



MODUL HANDBOOK ARTISTIC PROGRAM

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	Artistic Program
Course unit code	DI184101
Type of course unit (compulsory, optional) MK wajib/pilihan	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	2 nd Semester
Number of ECTS credits allocated	4,8 ECTS credits
Name of lecturer(s)	Aria Weny Anggraita, S.T., M.MT Lea Kristina Anggraeni S.T., M.Ds. Onna Anieqo Tanadda, S.Ds., M.Ds. (Team Teaching)
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students can understand and master the scope of each stage of basic activities from 2D. 2. Students are able to compile the theory and applications to create the work of 3D composition and the basic design of a decent interior which can be accounted for. 3. Students are able to carry out the stages of basic learning activities creatively, systematically and accurately. 4. Students are able to present both manual and digital presentation, complete, systematic, accurate, and interesting
Mode of delivery (face-to- face, distance learning)	face-to-face
Prerequisites and co- requisites (if applicable)	Basic Design
Course content	<ol style="list-style-type: none"> 1. Introduction of self-contained 3D shapes as an element of human interaction with space 2. The application of production theory related to materials, technology, procedures, and time and associated with the theory of 3D form composition: balance, proportion, repetition, dominance, rhythm, and harmony. 3. Color composition theory: balance, proportion, repetition, dominance, rhythm, and color harmony and its application to 3D media, as well as performing the visualization theory of shapes and colors by applying the concept of production, to represent the composition of the shape and the base color in the space without the charge of function value to analyze its impact on the interior of the space 4. Production step is needed to visualize 3D form and analog color in interior perspective by presenting material concept, shape, and color in interior space prototype with basic circulation function to analyze the

	<p>composition and impact to interior directly</p> <p>5. Visualization of shape and complementary color in interior perspective by presenting material, shape, and color concept in interior mockup with circulation basic function to analyze composition and impact to interior directly</p> <p>6. Visualization of shape and complementary color in interior perspective through presenting material, shape, and color concept in interior mockup with circulation basic function to analyze composition and impact to interior directly</p>
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Cohen, Aaron and Cohen Elaine, Designing and Space Planning for Libraries, 1990. 2. Dreyfuss, Henry, 1976, The measure of man, Human Factor in Design, McGraw Hill, USA. 3. Niebel, Benjamin, Methods Standards and Work Design (Eleventh Edition), 1999. 4. Papanek, Victor., 1983, Design for Human Scale, Van Nostrand Reinhold Co, New York. 5. Wong, Wucius. 1986. Beberapa Asas Merancang Dwimatra, diterjemahkan oleh Adjat Sakri. Penerbit ITB Bandung. 6. Partap Rao, (2006), Interior Design (Principles & Practice) 7. Anna Starmer, (2005), The Color Scheme Bible: Inspirational Palettes for the Interior Designer 8. Frida Ramstedt, (2020), The Interior Design Handbook
Planned learning activities and teaching methods	Problem-Based Learning, Project-Based Learning and Blended Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Project, Midterm Exam and Final Exam

Learning Outcome (LO)

LO	Description
LO7	Mastering basic knowledge of aesthetics, behavior and technology in the field of interior design
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 (%)
		LO7	LO8	LO11	
CLO1	Students can understand the process of space programming, especially on artistic elements that will be applied to interior spaces	x			30
CLO2	Students are able to compile theory and application to realize appropriate concepts in the objectives of the spatial artistic program, proper and accountable interior artistic design		x		20
CLO3	Able to formulate several alternative artistic space programs for each interior element as an application of the initial design concept	x			30
CLO4	Students are able to present presentations, both manual and digital, in a complete, systematic, accurate, and interesting way			x	20

Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1	<p>CLO1 Students can understand the process of space programming, especially on artistic elements that will be applied to interior spaces</p> <p>CLO2 Students are able to compile theory and application to realize appropriate concepts in the objectives of the spatial artistic program, proper and accountable interior artistic design</p> <p>CLO3 Able to formulate several alternative artistic space programs for each interior element as an application of the initial design concept</p>	Art program perspective drawing (Team-based Project)	35
2	<p>CLO1 Students can understand the process of space programming, especially on artistic elements that will be applied to interior spaces</p> <p>CLO2 Students are able to compile theory and application to realize appropriate concepts in the objectives of the spatial artistic program, proper and accountable interior artistic design</p>	Creating analysis and perspective drawings (Case Method)	30
3	<p>CLO1 Students can understand the process of space programming, especially on artistic elements that will be applied to interior spaces</p> <p>CLO2 Students are able to compile theory and application to realize appropriate concepts in the objectives of the spatial artistic program, proper and accountable interior artistic design</p> <p>CLO4 Students are able to present presentations, both manual and digital, in a complete, systematic, accurate, and interesting way</p>	Midterm evaluation (Cognitive - Midterm Exam)	20
4	<p>CLO1 Students can understand the process of space programming, especially on artistic elements that will be applied to interior spaces</p> <p>CLO2 Students are able to compile theory and application to realize appropriate concepts in the objectives of the spatial artistic program, proper and accountable interior artistic design</p> <p>CLO3 Able to formulate several alternative artistic space programs for each interior element as an application of the initial design concept</p> <p>CLO4 Students are able to present presentations, both manual and digital, in a complete, systematic, accurate, and interesting way</p>	Final exam (Case Method)	15
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 know the stages of activities, systematic and performance achievements and the definition of elements in simple self-contained 3D composition design	Introduction of self-contained 3D shapes as an element of human interaction with space	Interactive lecture (introduction of course materials, systems, assessment standards, tools and materials and introduction of the basic forms of 3D interior design), brainstorming, discussion and tasks 1 [L/M: 2x(4x50")] (Assignment-1: Black and white topographic lines (Chinese ink)) L/M discussion and P [SL+IL:4x(4x60")]	2 meetings / lectures @ 120 minutes	Basic interior composition form through plastic straw material	<ul style="list-style-type: none"> • Know the theory of basic composition and 3D form • Develop skills and insights on the basics of 3D shape composition
3 - 4	Students are able to formulate various design variables such as: balance, proportion, harmony, repetition, dominance, and rhythm	The application of production theory related to materials, technology, procedures, and time and associated with the theory of 3D form composition: balance, proportion, repetition, dominance, rhythm, and harmony	Interactive lectures, practices, discussions [L/M: 1x(4x50")] and assignment 2 (Assignment-2: Colored topographic lines (poster paint)) L/M discussion and P [SL+IL:2x(4x60")]	2 meetings / lectures @ 120 minutes	Basic interior composition form through paper material	Implements the theory on simple 3D shape composition related to material applications with regard to balance, proportion, harmony, repetition, dominance, and rhythm.
5 - 7	Students are able to	Color composition	Interactive lectures,	3 meetings /	Basic interior	<ul style="list-style-type: none"> • Implement the theory on simple 3D

	explain and apply some aesthetic elements of color include: various colors, composition, perception, and visualization in the interior space and apply the concept of production to produce the basic composition of interior design integrally and globally	theory: balance, proportion, repetition, dominance, rhythm, and color harmony and its application to 3D media, as well as performing the visualization theory of shapes and colors by applying the concept of production, to represent the composition of the shape and the base color in the space without the charge of function value to analyze its impact on the interior of the space	practices, discussions [L/M: 1x(4x50")] and assignment 3 (Assignment-3: Color plot in 2D plane (boxes)) L/M discussion and P [SL+IL:2x(4x60")]	lectures @ 120 minutes	composition form through popsicle stick material	form composition related to balance, proportion, harmony, repetition, dominance, and rhythm <ul style="list-style-type: none"> • Learning about the knowledge and visual applications of 3D materials, shapes, and colors that lead to the interior design. • Learning and training about theory visualization of the composition of shapes and colors in interior space systematically, thoroughly, and properly
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9 - 10	Students are able to formulate visualization of 3D form and analog color theory as well as applying the theory and production concept to produce form composition of interior perspective	Production step is needed to visualize 3D form and analog color in interior perspective by presenting material concept, shape, and color in interior space prototype with basic circulation function to analyze the composition and impact to interior directly	Interactive lectures, practices, discussions [L/M: 2x(4x50")] and assignment 5 (Assignment -5: Visualization of form composition and analog color theory through interior perspective [SL+IL:6x(4x100")]	2 meetings / lectures @ 120 minutes	Basic interior composition form through 2 mm mica plastic material	<ul style="list-style-type: none"> • Learning about the knowledge and application of visual materials, 3D forms and analog color that lead to the composition of the interior space. • Learning and exercises on the visualization of shape composition and analog color theory in the interior space systematically, thoroughly and appropriately
11 - 12	Students are able to visualize 3D shape and complementary color as well as applying material and production theory and concept to produce shape composition in	Visualization of shape and complementary color in interior perspective by presenting material, shape, and color concept in interior mockup with circulation basic function to	Interactive lectures, practices, discussions [L/M: 2x(4x50")] and assignment 6 (Assignment -6: Visualization of shape composition and analog	2 meetings / lectures @ 120 minutes	Implementation of interior basic design composition in interior mockup	<ul style="list-style-type: none"> • Learning about the knowledge and visual application of material, 3D shape, and complementary color which directed to interior space composition. • Learning and exercises about visualization of shape composition and complementary color theory in interior systematically, thoroughly, and appropriately

	interior perspective	analyze composition and impact to interior directly	color theory through interior perspective [SL+IL:6x(4x100")]			
13 - 15	Students are able to work as a group to visualize material, 3D shape, and complementary color as well as applying production technology through a project management to produce shape composition in interior perspective applied on bigger area	Visualization of shape and complementary color in interior perspective through presenting material, shape, and color concept in interior mockup with circulation basic function to analyze composition and impact to interior directly	Interactive lectures, practices, discussions [L/M: 2x(4x50")] and assignment 7 (Assignment -7: Visualization of shape composition and complementary color theory through interior perspective in group [SL+IL:6x(4x100")]	3 meetings / lectures @ 120 minutes	Implementation of interior basic design composition using objects around us (mix media)	<ul style="list-style-type: none"> • Learning about the knowledge and visual application of material, 3D shape, and complementary color which directed to interior space composition. • Learning and exercises about visualization of shape composition and complementary color theory in interior sistematically, thoroughly, and appropriately
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REFERENCES (max 5

1. Cohen, Aaron and Cohen Elainen, Designing and Space Planning for Libraries, 1990
2. Dreyfuss, Henry, 1976, The measure of man, Human Factor in Design, McGraw Hill, USA
3. Niebel, Benyamin, Methods Standards and Work Design (Eleventh Edition), 1999
4. Papanek, Victor., 1983, Design for Human Scale, Van Nostrand Reinhold Co, New York.
5. Wong, Wucius. 1986. Beberapa Asas Merancang Dwimatra, diterjemahkan oleh Adjat Sakri. Penerbit ITB Bandung

Note:

* presentation