A. Course Description
   - Credits: 4.00
   - Lecture Hours/Week: 3.00
   - Lab Hours/Week: 1.00
   - OJT Hours/Week: 0
   - Prerequisites: None
   - Corequisites: None
   - MnTC Goals: None

This course introduces students to the critical thinking skills used in the design process of interior spaces. Cultural anthropology, anthropometrics, universal design, and ergonomics will be studied. Students will synthesize these factors to generate strategic layouts for interior environments. The initial phases of the design process - programming (gathering project information) and schematic design (develop preliminary concepts) will be explored.

B. Course Effective Dates: 8/27/12 – Present

C. Outline of Major Content Areas
   As noted on course syllabus

D. Learning Outcomes
   1. Define and generate bubble diagrams and block diagrams based on program analysis and client consultation and assessment.
   2. Identify human factor requirements, circulation, and specialty consultants for different types of projects.
   3. Examine and implement ADA, universal design, and SAFE (simple, appropriate, functional, and economical) design.
   4. Research and identify different types of human anthropometrics, territoriality, and personal space in different environments and cultures.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment
   As noted on course syllabus

G. Special Information
None noted