



Broward Community College

Course Outline

STATUS: A

COMMON COURSE NUMBER: IND 2501

COURSE TITLE: Interior Design Industry Practices

CREDIT HOURS: 2

CONTACT HOURS BREAKDOWN:

Lecture/Discussion 32

Lab

Other

Contact Hours/Week 2

CATALOG COURSE DESCRIPTION:

The course familiarizes students with everyday business, legal and financial considerations of the design industry. Course covers operations, designer/client/vendor/professional consultant/contractor relationships; government and statutory rules and regulations, contract analysis, insurances, fees, and public relations.

Prerequisite: N/A

Corequisite: N/A

UNIT TITLES:

1. General Business Operations and Professional Organizations
2. Licensing Requirements and Ethics
3. Business Job Skills
4. Professional Relationships
5. Contracts, Fees and Compensation
6. Design Contract Documents

I. Course Overview:

Upon successful completion of this course, the students should be able to demonstrate an understanding of the professional landscape of the design industry. Emphasis is on field observation of various aspects of the industry from design to specification to fabrication.

II. Units:

Unit 1. General Business Operations and Professional Organizations

General Outcome:

1.0 The students should be able to demonstrate an understanding of the general business landscape of the interior design industry and their supporting Professional Organizations.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Identify the various roles of the interior designer in the business environment.
- 1.2 Identify and compare the typical industry interior designer's/architect's office business structure.
- 1.3 Identify and compare the typical industry retail/wholesale business structure.
- 1.4 Identify and compare the typical industry custom fabricators business structure.
- 1.6 Identify the professional organizations that support the various aspects of the design industry.

Unit 2. Licensing Requirements and Ethics

General Outcome:

2.0 The students should be able to demonstrate an understanding of the licensing requirements of various aspects of the industry and the ethical responsibilities that are carried with business practice and licensure.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

2.1 Understand and compare the educational and field experience requirements necessary to obtain various types of licensure in the design industry.

2.2 Understand the role that professional organizations state review boards play in the development and maintenance of licensure standards.

2.3 Identify the wide-ranging job descriptions within the design industry that do not require licensure.

2.4 Demonstrate an understanding of the professional ethics in the design industry.

Unit 3. Business Job Skills

General Outcome:

3.0 The students should be able to demonstrate the ability to assemble a presentation package to conduct a job campaign.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 3.1 Dress appropriately for a business setting.
- 3.2 Understand the importance of arriving on time and work for the full time committed to.
- 3.3 Demonstrate knowledge of business protocol, e.g., how to behave with superiors and peers, how to behave in meetings, etc.
- 3.4 Demonstrate a positive attitude and the ability to work with, and present themselves well, to others.

Unit 4. Professional Relationships

General Outcome:

4.0 The students should be able to demonstrate an understanding of the dynamics of human interaction in the business environment between client, designer and industry professional.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Understand how the interaction of each professional contributes to the overall success of the project.
- 4.2 Identify the role and responsibilities of the client.
- 4.3 Identify the role and responsibilities of the designer.
- 4.4 Identify the role and responsibilities of the architect.
- 4.5 Identify the role and responsibilities of the vendor.
- 4.6 Identify the role and responsibilities of the tradesperson.
- 4.7 Identify the role and responsibilities of the purchasing agent.
- 4.8 Identify the role and responsibilities of the professional consultant.
- 4.9 Identify the role and responsibilities of the general contractor.
- 4.10 Identify the role and responsibilities of the reporting credit agencies.

Unit 5. Contract, Fees and Compensation

General Outcome:

5.0 The students should be able to demonstrate an understanding of the basic design contract and letters of agreement. Emphasis is placed on various fee structures and compensation methods for various aspects of the industry.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 5.1 Demonstrate an understanding of scope of services designations.
- 5.2 Demonstrate an understanding of contract documents for commercial interiors; contracts for construction and for FF&E.
- 5.3 Compare and contrast differences between Contract law and Commercial law.
- 5.4 Demonstrate an understanding of the sales contract and the services contract.
- 5.5 Identify the purpose and function of a warranty.
- 5.6 Demonstrate an understanding of fee standards and methods of compensation and of determining profit.

Unit 6. Design Contract Documents

General Outcome:

6.0 The students should be able to demonstrate an understanding of the composition of a complete set of contract documents for an interior design project.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 6.1 Identify the documents that comprise a complete set of contract documents.
- 6.2 Identify the order in which documents are held to be contractually binding in cases of conflicting information between drawings and specifications.
- 6.3 Demonstrate an understanding of the purpose of specification documentation in the interior design industry.
- 6.4 Identify the types of specifications and specification formats.
- 6.5 Demonstrate an understanding of the basic governing codes of the industry; building codes, life safety codes, fire codes, etc.
- 6.6 Demonstrate an understanding of the flammability codes that govern specification of finish materials and fabrics.