

INCE 1889

		COURSE NAME	CREDITS	PRACTICE REQUIREMENTS
Segment 1: Foundation	Semester 1	FND1006 CityLab	2	
		FND1008 CityX	1	
		FND1003 Foundation Studio I	3	
		FND1005 Design Representation	3	
		FND1001 Critical Reading and Research I	3	
		MNS1001 College Algebra and Trigonometry	3	
	Semester 2	FND1004 Foundation Studio 2	3	
		FND2011 Sustainable Material Assemblies	3	
		FND1010 Making and Modeling	3	
		FND1002 Critical Reading and Research 2	3	
		FND2007 Community Practice	3	Practice Assessment 1 <input type="checkbox"/>
Segment 2: Integration	Semester 3	INT1001 Interiors Studio I	3	
		DME1075 Portfolio Design	3	
		DME2032 Autodesk Revit: 2D and 3D Representation	3	
		TSM2016 Color Theory for Interiors	3	
		HTC1051 History of Interior Architecture	3	
	Semester 4	INT1002 Interiors Studio 2	3	Practice Progress Review 300 Practice Hours and Skill Level 2
		TSM2007 Materials and Methods	3	
		MNS Mathematics and Natural Sciences Elective	3	
		TSM2017 Interiors: Detailing and Construction Documents	3	
		HTC1058 Contemporary Interior Architecture	3	
	Semester 5	INT1003 Interiors Studio 3	3	Practice Assessment 2 <input type="checkbox"/>
		Liberal Studies Elective	3	
		TSM2014 Building Systems for Interiors	3	
		SSH1012 Social and Political Theory	3	
		HTC History Theory Elective	3	
	Semester 6	INT1004 Interiors Studio 4	3	
		SSH1002 History and Modernity	3	
		ART Arts Elective	3	
		SSH1104 Advanced Research Strategies	3	
		TSM2015 Interiors Lighting	3	
				450 Practice Hours and Skill Level 4
Segment 3: Synthesis	Semester 7	INT1011 Interiors Degree Project Studio I	3	Practice Assessment 3 <input type="checkbox"/>
		SSH1003 Critical Theories	3	
		HTC History Theory Elective	3	
		SSH1004 Modern and Contemporary Art	3	
		TSM2019 Human Factors, Programming and Codes	3	
	Semester 8	INT1012 Interiors Degree Project Studio 2	6	
		SSH Social Sciences and Humanities Elective	3	
		TSM2018 Professional Practice	3	
		Advised Elective	3	

Graduation Requirements:

**ACADEMIC CREDITS 120 ■ PRACTICE HOURS 900**

**SKILL LEVEL 6**