

Interior Design

Introduction

Interior Design Study Program in Bina Nusantara (Malang Campus) is intended for those who have an interest in interior design creative. We prepare graduates to become designers who have the ability of problem-solving, teaching a knowledge and giving experience in designing on a scale of private housing to public spaces. Through various subjects designed to adapt to the latest technology, and combining between theory and practical knowledge, our graduates will qualified to design from a scale of housing to hospitality, business, furniture, interior accessories. Graduates are able to mastering latest technology in interior design, and have a capability to compete globally.

Vision

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

Mission

The missions of Interior Design Department are 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. (PO 2) To provide students with design abilities and knowledge, ranging from fundamental principles to applied skills and abilities.
3. (PO 3) To prepare students with necessary skills and knowledge of interior design that enables them to become an entrepreneur or a professional in a global environment.
4. (PO 4) To prepare students with interdisciplinary approach and collaborative abilities by the application of the latest technology to accommodate the smart living lifestyle in the future.

Student Outcomes

After completing the study, graduates are:

1. Able to design interior concept based on human behaviour, technical aspect, and values that related to interior design;
2. Able to design an interior concept independently both in manual and digital to fulfill user community needs for residential to public space project based on design theory, user need study, and interior design problems;

3. Able to design thematic interior element (furniture, wall, ceiling and floor) based on technical characteristic and material aesthetic;
4. Able to produce interior design planning as a proposed problem solving and fulfill community needs that accountable and qualified in function, aesthetic, construction, and meaningful;
5. Able to communicate ideas in visual language that communicative and informative;
6. Able to design an interior and its elements that prioritizes local indigenous, green design and sustainability;
7. Able to produce interior design work that has good selling value as a professional or entrepreneur (designpreneur);
8. Able to build independent business in interior design;
9. Able to create interior design and interior elements based on latest technology to support sustainable and smart living concept;
10. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving.

Prospective Career of the Graduates

1. Interior Design Consultant
2. Interior Design Contractor
3. Furniture Designer
4. Home Accessories Designer
5. Lighting Designer
6. Exhibition Designer
7. Visual Merchandiser
8. Manufacturer of Interior Accessories

Curriculum

Bina Nusantara University – Interior Design Study Program (Malang Campus) have unique curriculum as follows:

1. 2+1+1 student mobility,

Bina Nusantara University accommodating students who want to try to feel the experience of studying at Binus Jakarta for 2 semesters, starting from 4th semester to 5th semester. And after that, students must follow Enrichment Programs for a year (6th -7th semester).

2. Enrichment Programs.

There are 5 Enrichment Programs that can be choose by students based on their interest, as follows: Internship Program, Research Program, Community Department, Entrepreneurship Program, and Study-Abroad Program to the cooperate-universities and/or industries.

3. Streaming: Smart Living & Environmental Design.

Specified in Interior Design Study Program (Malang Campus), we provide expertise concentration in smart living system for interior design that environmentally sustain. With this major concentration, our graduates can better adapt and well-equipped to technology developments and able to qualified globally.

Course Structure

| Sem | Code | Course Name | SCU | Total |
|-----|----------|--------------------------------------|-----|-------|
| 1 | CHAR6030 | Character Building: <i>Pancasila</i> | 2 | 20 |
| | DSGN6747 | Ergonomic and Anthropometry | 2 | |
| | DSGN6496 | Sense of Design* | 4 | |

| Sem | Code | Course Name | SCU | Total | |
|----------|---|--|-----|-------|--|
| | DSGN6497 | Interior Drawing | 4 | | |
| | ARTS6024 | Art Principles | 2 | | |
| | ARCH6110 | Interior Technical Drawing** | 4 | | |
| | English University Courses I | | | | |
| | ENGL6198 | English in Focus | 2 | | |
| | ENGL6199 | English for Business Presentation | 2 | | |
| 2 | CHAR6031 | Character Building: <i>Kewarganegaraan</i> | 2 | 20 | |
| | DSGN6498 | Interior Design I** | 4 | | |
| | DSGN6499 | Furniture Design I** | 4 | | |
| | CIVL6127 | Material Knowledge in Interior Design | 2 | | |
| | CIVL6096 | Drafting and Detail Construction | 4 | | |
| | ENTR6519 | Entrepreneurship : Ideation | 2 | | |
| | English University Courses II | | | | |
| | ENGL6201 | English Savvy | 2 | | |
| | ENGL6200 | English for Written Business Communication | 2 | | |
| 3 | CHAR6032 | Character Building: <i>Agama</i> | 2 | 22 | |
| | DSGN6500 | Interior Design II | 4 | | |
| | ARTS6035 | Design History Studies | 2 | | |
| | CIVL6099 | Building Component Theory and Regulation | 2 | | |
| | DSGN6802 | Furniture Design II** | 4 | | |
| | DSGN6899 | Interior Design and Sustainable Living** | 2 | | |
| | DSGN6803 | Computer 2D Drawing | 4 | | |
| | LANG6089 | Indonesian Language | 2 | | |
| 4 | DSGN6810 | Interior Design & Culture | 2 | 18 | |
| | DSGN6900 | Rendering & Presentation Techniques | 2 | | |
| | DSGN6804 | Business in Interior Design*** | 2 | | |
| | Streaming: Smart Living & Environmental Design | | | | |
| | DSGN6901 | Experimental Lighting Design** | 2 | | |
| | DSGN6806 | Environmental Graphic Design (EGD) | 4 | | |
| | DSGN6808 | Interior Design III | 4 | | |
| | DSGN6809 | Interior Product Prototyping | 2 | | |
| | Streaming: Commercial and Hospitality Design**** | | | | |
| | DSGN6199 | Interior Design III: Office* | 6 | | |
| | DSGN6200 | Computer 3D Drawing for Interior* | 4 | | |
| | DSGN6615 | Lighting Design For Interior | 2 | | |
| | Streaming: Furniture and Interior Design Accessories**** | | | | |
| | DSGN6217 | Furniture Design III: Office* | 6 | | |
| | DSGN6218 | Computer 3D Drawing for Furniture* | 4 | | |
| DSGN6888 | Interior Accessories Design | 2 | | | |

| Sem | Code | Course Name | SCU | Total | |
|----------------------------------|---|---|-----|-------|---|
| | Minor Program | | 12 | | |
| | Free Electives**** | | 12 | | |
| 5 | DSGN6902 | Interior Design and Technology | 2 | 20 | |
| | DSGN6941 | Interior Design Methodology | 4 | | |
| | DSGN6811 | Portfolio Development* | 4 | | |
| | ENTR6512 | Entrepreneurship: Market Validation | 2 | | |
| | Streaming: Smart Living & Environmental Design | | | | |
| | DSGN6812 | Exhibition Design | 4 | | |
| | DSGN6814 | Interior Behaviour & Experience | 2 | | |
| | DSGN6903 | Interior in Digital Interactive | 2 | | |
| | Streaming: Commercial and Hospitality Design**** | | | | |
| | DSGN6204 | Interior Design IV: Commercial and Hospitality Project | 6 | | |
| | DSGN6612 | Design Trend | 2 | | |
| | Streaming: Furniture and Interior Design Accessories**** | | | | |
| | DSGN6220 | Furniture Design IV: Commercial and Hospitality Project | 6 | | |
| | DSGN6614 | Signage and Way finding Design for Interior | 2 | | |
| | Minor Program | | | | 8 |
| Free Electives**** | | | 8 | | |
| 6 | Enrichment Program I | | 20 | 20 | |
| 7 | Enrichment Program II | | 20 | 20 | |
| 8 | RSCH6482 | Thesis | 6 | 6 | |
| Total Credits 146 Credits | | | | | |

*) This course is delivered in English

**) Global Learning System Course

***) Entrepreneurship Embedded

****) Conducted for student mobility program in Jakarta

English University Courses:

-) For 1st Semester: English University Courses I, students with Binus University English Proficiency Test score less than 500 will take English in Focus, and student with test score greater than or equal to 500 will take English for Business Presentation.
-) For 2nd Semester: English University Courses II, students with Binus University English Proficiency Test score less than 500 will take English Savvy, and students with test score 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 | | | | | |
|-------|------------|----|----|----|----|-----|------------|----|----|----|----|-----|
| | IN | RS | EN | CD | SA | etc | IN | RS | EN | CD | SA | etc |
| 1 | v | | | | | | v | | | | | |
| 2 | v | | | | | | | v | | | | |
| 3 | v | | | | | | | | v | | | |
| 4 | v | | | | | | | | | v | | |
| 5 | v | | | | | | | | | | v | |

| Track | Semester 6 | | | | | | Semester 7 | | | | | |
|-------|------------|----|----|----|----|-----|------------|----|----|----|----|-----|
| | IN | RS | EN | CD | SA | etc | IN | RS | EN | CD | SA | etc |
| 6 | | v | | | | | v | | | | | |
| 7 | | | v | | | | v | | | | | |
| 8 | | | | v | | | v | | | | | |
| 9 | | | | | v | | v | | | | | |

Note:

| | | | |
|----|--------------------|-----|----------------------------------|
| IN | : Internship | CD | : Community Development |
| RS | : Research | SA | : Study Abroad |
| EN | : Entrepreneurship | etc | : Study Program Special Purposes |

Description:

Student will take one of enrichment program tracks

Enrichment Internship Track

| Code | Course Name | SCU | Total |
|------------------------------|--|-----|-------|
| Enrichment Program I | | | 20 |
| DSGN6515 | Industrial Experience | 8 | |
| DSGN6904 | Design Ideation & Profession in Industry | 8 | |
| DSGN6518 | Self Management in Industry | 4 | |
| Enrichment Program II | | | 20 |
| DSGN6519 | Professional Experience | 8 | |
| DSGN6905 | Design Applied & Process in Industry | 8 | |
| DSGN6522 | Team Work Activity in Industry | 4 | |

Enrichment Entrepreneurship Track

| Code | Course Name | SCU | Total |
|--------------------------------|-------------------------------------|-----|-------|
| Enrichment Program I/II | | | 20 |
| ENTR6964 | New Business Initiation | 8 | |
| ENTR6965 | Product Development Process | 8 | |
| ENTR6417 | EES in New Interior Design Business | 4 | |

Enrichment Research Track

| Code | Course Name | SCU | Total |
|--------------------------------|------------------------------|-----|-------|
| Enrichment Program I/II | | | 20 |
| RSCH6379 | Research Experience | 8 | |
| RSCH6588 | Scientific Writing in Design | 8 | |
| RSCH6381 | Global EES | 4 | |

Enrichment Community Development Track

| Code | Course Name | SCU | Total |
|--------------------------------|--|-----|-------|
| Enrichment Program I/II | | | 20 |
| CMDV6223 | Community Outreach Project Implementation | 8 | |
| CMDV6361 | Community Outreach Project Design | 8 | |
| CMDV6225 | Employability and Entrepreneurial Skills in Design Community | 4 | |

Enrichment Study Abroad Track

| Code | Course Name | SCU | Total |
|-----------------------------|-------------------------------------|-----|-------|
| Enrichment Program I | | | 20 |
| GLOB6093 | Elective Course for Study Abroad 1 | 4 | |
| GLOB6094 | Elective Course for Study Abroad 2 | 4 | |
| GLOB6095 | Elective Course for Study Abroad 3 | 4 | |
| GLOB6096 | Elective Course for Study Abroad 4 | 4 | |
| GLOB6105 | Elective Course for Study Abroad 13 | 4 | |
| GLOB6097 | Elective Course for Study Abroad 5 | 2 | |
| GLOB6098 | Elective Course for Study Abroad 6 | 2 | |
| GLOB6099 | Elective Course for Study Abroad 7 | 2 | |
| GLOB6100 | Elective Course for Study Abroad 8 | 2 | |
| GLOB6101 | Elective Course for Study Abroad 9 | 2 | |
| GLOB6102 | Elective Course for Study Abroad 10 | 2 | |
| GLOB6103 | Elective Course for Study Abroad 11 | 2 | |
| GLOB6104 | Elective Course for Study Abroad 12 | 2 | |
| GLOB6109 | Elective Course for Study Abroad 17 | 2 | |
| GLOB6110 | Elective Course for Study Abroad 18 | 2 | |

*) Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

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

| No. | Course Code | Course Name | Minimal Grade |
|-------------------------|-------------|--------------------------------------|---------------|
| 1. | CHAR6030 | Character Building: <i>Pancasila</i> | B |
| 2. | ENTR6512 | Entrepreneurship III | C |
| 3. | DSGN6496 | Sense of Design | C |
| 4. | ARCH6110 | Interior Technical Drawing | C |
| 5. | DSGN6941 | Interior Design Methodology | C |
| 6. | DSGN6498 | Interior Design I | C |
| 7. | DSGN6500 | Interior Design II | C |
| Streaming Course | | | |
| 8. | DSGN6808 | Interior Design III | C |

*) Tutorial & Multipaper