



## **BFA INTERIOR DESIGN PROGRAM**

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### DESCRIPTION

Emphasizing the study of interior architecture, the San Jose State University BFA Interior Design Program prepares students for professional career opportunities which exist in corporate facilities planning and development, corporate retail and hospitality planning and design, and major international architectural firms. Preparation for the professional degree involves the theoretical and practical study of interior architecture with emphasis on critical thinking, communication skills, design process, emerging technologies, human factors, aesthetic sensibilities, laws, codes and regulations, and most importantly professional ethics and values.

A portfolio review is required for this program. A 3.0 cumulative grade point average from all college work is required for acceptance to the program. Students must maintain a 3.0 average in all art and design classes following acceptance. All students in the BFA Interior Design Program are required to complete a three unit professional internship as part of their degree requirements.

San Jose State University is an accredited institutional member of the National Association of Schools of Art and Design NASAD, which is recognized by the California Council for Interior Design Certification CCIDC, and the National Council for Interior Design Qualification NCIDQ. Graduates with the Bachelor of Fine Arts Interior Design degree from SJSU fully meet eligibility requirements to take the NCIDQ examination for certification as professional interior designers.

San Jose State University is a campus of the California State University and is located in the heart of Silicon Valley, one of the most rapidly changing and socially complex metropolitan areas of the nation. The San Jose metropolitan area and the San Francisco bay region offer outstanding opportunities for professional careers in interior design.



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### MAJOR FORM

#### PREPARATION FOR THE MAJOR 19 units

Art 1 Introduction to Art and Design 1 unit  
Art 12 2D Concepts 3 units *or*  
Art 13 3D Concepts 3 units  
Art 14 Color 3 units  
Art 24 Beginning Drawing 3 units  
ArH 70A\* Pre-Historic to Medieval 3 units *or*  
ArH 70C\* Arts of Asia 3 units  
ArH 70B\* Renaissance to Modern 3 units  
DsIT 80 The Applied Arts in Interior Design 3 units

#### PREREQUISITES FOR ADMISSION TO THE MAJOR 15 units

DsIT 15 Architectural Drawing and 3D Modeling 3 units  
DsIT 29 Design Process 3 units  
DsIT 33 Architectural Presentation 3 units  
DsIT 34 Interior Architecture Foundation Studio 3 units  
DsIT 98 Architectural Forum 3 units

#### REQUIREMENTS FOR THE MAJOR 33 units

DsIT 102 Computers Graphics for Interior Architecture 3 units  
DsIT 103\*\* Interior Architecture Conceptual Design Studio 3 units  
DsIT 104\*\* Interior Architecture Space Planning Studio 3 units  
DsIT 105\*\* Interior Architecture Advanced Design Studio 3 units  
DsIT 106 Architectural Project Materials 3 units  
DsIT 107 Furniture Design 3 units  
DsIT 108 Architectural Lighting Design 3 units  
DsIT 109 Object Design for Interiors 3 units  
DsIT 111\*\* Interior Architecture Seminar 3 units  
DsGN 127 Internship 3 units  
ArH 192A 19th Century Architecture 3 units *or*  
ArH 192B 20th Century Architecture 3 units *or*  
ArH 176 Design in Society 3 units

#### SUPPORT FOR THE MAJOR 12 units

Tech 27 Fundamentals of Architectural Graphics 3 units  
Tech 128 Architectural Structures 3 units  
EnvS 1 Introduction to Environmental Issues 3 units *or*  
Phil 110\* Science Tech and Human Values 3 units  
EnvS 132 Solar Home Design 3 units *or*  
UrbP 151 Introduction to Urban Design 3 units *or*  
UrbP 152 Introduction to Urban Design Studio 3 units

#### ART & DESIGN ELECTIVES 6 units

TOTAL UNITS REQUIRED FOR THE MAJOR 132 units  
\*Counts for General Education \*\*Pass Portfolio Review



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### PROGRAM SCHEDULES

#### FALL

DsIT 15 Architectural Drawing and 3D Modeling  
DsIT 29 Design Process  
DsIT 33 Architectural Presentation  
DsIT 34 Interior Architecture Foundation Studio  
DsIT 102 Computer Graphics for Interior Architecture  
DsIT 103 Interior Architecture Conceptual Design Studio  
DsIT 104 Interior Architecture Space Planning Studio  
DsIT 105 Interior Architecture Advanced Design Studio  
DsIT 107 Furniture Design  
DsIT 108 Architectural Lighting Design

#### WINTER

DsIT 109 Object Design for Interiors

#### SPRING

DsIT 15 Architectural Drawing and 3D Modeling  
DsIT 29 Design Process  
DsIT 33 Architectural Presentation  
DsIT 34 Interior Architecture Foundation Studio  
DsIT 102 Computer Graphics for Interior Architecture  
DsIT 103 Interior Architecture Conceptual Design Studio  
DsIT 104 Interior Architecture Space Planning Studio  
DsIT 105 Interior Architecture Advanced Design Studio  
DsIT 107 Furniture Design  
DsIT 108 Architectural Lighting Design  
DsIT 111 Interior Architecture Seminar\*

#### SUMMER

DsIT 98 Architectural Forum  
DsIT 106 Architectural Project Materials

\*Alternating Courses



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### COURSE PLANNING MODEL

#### FIRST YEAR AND SECOND YEAR

Art 1 Introduction to Art and Design 1 unit  
Art 12 2D Concepts 3 units *or*  
Art 13 3D Concepts 3 units  
Art 14 Color 3 units  
Art 24 Beginning Drawing 3 units  
ArH 70A\* Pre-Historic to Medieval 3 units *or*  
ArH 70C\* Arts of Asia 3 units  
ArH 70B\* Renaissance to Modern 3 units  
DsIT 80 The Applied Arts in Interior Design 3 units  
DsIT 15 Architectural Drawing and 3D Modeling 3 units  
DsIT 29 Design Process 3 units  
DsIT 33 Architectural Presentation 3 units  
DsIT 34 Interior Architecture Foundation Studio 3 units  
DsIT 98 Architectural Forum 3 units  
Tech 27 Fundamentals of Architectural Graphics 3 units  
Plus Majority of General Education

#### THIRD YEAR, FOURTH YEAR AND FIFTH YEAR

DsIT 102 Computers Graphics for Interior Architecture 3 units  
DsIT 103\*\* Interior Architecture Conceptual Design Studio 3 units  
DsIT 104\*\* Interior Architecture Space Planning Studio 3 units  
DsIT 105\*\* Interior Architecture Advanced Design Studio 3 units  
DsIT 106 Architectural Project Materials 3 units  
DsIT 107 Furniture Design 3 units  
DsIT 108 Architectural Lighting Design 3 units  
DsIT 109 Object Design for Interiors 3 units  
DsIT 111\*\* Interior Architecture Seminar 3 units  
DsGN 127 Internship 3 units  
ArH 192A 19th Century Architecture 3 units *or*  
ArH 192B 20th Century Architecture 3 units *or*  
ArH 176 Design in Society 3 units  
Tech 128 Architectural Structures 3 units  
EnvS 1 Introduction to Environmental Issues 3 units *or*  
Phil 110\* Science Tech and Human Values 3 units  
EnvS 132 Solar Home Design 3 units *or*  
UrbP 151 Introduction to Urban Design 3 units *or*  
UrbP 152 Introduction to Urban Design Studio 3 units  
Plus Upper Division General Education



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### PORTFOLIO REVIEW

#### REVIEW REQUIREMENTS

Students are to have:

3.0 cumulative grade point average from all college work  
Completed preparation for the major, 25 units  
Completed DsIT 15, DsIT 29, DsIT 33  
Enrolled in or completed DsIT 34

#### SUBMISSION REQUIREMENTS

Submissions are to be:

Composed of 2D and 3D (slides) work from  
DsIT 15, DsIT 29 DsIT 33, and DsIT 34  
Scanned and printed *or* color copied  
Mounted on 15 x 15 black photomount board  
Approximately 12 boards

#### SUBMISSION REVIEW REQUIREMENTS

Submissions are to be:

Placed inside a black art style hard folder.  
Accompanied by all college transcripts  
placed in the student's portfolio  
Dropped-off in the Design Office  
Room A121 by the **first Monday of December,**  
***or* the first Monday of May**  
Picked-up on the following Monday, results and  
signed change of major form will be enclosed in the portfolio

STUDENTS ARE TO TAKE THE CHANGE OF MAJOR FORMS TO THE  
ADMISSIONS OFFICE IMMEDIATELY



## BFA INTERIOR DESIGN PROGRAM

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### DETAILED DESCRIPTION

Interior Design majors draw upon an array of University and community resources to prepare for professional practice in both the public and private sectors. **Preparation** involves both theoretical and practical study encompassing a global view - emphasizing further development of aesthetic sensibilities, communication skills, critical thinking, design process, philosophic values, professional ethics, and technological facility.

As professionals, interior design graduates must understand the interrelationship of basic theories of design, behavior and visual communication as regards human beings and the built environment; they must be able to conceptualize, problem-solve and evaluate using methods firmly grounded in human factors, laws, building codes, regulations and other standards (ADA, Barrier Free Code, Title 24, UBC) that effect design solutions for all types of habitation, and for a variety of populations (young, older, disabled, low and high income).

**San Jose State University's Interior Design program, which has been on campus for over fifty + years, continues to meet the challenges in design education through curricular flexibility, insight and innovation; graduating designers who take a proactive role in an evolving global design environment. Because of the need for well educated, professionally trained and Certified interior designers, the curriculum is continually reviewed and updated to insure that students are thoroughly prepared for practice in such areas as corporate, healthcare, institutional, office, retail, restaurant and special housing design. Interior designers will continue to have an increasingly important role in the 21st century, defining and shaping both public and private built environments.**

The concept of interior design as "decoration" was outmoded at SJSU when the program made a dramatic leap forward by integrating architectural and facilities planning components into the curriculum over twenty years ago. This occurred a number of years before other public and private schools in the region revised their curricula, and before establishment by the State of California of an administrative agency, the California Council for Interior Design Certification (CCIDC), to Certify interior designers using the National Council for Interior Design Qualification exam (NCIDQ); a universal standard by which to measure the competency of individuals to practice as professionals. This curricular innovation has enabled graduates to contribute as well as benefit from events occurring in the Silicon Valley, as well as nationally and internationally.

**Student awards** have been numerous and include: International Interior Design Association, *1st place*, corporate planning and design; Institute of Store Planners, *1st place*, retail design; International Home Furnishings Association, *1st place*, lighting fixture design; The Gap, *honorable mention awards*, retail design. Additionally, the California Peninsula Chapter of ASID awards an annual SJSU scholarship and there are several School of Art and Design scholarships. Recently, an Interior Design alumna established a significant endowment for the program. More than a dozen students have completed a semester or academic year of study in Denmark, England, France, Italy or Mexico. And several students from England have studied at SJSU.

Recent student and faculty involvement with Bay Area non-profit **community projects** include the space planning and interior design of assisted living environments for the elderly, The Terraces, Los Gatos, CA; educational and recreational facilities for developmentally disabled children and young adults, Hope Rehabilitation Services, San Jose CA; public spaces for KTEH - Ch 54 Public Television, San Jose CA in cooperation with Design Response, a non-profit organization dedicated to helping other non-profits with their design needs; the Community Counseling Consortium, San Jose CA; the National Council of Alcohol and Drug Abuse (NCADA), San Jose CA; the Steinbeck Research Center, San Jose CA; shelter design for the homeless population, City of San Francisco, CA; a nursing station design for a hospice; bench seating design for the Japantown Business Association, San Jose CA; retail store planning for Nichi-Bei Busan, San Jose CA; office studies for Harbor Universal Corp., San Leandro, CA.

All majors complete three to six units of **internship** in competition with students from area schools; some have competed successfully on a national and international level for internships. Recent locations beyond the San Francisco Bay Area include: Atlanta, GA; Hong Kong, China; Los Angeles, CA; New York, NY and Taiwan, Republic of China. In addition to the obvious benefit to students, an internship familiarizes industry professionals with SJSU's program; most often giving a decided advantage to graduates when seeking full time positions.

SJSU **graduates** have held or currently hold positions with such firms as: ABC Television, Los Angeles, CA; Apple Computer, Cupertino, CA; Archus Arosia, Sweden; Balthaup Co., Los Angeles, CA; Bank of America Corporate, San Francisco, CA; Bauer-Wiley, Newport Beach, CA; The Callison Partnership, Seattle, WA; The Gap, San Francisco, CA; Gensler Architects, San Francisco, CA, Houston, TX and New York, NY; Hellmuth, Obata and Kassabaum Architects, San Francisco, CA, St. Louis, MO, London, England, Sidney, Australia, Riyadh, Saudi Arabia; Hewlett-Packard Corporate, Palo Alto, CA; Hirsh-Bedner, Santa Monica, CA and San Francisco, CA; Inner Architecture, San Francisco, CA; Intel Corporation, Santa Clara, CA; Lindsay-Ferrari, San Jose CA; McKesson Corporation, Korea; Netscape Communications, Mt View, CA; Purcell, Miller and Tritton Architects, London, England; Robinson, Mills and Williams Architects, San Francisco, CA and San Jose CA; Silicon Graphics, Mt View, CA; Skidmore, Owings and Merrill Architects, San Francisco, CA; Sun Microsystems, Mt.View, CA; United Airlines, San

Bruno, CA; Wells Fargo Bank Corporate, San Francisco, CA. Many graduates have formed highly successful firms, such as: Catherine Adams-Lee Design, Santa Clara, CA; Baldwin-Clarke Design Associates, San Francisco, CA; Britt-Rowe Design, San Jose CA; Curtis/Randahl Associates, San Francisco, CA; Dennis Hayes Design, San Jose CA; Side Mark Corp., Sunnyvale, CA; James Michael Isola Design, New Orleans, LA and Los Angeles, CA; Kenton Knapp Design, Capitola, CA; Joyce Matlack Design, Santa Cruz, CA; Wayne Palmer Design, Santa Cruz, CA; Seccombe Design Associates, San Francisco, CA. Numerous graduates have gone on to earn a Master of Architecture degree at such institutions as the University of California at Berkeley; the University of Oregon at Eugene; the Southern California Institute of Architecture at Los Angeles and Switzerland; Syracuse University, New York, and California Polytechnic University, Pomona.

Students are admitted to the BFA, Interior Design major via a competitive portfolio review, which includes a personal interview. Those students, who are not accepted, after consultation with a faculty advisor, may reapply to the major or apply to the BA, Art-General Design Studies major or remain as an Art major with an Interior Design minor.

All full time and part-time **faculty** in the program are active designers or architects; some with projects featured in top professional publications such as: *Arch*; *Architectural Record*; *Architecture*; *Facilities Management and Design*; *Interior Design*. Faculty expertise covers a wide-range of specialized abilities - including facility planning, furniture design, hotel and restaurant design, interior architecture and lighting design - brought together by a shared understanding of the universal fundamentals uniting the curriculum and have been identified for the program: • To strengthen research in relation to an ever-changing profession • To experiment with curricula to induce philosophic values • To provide culturally diverse and skilled graduates who will take a proactive role in an evolving global design environment • To continue to instill in students the desire and curiosity necessary for both their personal intellectual and creative processes - seeking knowledge and understanding beyond what is asked of them.

The **future plans and aspirations** for the program will build on noted strengths and will also provide greater flexibility to experiment with the planning, presentation and evaluation of curricular content; specifically, but not limited to, development of curricula that will provide greater rewards for students - positioning them at an advantage to interface current technology and standards with the retraining and frequent career transitions occurring in the next millennium.

The Bachelor of Science, Interior Design program's **curricular structure** meets or exceeds NASAD guidelines - SJSU requirements are in **bold** type: Studies in the major area, Interior Design should comprise 25-35% (**37%**) of the total program credits; Supportive courses in art, design and related technologies, 20-30% (**26%**); Studies in art and design history, 10-15% (**10%**); General Studies and electives, 25-35% (**37%**); Studies in the major area, Interior Design, supportive courses in art and design, and studies in

visual arts histories and theory normally total at least 65% of the curriculum (**73%**). Note: 120 semester units of credit were used to calculate percentages with 110% total). Successful placement of graduates in competitive statewide, national and international positions is testimony to the effectiveness of the program's curricular structure and goals, visual arts histories and theory normally total at least 65% of the curriculum (**73%**). Note: 120 semester units of credit were used to calculate percentages with 110% total). Successful placement of graduates in competitive statewide, national and international positions is testimony to the effectiveness of the program's curricular structure and goals.