



FLORENCE INSTITUTE OF DESIGN INTERNATIONAL

BA Interior Design

Degree by Goldsmiths, University of London

3-year programme In Florence, Italy



Goldsmiths
UNIVERSITY OF LONDON

Programme overview

This programme is founded upon the principles of Italian design and context with an emphasis on integrating traditional knowledge of craft and manual skills alongside contemporary design approaches. The programme explores how Italy's artistic traditions, technological advancements and deep manual expertise can be utilised to address contemporary interior design challenges. Throughout this programme, you will engage in a comprehensive exploration of the theoretical foundations and core design principles and processes that serve as the foundation to Italian design movements. Through challenging and stimulating coursework, you will learn to combine design principles with contemporary practice methodologies to create sustainable and innovative solutions

for complex spatial challenges. You will be presented with the opportunity to engage in demanding assignments that encompass a wide range of areas, including hospitality design, wellness spaces, workplace environments, and commercial design. You will gain a deep insight into Italy's design culture that can inform and influence your own design practice. You will critically examine of the theoretical foundations and design concepts that underpin Italy's design past and examine its influence of international and European design movements. Particularly relevant are these considerations within interior and furniture design.

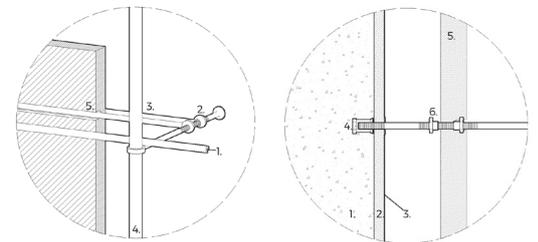


Aims of the Programme

The primary focus of this program is to facilitate the development of independent practitioners in the field of interior design. This goal is achieved through an extensive exploration of various disciplines and processes encompassing design concepts, historical and contemporary design influences, spatial considerations, lighting principles, and human requirements. The teaching and learning methods employed within this programme are structured to foster independent design thinking, critical analysis, and cultivate a versatile skill set. You will receive guidance and support in the cultivation of your unique identity as a designer, equipping you with the capabilities to work autonomously across diverse project types and design disciplines.

During the three years, your ability will advance incrementally through increasingly complex assignment briefs that will challenge and consolidate your learning. This incremental approach is designed to encourage your development as a designer, enabling you to undertake, a more self-directed learning and independent approach in your final year.

This degree reflects the demands of contemporary interior design business, as understood by the Institute, which has extensive contacts within the industry. The BA(Hons) Interior Design programme, through an understanding of traditional design principles and digital technology provides the necessary skills, knowledge and understanding to enter professional practice.



Programme entry requirements

Applicant's qualities and skills are assessed through examination of: Proof of artistic studies, certification of English skills and academic ability. Applicants may be required to have a telephone or video interview before an offer of a place can be made. Mature students would be considered and be expected to show evidence of recent study and/or relevant industry experience.

Entry to Level 4 requires:

- **Academic ability** - A minimum of 112 UCAS points from 3 GCE A-Levels [BBC/BCC] or equivalent
- **Studies in visual arts** - The visual arts training should be during one of the two final years of high school (A2 Level Art Design, Fine Art or Photography.) or a portfolio of visual arts at the correct skill level through 150 hours
- **Proof of English skills** - IELTS of 6.5 or IELTS score of 6.0 with no less than 5.5 in any band or PTE, TOEFL, TOEIC equivalent. UK, USA, Antigua, Barbuda, Australia, Bahamas, Barbados, Belize, Canada, Dominica, Grenada, Guyana, Ireland, Jamaica, Malta, New Zealand, St Kitts and Nevis, St Lucia, St Vincent and the Grenadines, Trinidad and Tobago, *Students who are not nationals of the above but have completed high school in the above nations may also request a waiver. Students from Scandinavia and Germany may present high school English scores as GCSE equivalent.



What you will be expected to achieve

The BA (Hons) in Interior Design programme seeks to expand your knowledge, skills and abilities as practitioners of interior design through incremental progression across levels 4, 5 and 6 [years 1, 2 and 3 respectively]. As a graduate of the university you will be expected to achieve the required number of credits for each year of study in order to progress through the course. Upon successful completion of the programme you will have attained four key learning outcomes (PLOs), and successfully passed all the required modules for the course. Once these factors have been approved and verified you will become a graduate of the university and be awarded a Bachelor's Degree in Interior Design.

Programme learning outcomes:

- Knowledge and understanding
- Cognitive and thinking skills
- Subject-specific skills and professional behaviours & attitudes
- Transferable skills



Instruction Methodology

- **Lectures, Class Discussion, and Studio Critiques:** You will attend lectures delivered by instructors, engage in class discussions to explore design concepts and theories, and participate in studio critiques where your work will be reviewed and evaluated by instructors and peers.
- **Field Trips:** Field trips will be organized to provide you with opportunities for information gathering and site analysis. These visits to real-world interior design spaces or events will provide practical insights and opportunities for hands-on learning.
- **Reading Assignments and Written Reports:** You will be assigned reading materials, including textbooks, handouts, and reserved books. You will be expected to cover the assigned material and submit written reports that demonstrate your comprehension and critical analysis of the content. Various design exercises may also be included in the reading assignments to apply the knowledge gained.
- **Design Exercises:** Various design exercises will be assigned, allowing you to apply your knowledge and skills to practical design scenarios. These exercises will challenge your creativity, problem-solving abilities, and application of design principles.
- **Independent Research:** You will be encouraged to conduct independent research on topics related to interior design. You may be assigned specific research projects or given the freedom to explore areas of interest within the field. Outside research is also encouraged to broaden your knowledge and understanding of the field and support the development of critical thinking skills.

Overall, the instructional methodologies aim to provide a balanced approach to learning, combining theoretical knowledge with practical application. Through lectures, discussions, critiques, field trips, and independent research, you will gain a comprehensive understanding of interior design principles and develop the necessary skills to excel in the field.



Computers

Although the institute is well equipped with computers, it is required that you bring a laptop computer with mouse for studio time, rendering, drafting, and other assignments. A full size mouse is mandatory for courses where computer software is taught. We strongly encourage PC computers for Interior Design Students.

We suggest purchasing PCs with a minimum of 8GB of memory and 64bit Windows 10 or 11 operating systems. In addition, we advise against buying Macintosh computers because of compatibility issues with interior design software. The computer should be suitable for the use of rendering and graphics programs. Since over time technology degrades or becomes outdated, students enrolling for more than 1 year should expect to purchase a second computer during their 2nd year.

You already need to have installed a cloud backup system /subscription before your arrival.

Optional Italian Classes:

Throughout the three years, we offer Italian classes which will be held once a week. The classes will focus mainly on spoken conversational Italian, with themes relating to common life, travel and business. Greetings, days of the week, asking for directions, food, making plans, telling time, purchases and dealing with money and numbers are covered.

Year 1: Basic level

Year 2: Intermediate level

Year 3: Advanced level



First year

Introduction to Interior Design – **60 UK credits** – compulsory non-compensatable

In this module you are introduced to the basics of interior design practice through a balance of functional and conceptual assignments. Interior design is a discipline that profoundly influences the spaces we inhabit; impacting lives and overall well-being. Roles such as interior designers, spatial planners, hospitality and retail designers, or sustainable design specialists all play essential roles in shaping society.

Interior Design Principles and Processes – **15 UK credits** – compulsory

Knowledge and skills developed within this module will provide a foundation for successive interior design studies. This module will introduce you to the basic principles of interior design by outlining the general context and concepts of design. You will learn to describe the aesthetic and spatial context of design and the relevant approaches utilised in spatial design. You will investigate; geometry, color, light, texture, space, perspective, and proportion.

Computer Aided Design – **15 UK credits** – compulsory

During this module you will be introduced to 2-dimensional (2D) and 3-dimensional (3D) computer aided drawing, giving you the opportunity to explore and develop skills in these industry-standard software. The initial exploration of this programmes focuses on the basic tool sets and working methodologies required to produce 2D plans and sectional drawings, creating the representation of 2D objects in a 3D space. You will record and log in a journal, your research and selections of your own design work. As your skills and abilities develop, you will be introduced to the transition from 2D design into 3D drawings, again exploring the basic tools sets of the software to enable this process. You will explore the placement and manipulations of objects and furniture within a 3D space and develop the visual acuity and manipulation of 3D software in order to produce successful 2D and 3D design products and learn how to output your designs using printers and plotters.

Art and Design Theory 1 – **15 UK credits** – compulsory

This module provides you with a comprehensive understanding of the historical and theoretical underpinnings that have shaped the evolution of Italian art and design practices. Through in-depth analysis, critical discussions, and practical applications, you will gain an understanding of traditional art and design theory with its significance in contemporary artistic contexts. Key principles of design theory will be researched, including aesthetics, form, function and visual communication to comprehend the fundamental concepts driving design practices.

Technical Drawing – **15 UK credits** – compulsory

This module provides you with a foundational understanding of architectural drawing techniques and is designed to provide the fundamental skills and knowledge needed to create 2D manual drawings from 3D architectural elements. With measured drawings and analysis techniques, you will learn to transform complex three-dimensional objects into accurate and detailed two-dimensional representations. Through a combination of theoretical learning and hands-on practice, you will explore the fundamental elements of architectural representation, including plans, elevations, sections, and axonometric drawings. You will gain insight into the basic principles and conventions of architectural drawing, including scale, proportion, line weights, and composition.

Second year

Interior Design Studio – **60 UK credits** – compulsory non-compensatable

In this module you will tackle more complex design challenges and develop independent ways of working. In the second year this module builds on the knowledge and understanding, transferable and practical skills instituted in level 4 Introduction to interior design. You will, through investigation and analysis, broaden your understanding of contemporary and complex issues and produce work that has greater conceptual depth and research. The incorporation of skills from furniture design, 3D visualization and theory modules foster the development of critical thinking, research, and analytical skills within a practical context.

Introduction to Furniture Design – **15 UK credits** – compulsory

This module introduces you to the knowledge and skills required for the design and development of furniture design concepts. You will gain an understanding of the design theories and principles relevant to furniture design; exploring concepts such as form, function, ergonomics, and materials. This module will enable you to integrate design theory with practical applications and discuss how theoretical concepts inform design decisions and enhance functionality, aesthetics, and user experience.

3D Visualisation – **15 UK credits** – compulsory

This module builds upon the knowledge and computer skills gained during level 4 modules Introduction to interior design and Computer aided design. In this module, you will integrate and expand the work previously produced in the Interior design studio and Furniture design to transform your designs into 3D models. You will be expected to increase your skill and knowledge in the use of 3D software through the utilisation of more complex tool sets within the programme. This will involve a demonstration of a professional approach to your working practice enabling you to produce more complex models and visuals.

Art and Design Theory 2 – **15 UK credits** – compulsory

This module extends the investigation undertaken in module level 4 art and design theory. You will engage in more specialised and focused research on design theory topics, critically analysing design principles, methodologies, and philosophies to understand their impact on design practice and aesthetics. Through the exploration of art, architecture and object design theories, you will cultivate your own design philosophy, integrating historical knowledge and contemporary perspectives into the creative processes. The module will teach you to synthesise diverse perspectives from art history and design theory to create innovative and contextually relevant design theory, reflecting a nuanced appreciation for historical and cultural influences.

Experiential Learning – **15 UK credits** – optional

You will identify a relevant placement internship among a diverse array of design fields and disciplines, including but not limited to Graphic Design (printmaking, marketing, merchandise, packaging, publication, illustration, motion graphics etc.), Interior Design (commercial, residential, hospitality, healthcare, exhibition, visual merchandiser, etc.), Furniture Design (buying and selling, manufacturer, mass production, client based, etc.), Photography (lens-based media or digital media) and Fine Art (gallery work, curation, display and design, conservation and documentation). The workplace will need to provide relevant mentoring by a senior staff member to oversee your experiential learning on a regular basis.

Digital Photography – **15 UK credits** – optional

This module explores lens based digital imaging for use within the fields of graphic and interior design. You will examine space, light, and vantage point when capturing images to be applied to your relevant field of study. There will be specific emphasis on the creation and production of oversized large-scale work suitable for public display and exhibition systems. You will create a body of photographic work that will be incorporated into your design work.

Third year

Design Research Project for Interior Design – 60 UK credits – compulsory non-compensatable
In this module, during the final year, you will refine both creative and analytical aspects of your practice and work on self-initiated design projects. The incorporation of skills from Advanced computer design, Professional practice, Lighting design and Building systems modules fosters the development of critical thinking, research, and analytical skills within a practical context. This module requires you to undertake a complex interior design project where you will be working autonomously with minimum supervision. The choice of subject matter will be made by you in discussion with your tutors to verify suitability and complexity.

Advanced Computer Design – 15 UK credits – compulsory

In this module you will extend your skills, knowledge and understanding of professional level working practices and approaches when creating an advanced three-dimensional project. This module serves as a foundational exploration into the exciting realm of parametric design coupled with advanced 3D printing techniques. You will explore the fundamental principles of parametric design, gaining insights into how mathematical algorithms and parameters can drive the creation of intricate, responsive, and highly customisable design solutions. These visualisations will be utilised in the presentation of your ideas and supported by the work completed in your journal.

Lighting Design & Building Systems – 15 UK credits – compulsory

This module offers an overview of key aspects related to lighting design and building systems as they relate to building interiors, (with a specific focus on commercial applications). Through research and practical exercises, you will develop a general understanding of the requirements for creating and implementing effective lighting and building systems strategies.

Professional Practice – 15 UK credits – compulsory

This module serves as an exploration into the skills of professional practice, equipping you with fundamental knowledge necessary for effective engagement with your respective design field. Through this module, you will gain insight into the relationship of ethical, legal, and financial factors within a professional practice. This module will cover professional techniques of self-promotion, interview skills, and real-life experiences of a design-practice. You will develop presentation and communication skills relative to discussing your work, which will enable you to create a set of personal marketing materials to establish a strong personal brand.

Experiential Learning – 15 UK credits – compulsory

Throughout this module, the notion of studio practice or a compatible activity will be promoted in a diverse range of relevant work places. Students will actively engage in the process of securing internships that align with their specific area of design study. You will critically evaluate potential placement opportunities and select those that best match your programme goals. During this experience, you will apply theoretical knowledge gained in previous coursework to practical, real-world scenarios. This hands-on experience will allow you to witness and actively contribute to the inner workings of professional design environments. Under the guidance of industry experts, you will participate in design projects, collaborate with teams, and gain insights into the day-to-day responsibilities of design professionals.





Florence Institute of Design International
Borgo Ognissanti 9
50123 Florence, Italy

Telephone +39. 055. 23. 02. 481
Facsimile +39. 055. 53. 70. 739
Email Registrar@Florence-institute.com
www.Florence-Institute.com