MODUL HANDBOOK

NUSANTARA INTERIOR DESIGN

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

Institut Teknologi Sepuluh Nopember

MODUL HANDBOOK
NUSANTARA INTERIOR DESIGN

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

Institut Teknologi Sepuluh Nopember

Description of Course Unit

Course unit title	Nusantara Interior Design
Course unit code	DI184521
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)	3rd year
Semester/trimester when the course unit is delivered	5th semester
Number of ECTS credits allocated	4,8 credits
Name of lecturer(s)	1. Anggri Indraprasti, S.Sn., M.Ds 2. Lea Kristina Anggraeni, S.T., M.Ds. 3. Aria Weny Anggraita, S.T., M.MT. 4. Onna Anieqo Tanadda, S.Ds., M.Ds.
Learning outcomes of the course unit	1. Students can understand and apply design elements and design principles in the process of doing basic task form and design in general; 2. Students can understand and master the scope of each stage of basic activities form 2D, 2D + and 3D 3. Students are able to carry out the stages of basic learning activities form creatively, systematically and accurately 4. Students are able to compile theories and applications to realize the work of the composition of the elements of 2D, 2D + and 3D and the basic design of a decent interior and can be accounted for 5. Students are able to present both manual and digital presentation, complete, systematic, accurate, and interesting 6. Students are able to work independently or team, account for his work and take a role in teamwork.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	1. Elements and Principles of design 2. Local Wisdom 3. Cultural areas in modern society 4. Design Process 5. Marketing
Recommended or required reading and other learning resources/tools	1. Sunaryo, A. (2009). Ornamen Nusantara Kajian Khusus Tentang Ornamen Nusantara, Semarang: Dahara Prize. 2. Arsitektur Tropis Nusantara: Rumah Tropis Nusantara Kontemporer 3. Van Roojen, P. (2001). Batik Design. Singapore: The Pepin Press. 4. Wulandari, A. (2011). Batik Nusantara. Yogyakarta: Andi. 5. Yunita, Eka. Kain Tenun untuk Pelengkap Interior. 6. Prijotomo, Josef. 2023. Kajian Prinsip-prinsip Desain Di

	Arsitektur Nusantara
	7. Roth, Leland M, Amanda C. Roth Clark. (2018) Understanding Architecture: Its Elements, History and Meaning. Routledge 8. Bakhtiar, dkk. 2014. Tipe Teori Pada Arsitektur Nusantara Menurut Josef Prijotomo. Volume 11, No.2. Media Matrasain. 9. Manurung, Parmonangan. 2014. Arsitektur Berkelanjutan, Belajar Dari Kearifan Arsitektur Nusantara. 10. Prijotomo, J.(penghimpun Johannes Adiyanto). (2004). Arsitektur Nusantara Menuju Keniscayaan. Cetakan pertama. Surabaya: Wastu Lanas Grafika. 11. Domenig, G.,Nas, P.J. M.,&Schefold,R.(2003).Indonesian Houses. KITLV Press Leiden.
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
LO4	Able to present design outputs (process and design results) manually and/ or computer-assisted in 2D and 3D
LO6	Able to utilize technology based on social and local culture in the field of interior design
LO7	Mastering basic knowledge of aesthetics, behavior and technology in the field of interior design
LO9	Mastering design concepts and able to compile reviews/ assessments on the quality of a design result

Course Learning Outcome (CLO)

CLO	Description	Mapping of CLO to LO				Weight of CLO (%)
		LO4	LO6	LO7	LO9	
CLO1	Knowing the Archipelago Culture	x			x	20
CLO2	Finding distinctive and unique patterns from the culture of the archipelago, and developing new patterns without losing identity		x	x		25
CLO3	Create a variant of the pattern module from the formation of a new pattern	x			x	25
CLO4	Applying new patterns to interior products: table/chair furniture, partitions, lamps, wall treatment (wallpaper, wall mural, tapestry, etc.)	x	x		x	30

Asessment Plan

No.	Course Learning Outcomes*	Asessment Technique	Asessment Weight (%)
1.	**CLO1** Knowing the Archipelago Culture	Archipelago Cultural Studies (Case Method)	20
2.	**CLO2** Finding distinctive and unique patterns from the culture of the archipelago, and developing new patterns without losing identity	Creating a New Pattern (Case Method)	25
3.	**CLO3** Create a variant of the pattern module from the formation of a new pattern	Creating a new Pattern Module Variant (Case Method)	25
4.	**CLO4** Applying new patterns to interior products: table/chair furniture, partitions, lamps, wall treatment (wallpaper, wall mural, tapestry, etc.)	Designing modules on interior products (Case Method)	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	Students are able to explain certain Cultural styles.	The study of ornaments, decorative products, and products for good in the era of the glory of the archipelago and the present era	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-1: Compile a List of Cultural style	1 x L/M@ 120 minutes	Table Mapping and Its Descriptions	• Accuracy to distinguish the types of cultural style • Detailing the type / nature of the style
2	Students are able to explain the Concept Embodiment of certain Local Cultural Artifacts able to explain certain Cultural Langgam.	The concept of embodiment of certain local cultural artifacts	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-2: Prepare a List of Concepts of Cultural Artifacts Implementation	1 x L/M@ 120 minutes	Konsep	The accuracy of explaining concept.
3	Students are able to explain the advantages and disadvantages of certain local cultural artifacts	The value, nature, character of certain local cultural artifacts	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-3: Compile a list of advantages and disadvantages of the nature of cultural artifacts	1 x L/M@ 120 minutes	Paper	The accuracy of explaining ccuracy Describes the advantages and disadvantages of the character / character of the artifact

4, 5	Students are able to explain Warisan (product desain) Culture Nusantara	Inheritance catagorization (product design) Culture Nusantara (general)	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-4: Prepare the heritageList (product design) Archipelago Culture	2 x L/M@ 120 minutes	Paper	Accuracy and detail describes Cultural Heritage
6	Able to formulate cultural heritage by region category	Katagorisasi Cultural Heritage of Archipelogo (region)	Kuliah Pengantar & Brainstorming, Diskusi Kelompok, TM: 2x(4x50") Tugas-5: Menyusun Daftar Warisan Budaya berdasar Wilayah	1 x L/M@ 120 minutes	Paper	Accuracy to formulate cultural heritage based on region
7	Able to formulate cultural heritage based on categories of materials, tools and production techniques	Cultural Heritage Categorization of Archipelago (materials, tools, production techniques)	Introductory & Brainstorming Courses, Group discussion, L/MM: 2x (4x50 ") Task-6: Compile a List of Cultural Heritage Formulas based on materials, tools and production techniques	1 x L/M@ 120 minutes	Paper	Accuracy to formulate cultural heritage based on materials, tools and techniques
8						
9	Able to map the potential development of cultural heritage of archipelago in the form of objects or objects	the potential of cultural heritage of the archipelago of objects or objects Art of Batik Handicraft Indonesia The art of stringing Janur	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-7: Compile a list of cultural heritage	1 x L/M@ 120 minutes	Table Mapping and Its Descriptions	Accuracy to map the development of cultural heritage, objects or objects

				developments		
10, 11	Estimating budget costs on proposed design (product) development based on local cultural expertise	Budget cost on the proposed development of design (product) based on local cultural expertise	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-8: Prepare a budget	2 x L/M@ 120 minutes	Data of cost estimation	The accuracy of arranging budget cost on design proposal
12	Able to design / develop cultural heritage products archipelago in the form of visualization of perspective images	Visualization of perspective drawing	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-9: Create a design perspective perspective picture	1 x L/M@ 120 minutes	Concept and technical drawing	Feasibility of design development
13	Able to develop cultural heritage products archipelago in the form of visualization work drawings	Visualization of technical drawing	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-10: Create an alternative image design proposal	1 x L/M@ 120 minutes	Concept and technical drawing	The accuracy of developing the design
14	Able to make prototype of product development of cultural heritage of archipelago proposed	Making prototype	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-11: Create a design prototype of the proposal	1 x L/M@ 120 minutes	Prototype	Accuracy develops create design prototype design
15	Able to present the concept of development of cultural heritage products archipelago in writing, verbal, visual, both 2D and 3D	Concept design Presentation	Introductory & Brainstorming Courses, Group discussion, L/M: 2x (4x50 ") Task-12: Create presentation materials on design	1 x L/M@ 120 minutes	Concept	Accuracy of explaining concept.

		development concepts			

REFERENCES (max 5)

1. Sunaryo, A. (2009). Ornamen Nusantara Kajian Khusus Tentang Ornamen Nusantara, Semarang: Dahara Prize.
2. Susanto, S. (1973). Seni Kerajinan Batik Indonesia. Yogyakarta: Balai Penelitian Batik dan Kerajinan, Lembaga Penelit.ian dan Pend. Industri, Departemen Perindustrian
3. Van Roojen, P. (2001). Batik Design. Singapore: The Pepin Press.
4. Wulandari, A. (2011). Batik Nusantara. Yogyakarta: Andi.
5. Yunita, Eka. Kain Tenun untuk Pelengkap Interior.

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)