Interior Design

IED
Barcelona
Escola Superior
de Disseny

Inside the Universe - Project designed for Llum Festival Bcn 2016.

Undergraduate Degree in Design, Specialisation in Interior Design

Official Degrees lasting four years (240 ECTS)

IED Barcelona offers four-year Undergraduate Degrees in Design which are equivalent to University Degrees (240 ECTS) with the aim of transforming passion, talent and creativity into knowledge and skills that will enable future design professionals to develop their careers in the world of Design, Fashion, Visual Communication and Management.

+100 nationalities
50 years of experience
100% worldwide network
11 centres all over the world
10,000 students every year
+1000 agreements with companies

Petr Tanko, Ephemeral Project.

GENERAL INFORMATION

Language: English

Credits: 240 ECTS

Duration: 4 years

Schedule: Monday to Friday, full time

Calendar: September - June

Area director: Raffaella Perrone

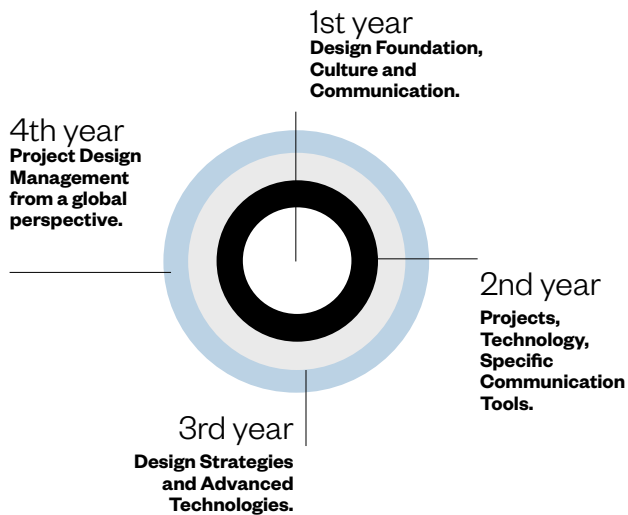Project by Ali Lahlou in collaboration with the company Medwinds.

COURSE DESCRIPTION

"IED Design trains designers to be capable of anticipating and catering for the needs of society and individuals in their interaction with objects and spaces."

Both interior designers and product or transport designers have the goal of providing innovative and efficient solutions with a commitment to sustainable development. Studying at IED Design gives students the chance to work with design companies and institutions in the sector, as well as innovation centres. All the teachers are working professionals. And the school's workshops are brand new and equipped with the best tools and materials for developing projects.

INTERIOR DESIGN

This course trains designers to become capable of taking on a broad range of projects linked to interior (or outdoor), permanent or ephemeral, spaces. Interior designers who graduate from IED Design are versatile and backed by multidisciplinary training based on the skills needed to develop spatial and multi-sensory perception, creative thinking, an understanding of the aesthetic-emotional dimension, and management and innovation skills.
The course also focuses on the user's experience, light control, finishes, technology and materials. IED students come from a variety of backgrounds, which creates an atmosphere where they can develop the skills they need to work in a global environment.

1st year
Design Foundation, Culture and Communication.

4th year
Project Design Management from a global perspective.

2nd year
Projects, Technology, Specific Communication Tools.

3rd year
Design Strategies and Advanced Technologies.

WHO IS IT AIMED FOR?

The Undergraduate Degree in Design specialisation in Interior Design provides future professionals with the knowledge they need to design and communicate spatial projects bearing in mind the user, accessibility, resource and material sustainability, and the social and communicative function of the project. The course covers all manner of projects, including habitable spaces, contracts, retail and hospitality, as well as urban, corporate, institutional and public sector spaces.

The Pattern Experience, by Filipa Marques in collaboration with Gira by Smartclick.

Turman, Daria Dogadaylo in
collaboration with Gira by Smartclick.

EMPLOYMENT OPPORTUNITIES

Working as a freelance interior designer
or in the design, marketing, colour&trim
or R&D department of an interior design or
architecture company or studio. Materials
researcher, 3D modeller, project manager at
companies dedicated to innovation and strategy.
Creative or artistic director for specialised
sector magazines or companies whose main line
of business is design. Other career paths
include working as an interior design consultant
in the transport industry, as a theatre, film or
TV set designer or as a window dresser, etc.

FIRST YEAR
INTERIOR DESIGN

60 ECTS

First Semester	Credits
PROJECT FOUNDATION I	6
REPRESENTATION TECHNIQUES I	6
COMMUNICATION PROJECT I	4
INTRODUCTION TO MARKETING	4
SCIENCE APPLIED TO DESIGN	4
COLOUR AND FORM	3

Second Semester	
PROJECT FOUNDATION II	6
REPRESENTATION TECHNIQUES II	4
PROJECT COMMUNICATION II	6
TECHNICAL DRAWING I	4
SOCIOLOGY	4
VOLUME I	3

Annual	
HISTORY OF ARTS AND OF DESIGN	6

1 ECTS = 25 total hours of work.
Total hours of work = lecture hours (in the classroom) + work at home.

The management of the Istituto Europeo di Design reserves the right to alter the syllabus depending on the needs arising in terms of educational objectives.

Joaquim Rivas, watercolor of Toca'M project.

PROJECT FOUNDATION I

Introduction to the basics of design: structure, form, colour, space and volume. Analysis of form, composition and perception. Design critique from an inter-disciplinary point of view. Theory, methodology, ideation and conception of a project.

REPRESENTATION TECHNIQUES I

Using drawing as a form of observation, expression and representation. Analysing form and space. Appreciating and representing light. Memorisation and motion.

COMMUNICATION PROJECT I

Introducing the student to the construction, composition and transmission of ideas, thoughts and information, composition and visual perception.

INTRODUCTION TO MARKETING

Becoming familiar with the various fields of work involved in marketing, as well as the main essential tools applied in each of these fields. Applying principles and tools to case analysis. Offering an overall vision of marketing analysis and planning.

SCIENCE APPLIED TO DESIGN

Understanding and applying the scientific method. Analysis and simulation methods. Research and experimentation in science applied to design. Mathematics, physics and chemistry applied to design. Methodologies for appraising the environmental impact of processes and materials. Sustainable development.

COLOUR AND FORM

Introduce the student in the perception, structure and psychology of color. Colour models and standardisation. Significance of colour. Colour in design.

PROJECT FOUNDATION II

Theory and methodology, ideation and conception of the project. Research and experimentation methods typically applied in the design process.

REPRESENTATION TECHNIQUES II

Knowing how to use instrumental techniques involving structure, expression and two- and three-dimensional representation. Construction, composition and transmission of ideas, thoughts and information. Drawing in the design project.

PROJECT COMMUNICATION II

Graphic representation using digital technology. Managing information. Digital devices and strategies. Trends for controlling and communicating information.

TECHNICAL DRAWING I

Introducing the student to plane and descriptive geometry. Research and experimentation methods typically applied in
this field. Technical graphic language and its communicative significance in the field of design.

SOCIOLOGY

Becoming familiar with the main sociological theories linked to design. Becoming familiar with useful micro-theories applicable to everyday life. Enabling the student to grasp and create qualitative and quantitative sociological tools. Learning about the different types of society to understand their general mechanisms and development. Becoming familiar with tools to discuss, create and present ideas.

VOLUME I

Researching volume and spatial conception. Research and experimentation methods typically applied in this field.

HISTORY OF ARTS AND OF DESIGN

Provide the students with the right tools to discover the artistic elements of the past that live on today. Linking concepts from the history of art to the professional field of design. Reflecting on the interaction between artistic production and its context. Learning to recognise institutional and alternative spaces in artistic practice. Knowledge, analysis and meaning of art. History of arts, architecture, design and fashion. Society and art.

SECOND YEAR
INTERIOR DESIGN

60 ECTS

First Semester	Credits
MULTIDISCIPLINARY WORKSHOP I	**2**
SPACE STORY MODULE	
TECHNOLOGY FOR INTERIOR DESIGN I	**6**
REPREPRESENTATION TECHNIQUES FOR INTERIOR DESIGN I	**4**
TECHNICAL DRAWING FOR INTERIOR DESIGN I	**4**
HABITAT MODULE	
HISTORY OF INTERIOR DESIGN I	**4**
VOLUME FOR INTERIOR DESIGN I	**4**
HOUSE PROJECT	**6**

Second Semester	
INTERDISCIPLINARY PROJECT	**4**
ENVIRONMENT AND SOSCIETY MODULE	
COMPUTER TOOLS FOR INTERIOR DESIGN I	**4**
SEMIOTICS	**4**
PERSONAL DEVELOPMENT PROJECT	**4**
WORKSPACE MODULE	
COMPUTER TOOLS FOR INTERIOR DESIGN II	**4**
WORKSPACE PROJECT	**6**
PROJECT COMMUNICATION FOR INTERIOR DESIGN I	**4**
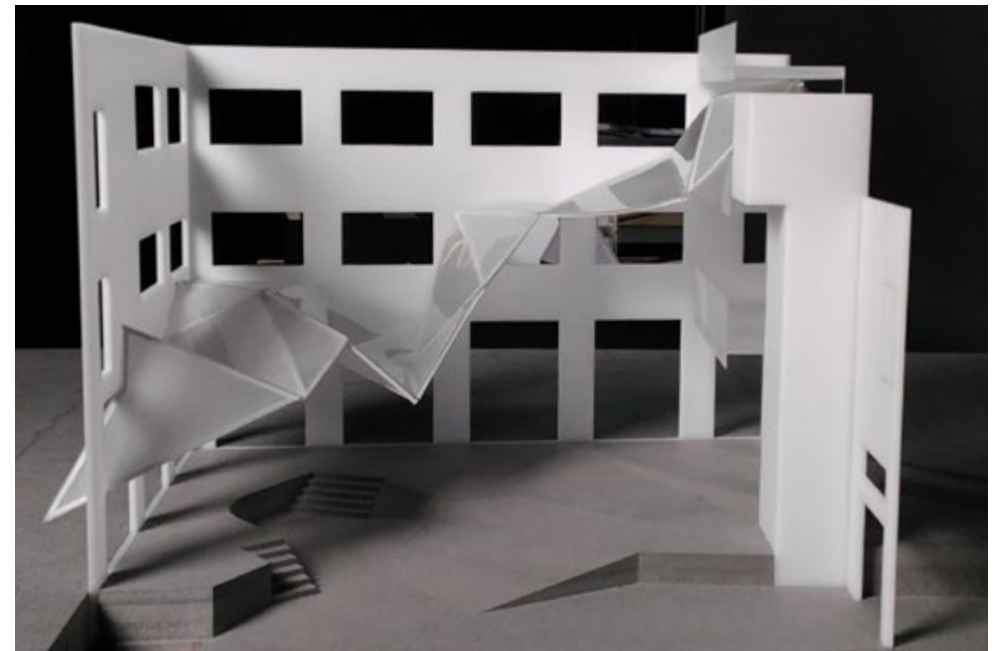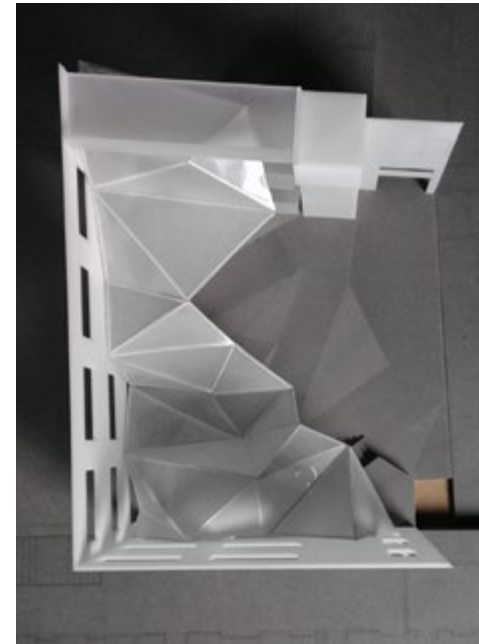
Dominika Durechova, model for Interior Design Project Communication I

MULTIDISCIPLINARY WORKSHOP I

A hands-on workshop covering a topic that will boost the student's creativity and motivation.

TECHNOLOGY FOR INTERIOR DESIGN I

Providing students with the tools they need to decide which is the most suitable material for a given project. Offering the student a global perspective of the materials used in interior design. Obtaining skills for analysing and making constructive details, in the knowledge that they are part of the language for communicating in this field.

REPRESENTATION TECHNIQUES FOR INTERIOR DESIGN I

Learn the instrumental techniques of the structure, expression and two-dimensional and three-dimensional representation. Experiment with the construction, composition and transmission of ideas, thoughts and information. Exercise the observation, expression and representation drawing. Analysis of form and space. Assessment and representation of light. Memorization and movement.

TECHNICAL DRAWING FOR INTERIOR DESIGN I

Provide the students the technical and practical tools to reach a complete knowledge of the conventions and graphic codes understood as language design of representation.

HISTORY OF INTERIOR DESIGN I

Providing the student with the right tools to identify the artistic elements of the past that live on today. Linking concepts of the history of art to this field. Develop critical thinking and design culture.

VOLUME FOR INTERIOR DESIGN I

Investigate about volume and spatial conception. Study and experimentation focused in interior space and light through the most common scales 1: 1, 1:10, 1:20 and 1:50

HOUSE PROJECT

Acquire the ability to get from an idea to the fulfillment on site. Learn to work specifically within a framework of influences such as customers, suppliers and collaborators of each project. Understand the role of the interior designer, which differs from an architect, in domestic renovation spaces.

INTERDISCIPLINARY PROJECT

Introduce a global and interdisciplinary vision of the design project in which you work a topic from different perspectives. Exercise creativity, motivation and group work.

COMPUTER TOOLS FOR INTERIOR DESIGN I

Introduce the student in the use of the CAD system (Computer Aided Design) in two dimensions, from a practical perspective. Understand the potential of this tool towards the traditional system of drawing. Familiarize the students in graphic software mainly for the application of technical drawings and generation of two-dimensional planimetries.

SEMIOTICS

Understanding that all human activity is based on language. Grasping the concept of language, codes and fundamental systems of semiotics in order to achieve a critical point of view bearing in mind the world of design, art, society and culture as a system of codes. Performing a semiotic analysis of different examples of design, from the dawn of modern times to the present day in order to gain greater awareness of communication structures and systems.

PERSONAL DEVELOPMENT PROJECT

Develop design strategies focused on defining the professional future of the student and studying urban spaces as a context of action.

COMPUTER TOOLS FOR INTERIOR DESIGN II

Deepen into the use of the CAD system (Computer Aided Design) in two dimensions, from a practical perspective for the application of technical drawings and generation of planimetries.

WORKSPACE PROJECT

Introduce concepts of sustainability, biophilia and efficiency in the functional organization of the workspace. Investigate and comprehend the relationship between space-matter, container and content, and the efficient use of material in the design of the workspace.

PROJECT COMMUNICATION FOR INTERIOR DESIGN I

Using graphic representation and digital technology. Managing information. Digital devices and strategies.

THIRD YEAR
INTERIOR DESIGN

60 ECTS

First Semester	Credits
SMART LIVING MODULE	
TECHNOLOGY FOR INTERIOR DESIGN II	**6**
LIGHTING PROJECT	**4**
ERGONOMICS-FURNITURE PROJECT	**4**
HOUSE RENOVATION MODULE	
TECHNICAL PROJECT FOR INTERIOR DESIGN	**4**
PROJECT MANAGEMENT	**4**
HOUSE RENOVATION PROJECT	**4**
COMPUTER DRAWING LAB I	**4**

Second Semester	
MULTIDISCIPLINARY WORKSHOP II	**2**
URBAN MATERIALS MODULE	
PROJECT COMMUNICATION FOR INTERIOR DESIGN II	**4**
TRENDS	**4**
URBAN MATERIALS PROJECT	**6**
RETAIL MODULE	
COMMERCIAL SPACES PROJECT	**6**
LAB FOR INTERIOR DESIGN I	**8**

Daniel Gluka for Commercial Spaces.

TECHNOLOGY FOR INTERIOR DESIGN II

Providing the student with the knowledge needed to develop their critical ability and weigh up the various possible solutions in their work. Instilling the need to receive ..ongoing training in the field. Being capable of conveying the constructive process, positioning utility systems and signalling the faults of the building by means of technical planimetry, construction reports and construction details.

LIGHTING PROJECT

Acquiring the basic knowledge needed to develop an interior lighting project. Becoming familiar with light and its expressive power.

ERGONOMIC FURNITURE PROJECT

A practical approach to designing furniture. Learning to seek consistency with the project brief and all of its details. Developing analytical ability based on the visual side of the project, and understanding what a drawing and model represent for interior design in terms of communication.

TECHNICAL PROJECT FOR INTERIOR DESIGN

Know and understand the specific characteristics and techniques of each space, place or house that allows the designer to communicate and formalize the requirements behind an idea or assignment. Deepen into the constructive processes for the realization of a space.

PROJECT MANAGEMENT

Providing the tools needed in order to materialize a real project. Teaching the student the basics of structure, measurements, quotes, benchmarking, contracts and costs of the entire works. Providing the students with the tools needed to manage a renovation project bearing in mind each party's timings within the global project.

HOUSE RENOVATION PROJECT

Acquire the ability to get from an idea to the realization on site. Learn to work specifically within a framework of influences such as customers, suppliers and collaborators in each project. Understand the role of the interior designer unlike the architect in the renovation of domestic spaces.

COMPUTER DRAWING LAB I

Furthering the student's grasp of tools for assessing and projecting the technical aspects of a design. Digital technology applied to interior design.

MULTIDISCIPLINARY WORKSHOP II

Carrying out hands-on workshops to cover a topic that will help boost the student's creativity and motivation.

PROJECT COMMUNICATION FOR INTERIOR DESIGN II

Graphic representation using digital technology. Managing information. Digital devices and strategies. Trends for controlling and communicating information.

TRENDS

Providing the student with the right tools for identifying the elements that are currently popular in the world of design and interior design. Providing the student with a critical approach towards new trends.

URBAN MATERIALS PROJECT

Approach the student to the design of outdoor spaces and their materials in urban furniture. Know how to maintain consistency regarding the briefing and all its details. Acquire the capacity of analysis through the observation of the context and transmit the synthesis of the information and the analyzed data, through visual supports.

COMMERCIAL SPACES PROJECT

A practical approach to designing commercial establishments. Introducing the student to commercial spaces and their evolution thanks to technology. Researching how content is communicated in a given space. Learning how to make the brand's character stand out as a differentiating tool in a given space. Learning how to present the entire development of the project, both digitally and orally. Studying quotes and the feasibility of an idea.

LAB FOR INTERIOR DESIGN I

Introducing students to the use of graphic software and representation tools, mainly for drawing up technical plans and creating 3D planimetry and drafts. Providing students with advanced knowledge on rendering, representing and producing 3D animations of spaces and objects, both analogically and digitally.

FOURTH YEAR
INTERIOR DESIGN

60 ECTS

First Semester — Credits

PROFESSIONAL INTERNSHIP	6
DESIGN MANAGEMENT PROJECT	4
INTERIOR DESIGN TRANSPORTATION PROJECT	6
EPHEMERAL PROJECT	4
PROJECT COMMUNICATION FOR INTERIOR DESIGN III	4
LAB FOR INTERIOR DESIGN II	4
MULTIDISCIPLINARY WORKSHOP III	2

Second Semester

FINAL PROJECT	30

Ali Lahlou in collaboration with the company Medwinds.

PROFESSIONAL INTERNSHIP
Gaining professional experience to apply the knowledge and skills acquired during the three previous years.

DESIGN MANAGEMENT PROJECT
Introducing the student to the stages of research, product definition and conceptualization prior to the final development of the design project. Being able to define one or several products or spaces from the identification of a market opportunity, based on their understanding of the brand and their observation of the users' needs. Will be taken into account the critical capacity to analyze the information that is generated during the project, as well as the communication skills. An assessment will also be made of the issues of sustainability and social impact in the project proposal.

INTERIOR DESIGN TRANSPORTATION PROJECT
Investigate the need to define new actions inside vehicles, study new materials, systems and lighting. Use of interfaces: communication of the object / space with the user.

EPHEMERAL PROJECT
A practical approach to designing ephemeral spaces by designing exhibition spaces. Introduction to the history of exhibition design and its evolution thanks to the progress of applied technology. Researching how content is communicated in a given space. Teaching the student about the potential of working with students from other specialities.

PROJECT COMMUNICATION FOR INTERIOR DESIGN III
Explaining the importance of presenting the projects properly and preparing a personal portfolio.

LAB FOR INTERIOR DESIGN II
Introducing students to the use of graphic software and representation tools, mainly for drawing up technical plans and creating 3D planimetry and drafts. Providing students with advanced knowledge on rendering, representing and producing 3D animations of spaces and objects, both analogically and digitally.

MULTIDISCIPLINARY WORKSHOP III
Carrying out hands-on workshops to cover topics that will help boost the student's creativity and motivation.

FINAL PROJECT
Control all the stages of the design process, from the initial research, formalization and communication of the project. Especially in the definition of the user and the identity of the brand in which one works. Know how to apply the technical knowledge and the appropriate materials, taking into account the study of environmental sustainability. The project is carried out with the collaboration of a company, therefore, students must know how to follow a given brief and propose innovative ideas to the company.
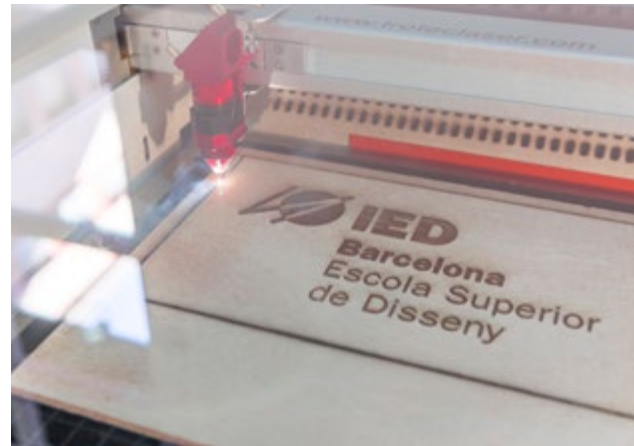
ADMISSION AND REQUIREMENTS

COURSE	REQUIREMENTS	ADMISSION PROCESS
UNDERGRADUATE DEGREE (4 years, 240 ECTS)	**HAVING COMPLETED SECONDARY SCHOOL** (any A-levels or advanced vocational training)	**ADMISSION TEST** And an interview with the orientation and admissions department.

STUDENTS WORK OR HAVE WORKED WITH:

Barcelona Design Week, BM Light Lighting Design, BMW, Capmar, Cazaly Sylvain, Ferrari, FICO Cables, Gama Ubica, Home Design, Hyundai, Ibisland Invest, Lamborghini, Llum Bcn, McLaren, Mercedes-Benz, MID i Disseny per viure al Museu del Disseny de Barcelona, MTL Brands, Orbitel, Projeckta, SA Mobilities, Scutum Logistics, Seat, Telefónica I+D, Tous, Volvo, VMoto Europa, Zicla, etc.

NOTES: