property sector as well. Furthermore, it is followed by developer's need to always update and bring up new things. The enlargement of television programs, books and magazines has also given impact to the Interior Design sectors. Lately, people have started to realize the sensitivity of design business and tendency of the current "trend" of property. Therefore, the opportunity of business in the Interior Design sector has become widely open. This opportunity has increased the needs of professional human resource.

Even though the opportunity has widely opened, there are still many problems in that sector. The main problem in this business is the internal sector competition; both national and international. Therefore, good programs are still needed to create competency and professionalism of interior designer. Based on this condition, BINUS UNIVERSITY has opened Interior Design program-Bachelor degree (S1). The vision of Interior Design program is to become the leader; both national and international. It is also supported by IT and had strong local culture as fundamental. BINUS UNIVERSITY has been ready to stand before the global competition. It also has positive value, such as the ability to succeed its interior designer in professional environment and global competition.

Interior Design's graduates of BINUS UNIVERSITY will become professional in global environment. They will be prepared professionally and scientifically. Therefore, by finishing their Bachelor program, they can step into practical works directly. Graduates will have the ability to designing hospitality and commercial design or furniture and interior design accessories. These graduates will not only have scientific and practical abilities in Interior Design sector, however they will also have spirit and entrepreneurship skill in the future.

Vision

A world class Interior Design Department, delivering international standard designers with strengths in local values, IT and green design.

Mission

The mission of Interior Design Department is to contribute to the global community through the provision of world-class education by :

1. Educating students in the fundamental skills of designing, with a focus on the latest technology, eco design and local content by providing excellent study facilities and internships that prepare students for global service industries or for continuing to an advance degree in interior design or related disciplines.
2. Preparing students who have a strong sense of ethics and local values, an entrepreneurial spirit, and are ready to take on strategic positions in service industries and make a contribution to society.
3. Recognizing and rewarding the most creative and value-adding talents.
4. Improving the quality of life of Indonesians and the International community.
5. Designing creative products and conducting professional services in interior design fields with an emphasis on the application of knowledge to society.

Program Objective

The objectives of the program are :

1. To provide students with innovative and creative design abilities, especially in eco design and local content, by using the latest technology and approaches.
2. To provide students with design abilities and knowledge, ranging from fundamental principles to applied skills and abilities.
3. To prepare students with necessary skills and knowledge of interior design that enable them to become an entrepreneur or a professional in a global environment.

Graduate Competency

At the end of the program, graduates will be able to :

1. Apply thorough design knowledge, from design concept into design planning.
2. Solve problems related to the practice of interior design from residential to public space occupancy.
3. Create and manage small interior design projects.
4. Prepare a professional interior design portfolio using the latest technology.
5. Develop interior design project based on local indigenous.
6. Analyze human needs to develop interior eco design project.
7. Produce furniture and home accessories based on local indigenous.
8. Analyze human ergonomic in producing eco furniture & home accessories product.

Prospective Career of the Graduates

Graduate will be prepared not only as professional interior designer, however they will also be able to create and open new work opportunity for other profession which are related; because of their ability to be an entrepreneur. This availability of work opportunity such as:

Commercial and Hospitality Design

- Interior design consultant
- Interior design contractor
- Real estate/property contractor
- Project Management
- Project Marketing
- Procurement
- Purchasing
- Merchandising
- Setting designer
- Commercial retailer
- Exhibition organizer
- Visual merchandise/window display designer
- Stylist for interior magazine
- Book writer
- Lighting designer

Furniture and Interior Design Accessories

- Interior design consultant
- Interior design contractor
- Furniture designer
- Manufacturer of Interior accessories
- Furniture & home accessories shop/ gallery owner
- Retailer
- Stylist for magazine/ production house
- Interior Decorator/Home decorator
- Home accessories designer
- Book writer
- Trader
- Supplier (furniture/ accessories interior)
- Workshop owner
- Product Development
- Retail Manager
- Buyer Merchandizing

Curriculum

Curriculum which is applied in Interior Design program, Faculty of Communication and Multimedia, BINUS UNIVERSITY has been adjusted to the policy of curriculum in Indonesia higher education. The curriculum also accommodates the main objective of program opening i.e. going to create a qualified interior designer. Graduates will have entrepreneur spirit, ready to work, have a good character and have competency in IT skills as well.

Currently, the Interior Design program provides 2 concentrations that the students can choose from according to their goals and interests:

Commercial & Hospitality Design :

This stream provides students with ability to design commercial & hospitality space, such as: design of apartments and houses, shops, restaurants, offices, hotels, hospitals, schools, etc.

Furniture and Interior Design Accessories :

This stream provides students with ability to design furniture and accessories for both residential and commercial such as hotels, offices, restaurants, by observing the terms of ergonomics, functionality & aesthetic.

Course Structure

Sem	Code	Course Name	SCU	Total	
1	CHAR6013	Character Building: Pancasila	2	20	
	ARTS6004	History of Western Art	2		
	DSGN6186	Sense of Design	4		
	DSGN6193	Interior Drawing	4		
	ARTS6001	Art Principles	2		
	ARCH6083	Interior Technical Drawing	4		
	English University Courses I				
	ENGL6128	English in Focus	2		
	ENGL6130	English for Business Presentation	2		
2	CHAR6014	Character Building: Kewarganegaraan	2	21	
	ARTS6005	History of Eastern Art	2		
	CIVL6067	Material Knowledge I	2		
	DSGN6194	Interior Design I: Residential	4		
	DSGN6195	Furniture Design I: Residential	4		
	CIVL6068	Drafting and Detail Construction	4		
	LANG6061	Indonesian	1		
	English University Courses II				
	ENGL6129	English Savvy	2		
ENGL6131	English for Written Business Communication	2			
3	CHAR6015	Character Building: Agama	2	22	
	DSGN6196	Interior Design II: Retail	4		
	DSGN6197	Furniture Design II: Retail	4		
	DSGN6198	Computer 2D Drawing	4		
	CIVL6069	Material Knowledge II	2		
	ENTR6003	Entrepreneurship I	2		
	DSGN6261	Presentation Technique	4		
4	DSGN6201	Ergonomic and Anthropometry	2	22	
	DSGN6365	Portfolio Presentation*	4		
	ARTS6006	History of Indonesian Art	2		
	DSGN6042	Green Design	2		
	Stream : Commercial and Hospitality Design				
	DSGN6199	Interior Design III: Office	6		
	DSGN6200	Computer 3D Drawing for Interior	4		
	DSGN6203	Lighting Design for Commercial & Hospitality	2		
	Stream : Furniture and Interior Design Accessories				
	DSGN6217	Furniture Design III: Office	6		
	DSGN6218	Computer 3D Drawing for Furniture	4		
DSGN6219	Finishing and Furniture Knowledge I	2			

Sem	Code	Course Name	SCU	Total	
5	DSGN6207	Interior Design History, Culture and Aesthetic	2	22	
	DSGN6037	Interior Design Methodology	2		
	ENTR6004	Entrepreneurship II	2		
	Stream : Commercial and Hospitality Design				
	DSGN6204	Interior Design IV: Commercial and Hospitality Project	6		
	DSGN6205	Computer 3D Interior Rendering*	4		
	DSGN6206	Visual Merchandising	2		
	CIVL6070	Building Component Theory and Regulation	2		
	DSGN6208	Interior Forecasting	2		
	Stream : Furniture and Interior Design Accessories				
	DSGN6220	Furniture Design IV: Commercial and Hospitality Project	6		
	DSGN6221	Computer 3D Furniture Rendering*	4		
	DSGN6222	Photography	2		
	DSGN6224	Furniture Forecasting	2		
	DSGN6225	Finishing and Furniture Knowledge II	2		
6	Enrichment Program I		15	15	
7	Enrichment Program II		16	16	
8	DSGN7032	Final Project	8	8	
TOTAL CREDIT 146 SCU					

*) *Entrepreneurship Embedded*

English University Courses:

-)For 1st Semester : *English University Courses I*, student with score Binus University English Proficiency Test less than 500 will take *English in Focus*, and student with score test greater than or equal to 500 will take *English for Business Presentation*

-)For 2nd Semester: *English University Courses II*, student with score Binus University English Proficiency Test less than 500 will take *English Savvy*, and student with score test greater than or equal to 500 will take *English for Written Business Communication*

Enrichment Program I (6th Semester) &Enrichment Program II (7th Semester):

-)Student will take one of enrichment program tracks (off campus).

Enrichment Track Scheme

Track	Semester 6						Semester 7					
	I	RS	ENTR	CD	SA	*etc	I	RS	ENTR	CD	SA	*etc
1	v						v					
2	v							v				
3	v								v			
4	v									v		
5	v										v	
6		v					v					
7			v				v					
8				v			v					
9					v		v					

Notes:

I : Internship

RS : Research

ENTR : Entrepreneurship

CD : Community Development

SA : Study Abroad

*etc : Departement specific needs

Notes:

Student can choose one of the available tracks

Enrichment Internship Track

Code	Course Name	SCU	Total
Enrichment Program I			
DSGN6209	Industrial Experience	8	15
DSGN6210	Design Ideation in Industry	2	
DSGN6211	Design Profession in Industry	2	
DSGN6380	Self Management in Industry	3	
Enrichment Program II			
DSGN6213	Professional Experience	8	16
DSGN6214	Design Applied in Industry	2	
DSGN6215	Design Process in Industry	2	
DSGN6216	Team Work Activity in Industry	4	

Enrichment Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I			
ENTR6321	Business Start Up	8	15
ENTR6163	Business Model & Validation in Design Field	2	
ENTR6164	Launching New Venture in Design Field	2	
ENTR6374	EES in New Interior Design Business	3	

Code	Course Name	SCU	Total
Enrichment Program II			16
ENTR6321	Business Start Up	8	
ENTR6163	Business Model & Validation in Design Field	2	
ENTR6164	Launching New Venture in Design Field	2	
ENTR6348	EES in New Interior Design Business	4	

Enrichment Research Track

Code	Course Name	SCU	Total
Enrichment Program I			15
RSCH6272	Research Experience	8	
RSCH6113	Scientific Writing in Design	4	
RSCH6293	Global EES	3	
Enrichment Program II			16
RSCH6272	Research Experience	8	
RSCH6113	Scientific Writing in Design	4	
RSCH6282	Global EES	4	

Enrichment Community Development Track

Code	Course Name	SCU	Total
Enrichment Program I			15
CMDV6152	Community Outreach Project Implementation	8	
CMDV6164	Community Outreach Project Design	4	
CMDV6198	Employability and Entrepreneurial Skills in Design Community	3	
Enrichment Program II			16
CMDV6152	Community Outreach Project Implementation	8	
CMDV6164	Community Outreach Project Design	4	
CMDV6119	Employability and Entrepreneurial Skills in Design Community	4	

Enrichment Study Abroad Track*

Code	Course Name	SCU	Total
Elective courses list for study abroad*			
Enrichment Program I			
GLOB6005	Elective Course for Study Abroad 1	4	15
GLOB6006	Elective Course for Study Abroad 2	4	
GLOB6007	Elective Course for Study Abroad 3	4	
GLOB6008	Elective Course for Study Abroad 4	4	
GLOB6009	Elective Course for Study Abroad 5	2	
GLOB6010	Elective Course for Study Abroad 6	2	
GLOB6011	Elective Course for Study Abroad 7	2	
GLOB6012	Elective Course for Study Abroad 8	2	
GLOB6013	Elective Course for Study Abroad 9	2	
GLOB6014	Elective Course for Study Abroad 10	2	
GLOB6015	Elective Course for Study Abroad 11	2	
GLOB6016	Elective Course for Study Abroad 12	2	
GLOB6041	Elective Course for Study Abroad 25	3	
GLOB6042	Elective Course for Study Abroad 26	1	
Enrichment Program II			
GLOB6005	Elective Course for Study Abroad 1	4	16
GLOB6006	Elective Course for Study Abroad 2	4	
GLOB6007	Elective Course for Study Abroad 3	4	
GLOB6008	Elective Course for Study Abroad 4	4	
GLOB6009	Elective Course for Study Abroad 5	2	
GLOB6010	Elective Course for Study Abroad 6	2	
GLOB6011	Elective Course for Study Abroad 7	2	
GLOB6012	Elective Course for Study Abroad 8	2	
GLOB6013	Elective Course for Study Abroad 9	2	
GLOB6014	Elective Course for Study Abroad 10	2	
GLOB6015	Elective Course for Study Abroad 11	2	
GLOB6016	Elective Course for Study Abroad 12	2	

*)Transferred courses will be transferred based on credit transfer policies on study program with total of 15 credits for Enrichment Program I and 16 credits for Enrichment Program II.

Student should pass all of these quality controlled courses as listed below:

No	Code	Course Code	Minimum Grade
1	CHAR6013	Character Building: Pancasila	B
2	ENTR6004	Entrepreneurship II	C
3	DSGN6186	Sense of Design*	C
4	ARCH6083	Interior Technical Drawing	C
5	DSGN6196	Interior Design II: Retail	C
6	DSGN6037	Interior Design Methodology*	C
Stream: Commercial and Hospitality Design			
7	DSGN6199	Interior Design III: Office*	C
8	DSGN6208	Interior Forecasting	C
Stream: Furniture and Interior Design Accessories			
7	DSGN6217	Furniture Design III: Office*	C
8	DSGN6224	Furniture Forecasting	C

*) Tutorial & Multipaper