

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Interior Design and Culture
	Subject Code	: DI 184627
	Credit	: 5 sks
	Semester	: VI

DESCRIPTION OF COURSES

This course will explore and produce a design task of the interior based on the principles of culture. The culture that is examined here is in the broad sense and also the culture of the country. The embodiment of the design will be combined with the principles of interior design with the embodiment of the Interior elements. This course uses the studio system where at each meeting will be given at the beginning of the lecture material and then proceed with work tasks independently and assisting. At the end of the lecture will be produced project interior design tasks fit the base of the kossep culture that developed every student.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Belive to God Almighty and is able to show the attitude of religious
2. Uphold the human values in carrying out tasks based on religion, morals, and ethics
3. Uphold the human values in carrying out tasks based on religion, morals, and ethics
4. Contribute to the improvement of quality of life of society, a nation, a country, and the progress of civilization based on Pancasila
5. Acts as a citizen who is proud of and love for the homeland, as well as a sense of nationalism has a responsibility to the State and nation;
6. Demonstrate an attitude of responsibility for work in the field of his expertise independently
7. Try best to achieve perfect results
8. Working together to make the can maximaze their potential

Knowledge Mastery

1. Mastering the theoretical concepts to master of design (Design Theory) in general
2. Mastering the theoretical concept of the interior design and function the function of the language of interior design
3. Mastering the principle of communication design;
4. Factual knowledge about the development of the latest technology and the latest in interior design field

Special Skills

1. Able to devise the concept of interior design that integrates the results of the study of behavior, technical aspects, and values related to interior design
2. Able to devise the concept of interior design that integrates the results of the study of behavior, technical aspects, and values related to interior design
3. Capable of producing work of interior design as a problem-solving proposals and the fulfilment of the needs of the community, socially and academically qualified functions, the esthetically, construction, and meaningful

General Skills

1. Able to complete the work of the berlingkup vast and analyze data with the appropriate method, both of which have not been or raw;
2. Able to demonstrate performance quality and measurable;
3. Able to solve the problem of the nature of the work and the context in which corresponds to the terapannya field of expertise is based on logical thinking, innovative, and responsible for the result independently;

THE LEARNING ACHIEVEMENT OF COURSES

1. Students are able to work designing interior design based on the principles of commercial buildings, consumers and culture
2. Students are able to communicate the results of the work of Interior design
3. Students are able to mengashilkan the concept of interior design that meets the needs of its users

SUBJECT MATTER

1. The culture and interior design
2. The principles of programming
3. The principles of interior design elements
4. The culture of Nusantara on interior design

PREREQUISITES**REFERENCE**

1. Rapoport, Amos (2005). Culture Architecture and Design. Lock Science Publishing Company Inc.
2. Palmer, Mickey (1981). Architect's Guide to Facility Programming. The American Institute of Architects Washinton DC and Architectural Record Books New York
3. Meiss, Pierre von (1997). Elements of Architecture: From Form to Place. E & FN SPON. London
4. Laurens, Joyce Marcella (2005). Arstektur dan Perilaku Manusia. Grasindo
5. Dharsono (2007). Budaya Nusantara. Rekayasa Sains.Bandung

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Interior Design and Economics
	Subject Code	: DI 184731
	Credit	: 5 sks
	Semester	: VII

DESCRIPTION OF COURSES

The interior design of the economy have a minimum 500 m² design objects that have a high complexity, both commercial, Office or public facilities. These courses students do 2 stages that, is the design that produces a work of design and working drawings and also the preparation of the report. These courses are studio, where students practice directly in the process of interior design. Starting from the existing Studies to present final design.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Demonstrating a responsible attitude towards the work in the field of expertise independently
2. Striving to achieve excellent result; and
3. Working together to take full advantage of the potential possessed.

Knowledge Mastery

1. Mastering of the theoretical concept of design (Design Theory) in general;
2. Mastering the principles of design communication i.e. the principles of presentation technique of interior design;

Special Skills

1. Capable of drawing up interior design concepts that integrates the results of the study of behavioral, technical, and value aspects related to interior design;
2. Able to design the interior independently, either manually or by using information technology and computing based design tools to meet the needs of the society, from residential scale up to the public space based on design theory, the study of user needs, and interior design issues;
3. Able to design thematic interior elements (furniture, walls, ceilings, and floors) based on technical and aesthetic characteristics of materials;
4. Able to producing work of interior design as a problem-solving proposals and the fulfilment of the needs of the community, socially and academically qualified functions, the esthetically, construction, and meaningful;
5. Able to communicate ideas in a communicative and informative visual form;
6. Able to design interior and interior elements that prioritizes local wisdom (local indigenous), environmentally friendly (green design), and sustainability.
7. Able to produce interior design work that has selling value both as professional and entrepreneur (designpreneur)

General Skills

1. Capable of completing a wide range of work and analyzing data with a variety of suitable methods, both raw and standard ones;
2. Able to demonstrate quality and measurable performance;
3. Able to solve work problems with the nature and context appropriate to the field of applied expertise based on logical thinking, innovation, and responsibility of the results independently;
4. Able to prepare reports of results and work processes accurately and legitimately and effectively communicate them to others in need;
5. Capable of documenting, storing, securing, and rediscovering data to ensure validity and prevent plagiarism;
6. Able to implement information and communication technology in the context of execution of its work.

THE LEARNING ACHIEVEMENT OF COURSES

1. Able to prepare final project proposal and report
2. Able to develop design concepts.
3. Able to produce design ideas
4. Able to transform the concept of theme into space design.
5. Can communicate the final result / out put design in the form of 2-dimensional images and 3 dimensions by manual and computer-assisted.

SUBJECT MATTER

1. Final Project Proposal: Procedures of scientific writing and Interior design Research.
2. Design Concept: Design Objectives and Problems, Library Studies, Existing and Comparative, User Studies and Activities, Program Needs and Space Relations, Analysis of themes and design concepts.
3. Alternative lay out of space and furniture: anthropometry study, user activity and circulation, space relationship matrix. Design Objectives: Formulating Objectives Tree Methods
4. Application theme into space design: Transformation form, Analogy, SCAMPER
5. Design output documentation: working drawings (floor plans, snippets, details), presentation pictures
6. Technical Drawings

PREREQUISITES**REFERENCE**

1. Cross, Nigel (2001), Engineering Design Methods, Singapore, John Wiley & Sons.
2. Panero, Julius dan Zelnik, martin (1979), 'Dimensi Manusia dan Ruang Interior', Erlangga, Jakarta.
3. Mahardini (2010), Desain Rumah Buku, Tugas Akhir ITS.
4. Maulana, Dihlis (2010), Tugas Desain Interior 2, ITS, Surabaya.
5. Tiara Ika (2011), Galeri Batik Mangrove Sebagai Sarana Hiburan Edukasi tentang Mangrove di Surabaya, Tugas Akhir ITS

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Interior Design and Aesthetics
	Subject Code	: DI 184307
	Credit	: 5 sks
	Semester	: III

DESCRIPTION OF COURSES

This subject aims so that students are able to perform analysis of the object of study in aesthetic interior design apartment/cottage through the consideration of functionality, ergonomic, material, construction, utilities and semiotics to can formulate design problems. In this course students are able to draw up design concept investigation found design problems. The concept of arranged to put forward the basic exploration of aesthetics that is the elements and principles of artifact of the residence of a culture area in the scope of the archipelago and in the end of learning students are able to present the design generated oral or through the media 2D and 3D (mockups).

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Cooperating and possessing social sensitivity and concern for the society and environment;
2. Demonstrating a responsible attitude towards the work in the field of expertise independently;
3. Internalizing the spirit of independence, struggle, and entrepreneurship;
4. Striving to achieve excellent result; and
5. Working together to take full advantage of the potential possessed.

Knowledge Mastery

1. Mastering the principles of interior design, interior, utility, lighting, electrical, acoustic, environmentally friendly materials and green energy;
2. Mastering the principles of design communication i.e. the principles of presentation technique of interior design;
3. Able to produce interior design work as the proposed problem solving and fulfillment of society needs, which can be accounted academically and qualified for the requirement of function, aesthetics, construction, and meaning;
4. Able to produce interior design work that has selling value both as professional and entrepreneur (designpreneur);

Special Skills

1. Capable of drawing up interior design concepts that integrates the results of the study of behavioral, technical, and value aspects related to interior design;
2. Able to design interior and interior elements that prioritizes local wisdom (local indigenous),
3. Able to design the interior independently, either manually or by using information technology and computing based design tools to meet the needs of the society, from residential scale up to the public space based on design theory, the study of user needs, and interior design issues;
4. Able to design thematic interior elements (furniture, walls, ceilings, and floors) based on technical and aesthetic characteristics of materials;

General Skills

1. Able to solve work problems with the nature and context appropriate to the field of applied expertise based on logical thinking, innovation, and responsibility of the results independently;
2. Able to work together, communicate, and innovate in their work;
3. Able to be responsible for the achievement of group work and supervise and evaluate the completion of work assigned to the worker under his / her responsibility;
4. Capable of documenting, storing, securing, and rediscovering data to ensure validity and prevent plagiarism;
5. Able to implement information and communication technology in the context of execution of its work;.

THE LEARNING ACHIEVEMENT OF COURSES

1. Be able to select and define the images as a complementary reference to the presentation media of the image board in accordance with the theme of the task of one room living
2. Able to create simple design concepts about user studies, activity studies, facility requirement studies, space requirement studies, design goals, problems, and design solutions (micro-macro concepts)

<ol style="list-style-type: none"> 3. Being able to brainstorm the ideas of design and development through perspective sketch (manual / freehand drawing) 4. Able to translate alternative design ideas from perspective sketches into 3D model studies to enrich insights and design exploration 5. Be able to translate selected designs from several alternatives into working drawings (engineering drawings) which include the floor plan, drawings, detailed aesthetic elements, furniture detail drawings, floor-ceiling plans, and spatial perspective 6. Able to create a representative magazine interior (on scale)
SUBJECT MATTER
<ol style="list-style-type: none"> 1. Interior Design (Modern) 2. Space Esthetics (Form, Color, Light, Texture) 3. Function Residential Space 1 Roof (apartment / cottage) 4. Aesthetics of Regional Cultural Artifacts in Indonesia (Nusantara) 5. ATUMICS Transformation Method
PREREQUISITES
REFERENCE
<ol style="list-style-type: none"> 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

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Interior Design and Function
	Subject Code	: DI 184413
	Credit	: 5 sks
	Semester	: IV

DESCRIPTION OF COURSES

This subject aims so that students are able to perform analysis of the object of study of interior design through the consideration of functionality, ergonomic, material, construction, utilities and semiotics to can formulate design problems. Students are capable of putting together a concept design and is capable of transforming the concept of the theme into the design space. At the end of the lecture, a student is able to communicate the final results in the form of pictures 2 dimensional and 3 dimensional by manual and digital

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Cooperating and possessing social sensitivity and concern for the society and environment;
2. Demonstrating a responsible attitude towards the work in the field of expertise independently;
3. Striving to achieve excellent result; and
4. Working together to take full advantage of the potential possessed.;

Knowledge Mastery

Special Skills

1. Capable of drawing up interior design concepts that integrates the results of the study of behavioral, technical, and value aspects related to interior design;
2. Able to design the interior independently, either manually or by using information technology and computing based design tools to meet the needs of the society, from residential scale up to the public space based on design theory, the study of user needs, and interior design issues;
3. Capable of producing work of interior design as a problem-solving proposals and the fulfilment of the needs of the community, socially and academically qualified functions, the esthetically, construction, and meaningful;
4. Able to communicate ideas in a communicative and informative visual form;

General Skills

THE LEARNING ACHIEVEMENT OF COURSES

1. Able to develop design concepts.
2. Able to generate the idea of lay out space and lay out furniture
3. Able to transform the concept of theme into space design.
4. Can communicate the final result / out put design in the form of 2 dimensional images and 3 dimensions by manual and computer assisted

SUBJECT MATTER

CONCEPTS, IDEAS AND DOCUMENTATIONS DESIGNS.

1. Design Concept: Design Objectives and Problems, Library Studies, Existing and Comparative, User Study and Activities, Program Needs and Space Relationships, Analysis of themes and design concepts ..
2. Alternative lay out of space and furniture: anthropometri study, user activity and circulation, space relationship matrix.
3. Application of themes into space elements: Transform form, Analogy, SKAMPER
4. Out put design documentation: working drawings (floor plans, snippets, details), presentation pictures, mockups.

PREREQUISITES

REFERENCE

1. Cross, Nigel (2001), Engineering Design Methods, Singapore, John Wiley & Sons.
2. Panero, Julius dan Zelnik, martin (1979), 'Dimensi Manusia dan Ruang Interior', Erlangga, Jakarta.
3. Mahardini (2010), Desain Rumah Buku, Tugas Akhir ITS.
4. Maulana, Dihlis (2010), Tugas Desain Interior 2, ITS, Surabaya.
5. Tiara Ika (2011), Galeri Batik Mangrove Sebagai Sarana Hiburan Edukasi tentang Mangrove di Surabaya, Tugas Akhir ITS

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Interior Design and Technology
	Subject Code	: DI 184519
	Credit	: 5 sks
	Semester	: V

DESCRIPTION OF COURSES

Development ability and insight as well as theoretically applicable regarding planning interior design of public facilities with Office functions with setting aside the application of technology, as well as elements that are associated with the definition of interior design and the elements in it. The implementation on the premise the concept of technology implementation and functionality. Object of design is the Office facilities with a minimum area of 200 m². The final output is targeted is the concept design, document images, perspective and scale model or animation.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Respecting cultural diversity, views, religion, and beliefs, as well as the original opinions or findings of others;
2. Cooperating and possessing social sensitivity and concern for the society and environment;
3. Striving to achieve excellent result; and
4. Working together to take full advantage of the potential possessed.

Knowledge Mastery

1. Mastering of the theoretical concept of design (Design Theory) in general;
2. Mastering the theoretical concepts of interior design functions and interior design language functions;
3. Mastering general concepts, principles and techniques
 - Mastering the principles of interior design, interior, utility, lighting, electrical, acoustic, environmentally friendly materials and green energy;
 - Mastering the principles of human behavior and interior environment especially ergonomics, design methods, design and production of furniture, exhibition;
 - Mastering the application of at least one software relevant to interior design
4. Mastering the principles of design communication;
5. Theoretical concepts of occupational health and safety and environmental preservation in general;
6. Factual knowledge of the current and latest technological developments in the field of interior design;

Special Skills

1. Capable of drawing up interior design concepts that integrates the results of the study of behavioral, technical, and value aspects related to interior design;
2. Able to design the interior independently, either manually or by using information technology and computing based design tools to meet the needs of the society, from residential scale up to the public space based on design theory, the study of user needs, and interior design issues;
3. Able to design thematic interior elements (furniture, walls, ceilings, and floors) based on technical and aesthetic characteristics of materials;
4. Able to produce interior design work as the proposed problem solving and fulfillment of society needs, which can be accounted academically and qualified for the requirement of function, aesthetics, construction, and meaning;
5. Able to communicate ideas in a communicative and informative visual form;
6. Able to design interior and interior elements that prioritizes local wisdom (local indigenous), environmentally friendly (green design), and sustainability.

General Skills

1. Capable of completing a wide range of work and analyzing data with a variety of suitable methods, both raw and standard ones;
2. Able to prepare reports of results and work processes accurately and legitimately and effectively communicate them to others in need;
3. Able to work together, communicate, and innovate in their work;

<ol style="list-style-type: none"> 4. Able to conduct a self-evaluation process against work groups under their responsibility, and manage the development of self-employment competence; 5. Capable of documenting, storing, securing, and rediscovering data to ensure validity and prevent plagiarism; 6. Able to implement environmental insight in developing knowledge; 7. Able to implement information and communication technology in the context of execution of its work;
THE LEARNING ACHIEVEMENT OF COURSES
<ol style="list-style-type: none"> 1. Have good insight and knowledge about function and aesthetics of interior design of public facility with modern building system, especially building with office function. 2. Recognize in more detail the application of building systems associated with the interior including structural systems, building quilt systems, building utility systems, vertical circulation systems in buildings, lighting systems, sound systems, security systems. 3. Have the ability to apply an effective and efficient office design interior methodology. 4. Able to do simple design research about the office, design concepts with research design problems, and make alternative office design as implementation of design concepts. 5. Able to make design and final design development, and present it by using manual and digital techniques.
SUBJECT MATTER
<ol style="list-style-type: none"> 1. Discussion and brain. Aesthetic aspect and its application on interior design office design. 2. Aspects of function and its application on interior design office design. 3. Technology aspect and its application on interior design office design. 4. Aspects of communication design and its application on interior design office design. 5. Aspect of design methodology on interior office design planning. 6. Principles of "design consequences" and its application to the interior design office design
PREREQUISITES
Graduate from Interior design and function, with minimal score D
REFERENCE
<ol style="list-style-type: none"> 1. Palmer, Mickey. 1981. The Architect's Guide to Facility Programming. The American Institute of Architect. 2. Cross Nigel. 2006. Engineering Design Methods. New York: John Wiley & Sons LTD. 3. Albert, Halse. The Use of Color In Interior. New York : Mc. Graw Hill. 4. Charles & David. 2001. Creative Lighting Solution. Hong Kong : Dai Nippon. 5. D.K Ching, Francis. 1993. Form, Space and Order.

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Transportation Interior Design
	Subject Code	: DI 184526
	Credit	: 3 sks
	Semester	: V

DESCRIPTION OF COURSES

Transportation Interior design courses that are study the Interior in transport. The main object is the interior of the ship. Students will learn the standards, principles and elements of interior design.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Work together and have the social sensitivity and concern for society and the environment;
2. Internalize values, ethical norms, and academic;
3. Demonstrate an attitude of responsibility for work in the field of his expertise independently;
4. Strive to the maximum to achieve perfect results; and
5. Work together to be able to utilize its fullest potential..

Knowledge Mastery

1. Theoretical concepts to master of design (Design Theory) in General;
2. Mastering the principle of human behavior and environment in particular interior ergonomics, design methods, design and production of furniture, exhibitions and transportation;

Special Skills

1. Able to devise the concept of interior design that integrates the results of the study of behavior, technical aspects, and values related to interior design
2. Capable of producing work of interior design as a problem-solving proposals and the fulfilment of the needs of the community, socially and academically qualified functions, the esthetically, construction, and bermaknakomunikatif and informative;
3. Able to communicate ideas in visual form that draws with interesting presentation

General Skills

1. Being able to work together, communicate, and berinovatif in his work
2. Being able to solve problems with the nature and context of the work which corresponds to the terapannya field of expertise is based on logical thinking, innovative, and responsible for the result independently;

THE LEARNING ACHIEVEMENT OF COURSES

1. Able to define the meaning of the ship's Interior design
2. Understand interior characteristics related to transportation types.
3. Able to analyze problems in transportation interior.
4. Able to create transportation interior design research into a concept.
5. Able to implement concept to every transportation interior elements.
6. Able to implement design concept to design alternatives.
7. Able to implement concept to design visualization and presentation images.
8. Able to draw transportation interior engineering drawing.
9. Able to create a mock up design interior transport/component design
10. Able to present the design work and show the importance of design work.

SUBJECT MATTER

1. Interior of the ship and of human activities on it.
2. Classification of ship
3. Terms of sea transport in the world and Indonesia.
4. Accommodation barch
5. Safety
6. Character of the user of the vessel, passengers and crew
7. Facilities in the interior of the ship.
8. The appropriateness of materials for the interior.
9. Ship accommodation barch to use as a place to stay.
10. Operational accommodation barch. When used for operating companies, such as mining and petroleum

PREREQUISITES
REFERENCE
<ol style="list-style-type: none">1. Ching, Francis D.K, Interior Illustration2. Hapian, Julian-Smith, An Introduction to Modern Vehicle, Butterworth Heinemann, July 2000, ISBN 97807506504413. Johnson, Kara and Ashby, Mike, Materials and Design : The art and science of material selection in product design. ISBN 18561749724. Panero,Julius, Dimensi Manusia dan Ruang Interior, Erlangga5. Tovey,Mike, Design for Transport: A User-Centred Approach to Vehicle Design and Travel (Design for Social Responsibility), Gower Pub Co; New edition edition, November 20126. Basic drafting standard and symbol, university mnesota <p>SUPPORT BOOK :</p> <ol style="list-style-type: none">1. Barnard, R.H, Road Vehicle Aerodynamic Design: An Introduction, Mechaero Publishing,January 2010, ISBN 09540734792. Dewey, Adrian, How to Illustrate and design concept car, veloce publishing,

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Archipelago Interior Design
	Subject Code	: DI 184521
	Credit	: 3 sks
	Semester	: V

DESCRIPTION OF COURSES

Archipelago Interior is learning interior elements and architecture of the local design. As well as the cultural area of Indonesia that could be applied in interior design

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Respecting cultural diversity, views, religion, and beliefs, as well as the original opinions or findings of others;
2. Cooperating and possessing social sensitivity and concern for the society and environment;

Knowledge Mastery

1. Master the theoretical concept of design (Design Theory) in general;
2. Master the theoretical concept of the interior design and function the language of interior design;
3. Master the principles of aesthetics and culture, in particular the basic principles and design, design styles, accessories, design of the archipelago.

Special Skills

1. Master the principles of aesthetics and culture, in particular the basic principles and design, design style, design, accessories nusantara
2. Capable of designing interior and interior elements that give priority to the local community (local indigenous), eco-friendly (green design), and sustainable (sustainability)

General Skills

1. Being able to demonstrate performance quality and measurable;
2. Being able to work together, communicate, and berinovatif in his work;

THE LEARNING ACHIEVEMENT OF COURSES

1. Able to define the meaning of Nusantara Design
2. Understand and respond to the noble values of the cultural heritage of the archipelago
3. Be able to identify cultural heritages that have the potential to be revitalized or developed
4. Able to map the potential development of cultural heritage of archipelago in the form of objects or objects
5. Prepare a budget for the proposed development of a design (product) based on local cultural expertise
6. Able to design the development of cultural heritage products archipelago in the form of visualization perspective images
7. Able to make prototype of product development of cultural heritage of archipelago proposed
8. Able to analyze the weaknesses and strengths of each product development related to eco design issues

SUBJECT MATTER

1. Elements and Principles of design
2. Local Wisdom
3. Cultural areas in modern society
4. Design Process
5. Marketing

PREREQUISITES

REFERENCE

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 Penelitian 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.

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Garden Design
	Subject Code	: DI 184525
	Credit	: 3 sks
	Semester	: VI

DESCRIPTION OF COURSES

Garden design is a minor subjects studied garden design, landscaping is good for plants in space or outer space.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Cooperating and possessing social sensitivity and concern for the society and environment;
2. Respecting cultural diversity, views, religion, and beliefs, as well as the original opinions or findings of others;

Knowledge Mastery

1. Mastering the principle of aesthetics and culture

Special Skills

1. Able to communicate ideas in visual form the communicative and informative;
2. Capable of designing the interior and interior elements that give priority to the local indigenous, green design, and sustainability.

General Skills

1. Able to solve work problems with the nature and context appropriate to the field of applied expertise based on logical thinking, innovation, and responsibility of the results independently;

THE LEARNING ACHIEVEMENT OF COURSES

1. Able to define the meaning of Garden Design
2. Able to choose natural elements and artificial elements of the garden according to the design theme
3. Know the basics of design in planning the garden according to the concept / style
4. Able to create some alternatives for garden design in 1 proposal of initial design concept
5. Able to develop the garden design in the form of visualization of engineering drawing
6. Estimate the budget for the proposed garden design project
7. Able to implement the proposed garden design
8. Able to consider the aspects of garden maintainance

SUBJECT MATTER

1. Elements and Principles of Design
2. Characteristics of Materials
3. Project Cost
4. Design Ethics

PREREQUISITES

REFERENCE

1. Manan, Rustam Hakim, (2012). Komponen Perancangan Arsitektur Lansekap. Penerbit PT Bumi Aksara, Jakarta
2. The Poetics Garden
3. Katalog Tanaman Hias Tropis
4. Design with nature

SYLLABUS OF COURSES

STUDY PROGRAM	Subject Name	: Exhibition Design
	Subject Code	:DI184524
	Credit	: 3 sks
	Semester	: V

DESCRIPTION OF COURSES

Exhibition design are subjects that answering questions about the exhibition business requirements will be the theory and practice of design stand within and outside space. Including the supporting element of the other exhibitions (stage, gate, booth, etc.). The type of material used as well as project management. Displaying technic and visual merchandising in retail project.

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Demonstrating a responsible attitude towards the work in the field of expertise independently; and
2. Working together to take full advantage of the potential possessed.

Knowledge Mastery

1. Mastering the principles of human behavior and interior environment especially ergonomics, design methods, design and production of furniture, exhibition; and
2. Mastering the principle of aesthetics and culture especially the principles and basic design, design style, accessories, design of the Indonesian archipelago

Special Skills

1. Able to produce interior design work as the proposed problem solver and fulfillment of society needs, which can be accounted academically and qualified for the requirement of function, aesthetics, construction, and meaning;
2. Able to communicate ideas in a communicative and informative visual form; and
3. Able to produce interior design work that has selling value both as professional and entrepreneur (designpreneur).

General Skills

1. Able to work together, communicate, and innovate in their work;
2. Able to be responsible for the achievement of group work and supervise and evaluate the completion of work assigned to the worker under his / her responsibility;

3. Able to conduct a self-evaluation process against work groups under their responsibility, and manage the development of self-employment competence;
4. Capable of documenting, storing, securing, and rediscovering data to ensure validity and prevent plagiarism; and
5. Able to implement information and communication technology in the context of execution of its work.

THE LEARNING ACHIEVEMENT OF COURSES

1. Students can understand and apply the design elements and design principles of the exhibition;
2. Students can understand the types of exhibitions and their application;
3. Students understand about the variety of display system and its application;
4. Students are able to produce booth;
5. Students are able to present both manual and digital presentation, completely, systematically, accurately, and interestingly;
6. Students are able to work independently or team, responsible for his/her work and take a role in teamwork.

SUBJECT MATTER

1. The elements and principles of design exhibitions
2. Types of Exhibitions
3. Display system
4. Production process and project management

PREREQUISITES

REFERENCE

1	Title	Thinking about exhibition
	Writer	Reesa Greenberg, Bruce W. Ferguson, Sandy Nairne
	Publisher	Psychology Press
	Year	2005
2	Title	Museum Exhibition: Theory and Practice
	Writer	David Dean
	Publisher	Routledge
	Year	1994
3	Title	Pedoman Tata Pameran di Museum

	Writer	Departemen pendidikan dan kebudayaan Direktorat Jenderal Kebudayaan Direktorat permuseuman Obyek pembinaan permuseuman jakarta
	Publisher	Darto Hanoko, Makassar
	Year	1997/1998
4	Title	Signage and Wayfinding Design: A Complete Guide to Creating Environmental Graphic Design Systems
	Writer	Chris Calori, David Vanden-Eynden
	Publisher	
	Year	5 Maret 2007

SUBJECT SILABUS

SUBJECT	Subject Name	: Interior Photography
	Code	: DI184734
	Credit	: 3 sks
	Semester	: VII

DESCRIPTION	
Students are learning to visualizing applied objects, through optimal photography techniques.	
Applied GTC to Subject	
<p>Attitude</p> <ol style="list-style-type: none"> 1. Working together and having social sensitivity and concern for society and environment; 2. Applying responsibility & independent attitude at work; 3. Work hard to achieve perfect results; and 4. Work together for gaining more potential benefits. <p>Knowledge Mastery</p> <ol style="list-style-type: none"> 1. Mastering the theory of interior photography techniques; 2. Mastering the principles of technical application and applied media design; <p>SpecialSkills</p> <ol style="list-style-type: none"> 1. Able to communicate the ideas in a communicative and informative visual form; <p>General Skills:</p> <ol style="list-style-type: none"> 1. Able to prepare reports on results and work processes accurately and validly and effectively communicate them to other parties in need; 2. Able to work together, communicate and innovate in their work; 3. Able to design interior space independently, either manually or by using design tools based on information technology and computing to meet the needs of the community, especially for the residential scal one room living; 4. Capable to documenting, storing, securing and rediscovering data to ensure validity and prevent plagiarism; 5. Able to implement information and communication technology in the context of implementation of its work 	
LEARNING ACHIEVEMENT METHOD	
<ol style="list-style-type: none"> 1. Students have the ability and skills in visualizing applied objects, through optimal photography techniques. 2. Students have the ability to apply his studies in the field of photography 	

- as a supporter of design in Interior Design courses.
3. Students are able to analyze the object from the basic concept that lies behind it.
 4. Students able to analyze and criticize the work of the photograph in relation to the general review the photograph.

SUBJECT MATTER

1. Introduction to photography
2. Appreciation and photography theory
3. Unload the camera and how it works
4. Media image /photo app (analog to digital)
5. Media projection theory
6. Theory of Lighting
7. Theory of Composition
8. Principles of technical application in relation to motion and dimensions
9. Explanation of lighting effect
10. Theory of Composition II
11. Filter system
12. Study of value and photo application (quality)

PREQUISITES

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REFERENCES

1. Faris, Belt Angela, The Elements of Photography, Understanding and Creating Sophisticated Images, Elsevier Inc. , 2008
2. Krages, Bert, Photography the art of composition, Allworth Press, New York NY, 2005
3. Busselle, Michael.1982. Basic photography : How to take and make great pictures. London : Treasure Press, 1982
4. Horenstein, Henry, 2005, Black & white photography, a basic manual, Little Brown, New York
5. Peterson, Bryan, 2005, Understanding digital photography, techniques for getting great pictures, Amphoto Books, New York

SILABUS MATA KULIAH

STUDY PROGRAM	Subject Name	: Home Decor
	Subject Code	: DI 184744
	Credit	: 5 sks
	Semester	: VII

SUBJECTS DESCRIPTION

Mata kuliah ini bertujuan agar mahasiswa mampu melakukan analisa estetika dalam obyek studi desain interior hunian dengan lahan maksimal 36m² melalui pertimbangan fungsi, ergonomic, material, dan estetika hingga dapat merumuskan masalah desain. Mata kuliah pengayaan ITS agar semua mahasiswa ITS dapat mengenal Desain Interior pada tahapan yang paling sederhana di akhir pembelajaran mahasiswa mampu mempresentasikan desain yang dihasilkan secara lisan maupun melalui media 2D dan 3D (maket).

THE LEARNING ACHIEVEMENT OF GRADUATE COURSES TAKEN

Attitude

1. Working together and having social sensitivity and concern for society and environment;
2. Applying responsibility & independent attitude at work;
3. Work hard to achieve perfect results; and
4. Work together for gaining more potential benefits.

Knowledge Mastery

1. Mastering the theoretical concept of interior design function;

Special Skills

1. Able to establish a concept of interior design that integrates the result of study behaviour aspect, technical & values associated with interior design;
2. Able to produce interior design work as proposed problem solving and fulfillment of society needs, which can be conted academically and qualified function, aesthetically, constructively and meaningfully;
3. Able to design interior space and featured local wisdom elements(local indigenous);
4. Able to design interior space independently, either manually or by using design tools based on information technology and computing to meet the needs of the community, especially for the residential scal one room living.

General Skills

1. Able to solve the work problem with appropriate context to the fields of applied expertise is based on logical thinking, innovative and responsible for the result independently;

2. Able to working together, communicating and doing innovative work;
3. Able to responsible for the achievement of work group and supervising evaluation of the work assigned to the employee under their responsibilities;
4. Capable to documenting, storing, securing and rediscovering data to ensure validity and prevent plagiarism;
 - a. Able to implement information and communication technology in the context of implementation of its work.

LEARNING ACHIEVEMENT OF SUBJECT

1. Mampu memilih dan menentukan gambar-gambar sebagai pelengkap referensi pada media presentasi image board yang sesuai dengan tema tugas one room living
2. Mampu membuat konsep desain sederhana tentang studi pengguna, studi aktivitas, studi kebutuhan fasilitas, studi kebutuhan ruang, tujuan desain, permasalahan, dan solusi desain (konsep makro-mikro)
3. Mampu membuat brainstorming gagasan-gagasan desain dan pengembangannya melalui sketsa perspektif (manual/ freehand drawing)
4. Mampu menterjemahkan alternatif gagasan desain dari sketsa perspektif kedalam studi maket 3D untuk memperkaya wawasan dan eksplorasi desain
5. Mampu menterjemahkan desain terpilih dari beberapa alternatif kedalam gambar kerja (gambar teknik) yang meliputi denah furnitur, gambar potongan, gambar detail elemen estetika, gambar detail furnitur, rencana lantai-plafon, serta perspektif ruang
6. Mampu membuat maket interior yang representatif (skalatis)

SUBJECT MATTER

1. Interior Design (Modern)
2. Space Aesthetic (Form, Color, Light, Texture)
3. Residential Space Function (apartment/ cottage)
4. Aesthetics of Regional Cultural Artifacts in Indonesia
5. ATUMICS Transformation Methods

PREQUISITES

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REFERENCES

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