



MODUL HANDBOOK INTERIOR DRAWING

Bachelor Degree Program
Department of Interior Design
Faculty of Creative Design and Digital Business

Institut Teknologi Sepuluh Nopember



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Description of Course Unit

Course unit title	Interior Drawing
Course unit code	DI184103
Type of course unit (compulsory, optional)	Compulsory
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	First cycle Bachelor
Year of study when the course unit is delivered (if applicable)	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	4,8 ECTS credits
Name of lecturer(s)	Okta Putra Setio Ardianto, S.T., M.T. and Caesario Ari Budianto S.T., M.T.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to understand concepts and practice techniques for drawing 2D and 3D objects 2. Students are able to understand concepts and practice compositional aesthetic techniques in drawing 3. Students are able to understand concepts and practice rendering lighting, shading and materials in drawing 4. Students are able to understand concepts and practice drawing objects with aesthetic considerations
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<ol style="list-style-type: none"> 1. Introduction of drawing tools as a means of human communication with their drawing space/media 2. Introduction of independent 3D shape elements as elements of human interaction with space 3. Understanding of structure and construction to realize the essence and accuracy of form 4. Applications of lines to form shadow, depth, dimension, and composition 5. Structure, construction, perspective, dimension, and composition of drawing objects
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Indraprasta, Alwin, dkk (2015). <i>Standar Informasi Dalam Gambar Manual</i>. Program Studi Arsitektur. ITB
Planned learning activities and teaching methods	Blended Learning
Language of instruction	Indonesian and English
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

Learning Outcome (LO)

LO	Description
LO4	Able to present design outputs (process and design results) manually and/ or computer-assisted in 2D and 3D
LO8	Mastering practical design knowledge about Geometry, building, communication (drawing), methodologies and consequences in the field of interior design
LO11	Responsible independently and as a team/ organization

Course Learning Outcome (CLO)

CLO	Description	Mapping of CLO to LO			Weight of CLO (%)
		LO4	LO8	LO11	
CLO1	Students are able to understand concepts and practice techniques for drawing 2D and 3D objects	x			25
CLO2	Students are able to understand concepts and practice compositional aesthetic techniques in drawing	x			25
CLO3	Students are able to understand concepts and practice rendering lighting, shading and materials in drawing		x	x	25
CLO4	Students are able to understand concepts and practice drawing objects with aesthetic considerations		x		25

Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1	CLO1 Students are able to understand concepts and practice techniques for drawing 2D and 3D objects	2D and 3D Elements Drawing Tasks Series (Case Method)	15
2	CLO2 Students are able to understand concepts and practice compositional aesthetic techniques in drawing	Composition Drawing Task Series (Case Method)	20
3	CLO3 Students are able to understand concepts and practice rendering lighting, shading and materials in drawing	Real Object Drawing Task Series (Case Method)	20
4	CLO1 Students are able to understand concepts and practice techniques for drawing 2D and 3D objects CLO2 Students are able to understand concepts and practice compositional aesthetic techniques in drawing	Mid Term Evaluation (Cognitive - Midterm Exam)	15
5	CLO3 Students are able to understand concepts and practice rendering lighting, shading and materials in drawing CLO4 Students are able to understand concepts and practice drawing objects with aesthetic considerations	Final Evaluation (Cognitive - Final Exam)	30
Total Assessment Weight			100

Learning Outcome Plan

Week	Sub Achievement-Subject Final Ability	Breadth (Learning Material)	Learning Method	Estimated Time	Students Learning Experience	Assessment Criteria and Indicator
1 - 2	Students are able to explain the position and relationship of Interior Course subject to other subjects	Course Introduction and relationships with other courses,	Interactive lecture and discussion	2 x L/M @ 120 minutes	Discussion	Attendance and liveliness follow lectures
3 - 5	Students are able to design a picture presentation and interior concept	Interior presentation basics	Interactive lecture and discussion	3 x L/M @ 120 minutes	Discussion	Activeness
6 – 7	Students are able to work together in making a presentation images according to the studio task being taken or other design objects	Midterm examination and task 1	Discussion and presentation	2 x L/M @ 120 minutes	Discussion and presentation	Activeness and task quality
8 – 9		Technical drawing standards	Interactive lecture and discussion	2 x L/M @ 120 minutes	Discussion	Activeness

10	Students are able to draw according to standard working drawings	Task 2	Interactive lecture and discussion	1 x L/M @ 120 minutes	Discussion and presentation	Activeness and task quality.
11 - 13	Students are able to create working drawings with computer	Standardized technical drawing with computer	Interactive lecture and discussion	3 x L/M @ 120 minutes	Discussion	Activeness
14	Students are able to create working drawings according to their studio duties	Final Examination	Discussion and presentation	1 x L/M @ 120 minutes	Discussion	Activeness

REFERENCES (max 5):

1. Indraprasta, Alwin, dkk (2015). Standar Informasi Dalam Gambar Manual. Program Studi Arsitektur. ITB
2. Indraprasta, Alwin (2015). Standar Penggambaran CAD. Program Studi Arsitektur. ITB

Note:

- 1 credit = (50' L/M + 60' SL + 60' IL)/Week
 IL = Independent Learning
 T = Theory (knowledge)
 L/M = Meeting (Lecture)
 PS = Practical Simulation (3 hours/week)
 P = Practice (Skillfulness aspect)
 SL = Structured Learning
 LP = Laboratory Practice (3 hours/week)