

School	School of Arts & Science	
Major	Interior Design	

Major Requirements			
Code	Title	Credits	Description
IDES495	Interior Design Senior Project	4	This course offers a high level of performing design. Students have to present their final project followed by a research. The project should show a mature level of design thinking and presentation. Prerequisite: Senior Standing
IDES480	Professional Practice	2	In this course students will have to work as a trainee at an interior design firm with hands-on presentation of feasibility studies, bills of quantities budgeting, pricing, bidding, contracting work, supervision and coordination as well as project management for a given project.
IDES445	Interior Design Studio III	4	Interior Design Studio III
IDES430	Computer Rendering for Interior Design	3	In this newly offered course, students will learn the rendering techniques of the interior and exterior of any building. This course will be offered in a computer lab setting using CAD and Photoshop software together. The student should be familiar with 3D max and the rules and techniques of perspective. Internal and external. Prerequisite: IDES 340.
IDES420	Landscape Design	3	In this course students will learn about the environmental relationships with respect to space scale form, material, and movement. A main focus will be as well on the design of exterior landscape and space, from small gardens to outdoors settings. Prerequisite: IDES 340.
IDES400	Architectural Modeling	3	This course introduces students to the planning and building of different types of models used for interior and exterior architecture. Students should learn all aspects of materials used in the construction of models, with hand on colors and glazing. Instructors will help students exploring their ability in presenting their work in three -dimension. Co-requisite: IDES 380.
IDES394	Interior Design Studio II	4	Interior Design Studio II
IDES380	CAD II	3	A detailed study will be held on three-dimensional computer graphics. Students will be able to express their drawings in a 3-Dimensional form. They will also be introduced to rendering techniques and presentation through computer software. All techniques and methods in computer applications will be studied throughout the term. Prerequisite: IDES 330.
IDES370	Furniture History and Design	3	In this course students will learn the history of furniture and they will be introduced to the design process as it applies to furniture, addressing furniture ergonomics, materials, construction techniques, manufacturing and design. Students will research selected topics, and design seating, work/service pieces and cabinetry. Emphasis will be placed on furniture precedents, research, design process, human factors, accessibility, detailing, documentation, and presentation techniques.
IDES360	Lighting and HVAC	3	A full study, of the lighting system design and setup, and the different sources of light, and their application, distribution, categories and their graphic representations (symbols) on floor plans. It will also cover the acoustical system and soundproofing. Heating ventilation and air conditioning system and their installation, design consideration, building regulations and needs. Introduction as well to the sanitary system. Plumbing for kitchens and bathrooms and hot water systems. Prerequisite: IDES 300.
IDES345	Interior Design Studio I	4	Interior Design Studio I
IDES315	History of Architecture	3	History of Architecture
General Education Requirements			
Code	Title	Credits	Description
ENGL251	Communication Skills	3	The objectives of this course are to improve students' writing skills for academic purposes by developing effective use of grammatical structures; analytical and critical reading skills; a sensitivity to rhetorical situation, style, and level of diction in academic reading and writing; and competence in using various methods of organization used in formal writing.
ENGL201	Composition and Research Skills	3	This course focuses on the development of writing skills appropriate to specific academic and professional purposes; the analysis and practice of various methods of organization and rhetorical patterns used in formal expository and persuasive writing; the refinement of critical reading strategies and library research techniques; and the completion of an academically acceptable library research paper. Prerequisites: ENGL150, ENGL151.
CULT200	Introduction to Arab - Islamic Civilization	3	The purpose of this course is to acquaint students with the history and achievements of the Islamic civilization. Themes will include patterns of the political and spiritual leadership; cultural, artistic, and intellectual accomplishments Prerequisites: ENGL051, ENGL101, ENGL151.
CSCI200	Introduction to Computers	3	The course aims at making students competent in computer-related skills. It is supposed to develop basic computer knowledge by providing an overview of the computer hardware and basic components as well as hands-on practice on common software applications such as Word, Excel, Power Point, Internet and Email. The student will learn how to use the new features of Microsoft Office 2010 mainly Word documents, Excel spreadsheets and PowerPoint presentations. On the surface, MS Office 2010 looks a lot different than previous versions (no more menus or toolbars!), but by learning to understand the dramatically changed, Ribbon-based interface, you'll quickly get back on the road to productivity.
ARAB200	Arabic Language and Literature	3	This course is a comprehensive review of Arabic Grammar, Syntax, major literature and poetry styles, formal and business letters.
Core Requirements			
Code	Title	Credits	Description
IDES330	CAD I	3	This is an introduction to computer graphics and CAD software. Basic practice on 2-Dimensional architectural draw is issued through the term. Students are able to work their designs on computer software after having the skills of manual drafting. Prerequisite: CSCI 200
IDES310	Materials - Techniques and Building Codes	3	Students will study the visual qualities, technical characteristics, and applications of the common materials and finishes used in interior installations. These materials will include floor coverings, wall coverings textiles, ceiling and sustainable materials. Class material will be presented in the form of lectures, field trips to construction sites should be arranged to witness real life projects. Students will learn the Local building codes, they will learn how to select and specify materials and finishes for the appropriate applications. Prerequisite: IDES 300.
IDES300	Architectural Drawing	3	Students in this course will be introduced to the manual design/architectural tools, as well as the method in drawing plans, elevations, sections, details such as doors and window. This course will cover the techniques of ink. The student should learn the skills necessary to produce a basic set of drawings for an interior design installation. Prerequisite: ARTS 205.
ARTS350	Photography	3	Introducing students to the use of photography as a helpful tool for Graphic & Interior Design, the use of the camera, angles, lenses, (hardware). Students will learn terms and theory, film developing, printing, enlarging, composition, and pictorial techniques as forms of visual communication along with the demonstration of historic houses, Ruins, aged / young people, natural views and contemporary applications, from black & white to colored photos.
ARTS320	Rendering and Perspective Techniques	3	This course introduces students to the systems of perspective developed during the Renaissance as a means of creating the illusion of 3-dimensional space on a 2-dimensional surface. Using 1-, 2-, and 3- point perspective, students will learn to effectively render the illusion of space. Students will learn a variety of creative architectural drawing techniques using various media, and both free hand sketching and technical rendering methods will be emphasized. This course is a common course given for both Graphic & Interior design students. Prerequisite: ARTS 250
ARTS215	History of Arts	3	History of Arts
ARTS270	Design Fundamentals - 3D	3	The student in this course will be introduced to the principles of design with all the elements involved in developing projects in 3-D such as Plasticine, cork plaster and metal. The student will be asked to research his work and perform it by hand in the studio. Prerequisite: ARTS 210 and ARTS 260
ARTS260	Design Fundamentals - 2D	3	This course will introduce students to the basic elements of design, such as the meaning and definitions of elements. It concentrates as well on the factors of all design principles mostly in 2-D with projects of practice. Prerequisite: ARTS 200.
ARTS250	Foundation Drawing II	3	This studio and theory course is a continuation of drawing I, it concentrates on the techniques of drawing in the construction of the human body, including the refinement of skills and methods of graphic representation. It will also cover the drawing of objects in 3-D. Students will use traditional and non-traditional media; the course stresses figure, portraiture and composition. Prerequisite: ARTS 200
ARTS210	Color Theory - Painting	3	This course focuses on the optical phenomena of color and their application in visual communication. Studies, hue, value, and saturation, and their implications for color activity legibility, and spatial illusion in traditional workshop setting with its relation to Graphic and Interior design. Students will learn as well the theories and procedures of painting and its techniques. Co-requisite: Arts 200
COMM285	Theories of Perception	3	Theories of Perception
ARTS200	Foundation Drawing I	3	The Basic studies and introduction to drawing tools and instruments and the Theories & Techniques in the various areas of drawing such as: human figure, historical houses and landscape. This course will concentrate as well on advertising drawings, including shading, and black and white. Prerequisites: ENGL 150