



## MODUL HANDBOOK HOME DECOR

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	Home Decor
Course unit code	DI 184735
Type of course unit (compulsory, optional)	optional
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)	4 <sup>th</sup> year
Semester/trimester when the course unit is delivered	7 <sup>th</sup> semester
Number of ECTS credits allocated	4,8 Credits
Name of lecturer(s)	<ol style="list-style-type: none"> <li>1. Anggra Ayu Rucitra, S.T, M.MT.</li> <li>2. Anggri Indraprasti, S.Sn., M.Ds.</li> <li>3. Onna Anieqo Tanadda, S.Ds., M.Ds.</li> </ol>
Learning outcomes of the course unit	<ol style="list-style-type: none"> <li>1. Students are capable to select and determine images as complementary references on image board presentation media that match the theme of the one-room living assignment.</li> <li>2. Students are capable of creating simple design concepts regarding user studies, activity studies, facility requirements studies, space requirements studies, design objectives, problems, and design solutions (macro-micro concepts).</li> <li>3. Students are capable to brainstorm design ideas and develop them through perspective sketches (manual/freehand drawing).</li> <li>4. Students are capable of translating alternative design ideas from perspective sketches into 3D mockup studies to enrich insight and design exploration.</li> <li>5. Students are capable of translating selected designs from several alternatives into working drawings (technical drawings) which include furniture plans, cut drawings, detailed drawings of aesthetic elements, detailed drawings of furniture, floor-ceiling plans, and room perspectives.</li> <li>6. Students are capable of creating representative interior mockups (scalactic).</li> </ol>
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"> <li>1. Interior Design (Modern)</li> <li>2. Space Aesthetics (Form, Color, Light, Texture)</li> <li>3. The function of 1 Room Residential Space (apartment/cottage)</li> </ol>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> <li>• Cross Nigel, Engineering Design Methods, Jhon Wiley &amp; Sons LTD, 2006</li> <li>• D.K Ching. Francis, Form, Space and Order, 1993</li> <li>• Halse, The Use Of Color Interior, Mc Graw Hill, 1988</li> <li>• Panero Julius and Martin Zelnik, Human Dimension and Interior Space, 2000</li> </ul>

	<ul style="list-style-type: none"> <li>• Suptandar, Pamudji, 1995, Perancangan Tata Ruang Dalam, Universitas Trisakti, Jakarta</li> </ul>
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
LO2	Able to think critically and creatively in preparing interior design ideas/ concepts
LO4	Able to present design outputs (process and design results) manually and/ or computer-assisted in 2D and 3D
LO7	Mastering basic knowledge of aesthetics, behavior and technology in the field of interior design
LO10	Able to provide alternative solutions and make the right, creative and innovative decisions related to the field of interior design based on good leadership and communication skills

### Course Learning Outcome (CLO)

CLO	Description	Mapping of CLO to LO				Weight of CLO (%)
		LO 2	LO 4	LO7	LO10	
CLO1	Able to make simple design concepts about user studies, activity studies, facility requirements studies, space requirements studies, design objectives, problems, and design solutions (macro-micro concepts)	x			x	50
CLO2	Able to develop brainstorm design ideas and their development through perspective sketches (manual/freehand drawing)		x	x		50

## Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1	<b>CLO1</b> Able to make simple design concepts about user studies, activity studies, facility requirements studies, space requirements studies, design objectives, problems, and design solutions (macro-micro concepts)	Apartment Case Study Design Concept (Case Method)	30
2	<b>CLO1</b> Able to make simple design concepts about user studies, activity studies, facility requirements studies, space requirements studies, design objectives, problems, and design solutions (macro-micro concepts)	Apartment Case Study Activity Study (Case Method)	30
3	<b>CLO2</b> Able to develop brainstorm design ideas and their development through perspective sketches (manual/freehand drawing)	Space Visualization (Case Method)	20
4	<b>CLO2</b> Able to develop brainstorm design ideas and their development through perspective sketches (manual/freehand drawing)	Final Presentation (Team-based Project)	20
Total Assessment Weight			100

## Learning Outcome Plan

Week	Sub Achievement-Subject Final Ability	Breadth (Learning Material)	Learning Method	Estimated Time	Student Learning Experience	Assessment Criteria & Indicator
1 - 2	Students understand the design process	<ul style="list-style-type: none"> <li>• Data mining</li> <li>• Reference studies, image board / clipping aesthetics and culture</li> <li>• Study activity, facilities &amp; space</li> </ul>	Interactive talk, brainstorming, group discussion	L/M: 2x(1x60")	Presentation, discussion, paper & image board	Students understand the design process, breadth in enriching reference design
3	Student understand and can analyze the data Mahasiswa memahami dan dapat menganalisa data in practical concept	<ul style="list-style-type: none"> <li>• Field study</li> <li>• image board/ clipping aesthetics and culture</li> <li>• design ideas</li> </ul>	Group Discussion, Independent Learning	L/M: 2x(1x60")	Making image board, paper report of survey results	Finishing image board, Completeness of field survey data
4	Students understand the principals of aesthetics in design.	Creativity on processed design elements: line, field, texture, color, lighting, proportion, scale, rhythm, unity, eetc.	Interactive talk, group discussion	L/M: 2x(1x60")	Group Discussion, Making image board, paper report	Understanding of aesthetic principles
5 - 8	Students are able to apply the principle of aesthetic principle in the idea of interior design ideas	Creativity on processed design elements: line, field, texture, color, lighting, proportion, scale, rhythm, unity, etc.	Group Discussion, Independent Learning	L/M: 3x(1x120")	Design idea, Discussion and individual assistance	Idea visualization, creativity, Completeness Sketch
9 - 12	Student are able to visualize the sketch of predesign ideas	<ul style="list-style-type: none"> <li>• design layout of furniture &amp; pieces</li> <li>• the design of furniture, shapes, materials and colors</li> <li>• design of aesthetic elements</li> <li>• design of shapes and materials of</li> </ul>	Group Discussion, Independent Learning, Interactive talk	L/M: 4x(1x120")	<ol style="list-style-type: none"> <li>1. Complete</li> <li>2. Tidy</li> <li>3. Sketch Technique</li> <li>4. Coloring Technique</li> <li>5. Creativity</li> <li>6. Exhibition Presentation Technique</li> <li>7. Presentation</li> </ol>	Predesign Sketches <ul style="list-style-type: none"> <li>• Plan</li> <li>• Section</li> <li>• Floor Plan</li> <li>• Ceiling Plan</li> <li>• Furniture &amp; aesthetic element drawing</li> </ul>

		floors, ceilings and walls • lighting design			8. Prototype	
13 - 14	Student able to make an attractive presentation	• Representative presentation of preview sketches techniques • Perspective • prototype	Group Discussion, Independent Learning, Interactive talk			• Perspective sketches • Prototype
15 - 16	Student able to presenting the project	• Concept (layout) exhibition material • Lighting technique	Personal Assistance			• Exhibition • Presentation Technique

#### REFERENCES (max 5)

1. Cross Nigel, Engineering Design Methods, Jhon Wiley & Sons LTD, 2006
2. D.K Ching. Francis, Form, Space and Order, 1993
3. Halse, The Use Of Color Interior, Mc Graw Hill, 1988
4. Panero Julius and Martin Zelnik, Human Dimension and Interior Space, 2000
5. Suptandar, Pamudji, 1995, Perancangan Tata Ruang Dalam, Universitas Trisakti, Jakarta

#### Note:

\* 1 credit = (50' L/M + 60' SL + 60' IL)/Week

L/M = Meeting (Lecture)

SL = Structural Learning

IL = Independent Learning

PS = Practical Simulation (3 hours/week)

PL = Practical Laboratorium (3 hours/week)

T = Theory (knowledge aspect)

P = Practice (skillfullness aspect)