<table>
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<tr>
<th>Course Code</th>
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<tr>
<td>INAR 1110</td>
<td>Basic Design for Interior Architecture I</td>
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<td>INAR 1120</td>
<td>Basic Design for Interior Architecture II</td>
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<tr>
<td>INAR 2210</td>
<td>Interior Design I (prerequisite INAR 1120)</td>
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<td>INAR 2220</td>
<td>Interior Design II (prerequisite INAR 2210)</td>
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<td>INAR 3310</td>
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<td>INAR 3320</td>
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<td>INAR 4410</td>
<td>Interior Design V (prerequisite INAR 3320)</td>
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<td>INAR 4420</td>
<td>Interior Design Graduation Project (prerequisite INAR 4410)</td>
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**Compulsory Courses**

- **HISTORY/ THEORY**
  - Compulsory:
    - INAR 1122: History of Art Culture
    - INAR 2221: History of Design I
    - INAR 2222: History of Design II
  - Faculty Elective:
    - INAR 3351: History of Furniture Design
    - INAR 4492: Practices and Discourses of Interior Architecture in Turkey
    - ARCH 3280: Contemporary Architecture in Turkey
    - ARCH 3282: Urban Architecture

- **THEORY / THEORY**
  - Compulsory:
    - INAR 1121: Introduction to Interior Architecture I
  - Faculty Elective:
    - INAR 4490: Introduction to Design History
  - University Elective:
    - INAR 0150: Introduction to Design History

- **FURNITURE DESIGN STUDIOS**
  - Coord.: Sergio T.
  - Compulsory:
    - INAR 3301: Furniture Design
    - INAR 4461: Street Furniture Design

- **COMMUNICATION AND DIGITAL TECHNOLOGIES**
  - Coord.: Chris F. + Gökhan K.
  - Compulsory:
    - INAR 1111: Spatial Representations I
    - INAR 1112: Spatial Representations II
    - INAR 2211: Digital Design Techniques
    - INAR 3302: Manufacturing Techniques for Furniture Design
    - INAR 2252: Mocking and Rendering for Interiors
    - INAR 3305: Visualization Techniques for Interiors
    - INAR 3302: Computational Design for Interiors
    - INAR 4450: CAD/CAM and Rapid Prototyping
    - ARCH 3377: 3D Modeling and Rendering
    - ARCH 3150: Animation and Visualization in Architecture
    - ARCH 4151: Virtual Environments in Architecture
    - ARCH 4451: Geometric Design in Architecture
    - ARCH 4440: Artificial Intelligence in Architecture
    - ARCH 4450: Digital Crafts in Architecture

- **THEORY / HUMAN CENTERED DESIGN**
  - Coord.: EDA P.
  - Compulsory:
    - INAR 2270: Human Factors in Design
    - INAR 3372: Perception in Interiors

- **BUILDING SCIENCE AND TECHNOLOGY**
  - Coord.: Zeynep T.
  - Compulsory:
    - INAR 3303: Materials and Methods of Construction I
    - INAR 3334: Professional Practices for Interiors
    - INAR 4433: Summer Practical Office
  - Faculty Elective:
    - ARCH 3350: Building Systems
    - ARCH 3319: Indoor Environmental Control
    - ARCH 3330: BIM – Building Information Modeling
    - ARCH 3376: Principles of Project Management for Interior Architects
    - ARCH 3333: Principles of Marketing & Business Development for Architects
    - ARCH 4480: Principles of Construction and Structural Systems
    - ARCH 4495: Building Envelope
    - ARCH 4499: Building Performance Modeling

- **ENVIRONMENTAL SYSTEMS AND COMFORT**
  - Coord.: Belgin T.C. + Arzu K.C.
  - Compulsory:
    - INAR 3319: Environmental Control
    - INAR 3353: Professional Practices for Interiors
    - INAR 4433: Summer Practical Office
  - Faculty Elective:
    - ARCH 3350: Building Systems
    - ARCH 3319: Indoor Environmental Control
    - ARCH 3330: BIM – Building Information Modeling
    - ARCH 3376: Principles of Project Management for Interior Architects
    - ARCH 3333: Principles of Marketing & Business Development for Architects
    - ARCH 4480: Principles of Construction and Structural Systems
    - ARCH 4495: Building Envelope
    - ARCH 4499: Building Performance Modeling

- **BUSINESS PR. / REGULATION AND GUIDELINE**
  - Coord.: Belgin T.C.
  - Compulsory:
    - INAR 3333: Professional Practices for Interiors
    - INAR 4433: Summer Practical Office
  - Faculty Elective:
    - ARCH 3350: Building Systems
    - ARCH 3319: Indoor Environmental Control
    - ARCH 3330: BIM – Building Information Modeling
    - ARCH 3376: Principles of Project Management for Interior Architects
    - ARCH 3333: Principles of Marketing & Business Development for Architects
    - ARCH 4480: Principles of Construction and Structural Systems
    - ARCH 4495: Building Envelope
    - ARCH 4499: Building Performance Modeling

- **THEORY / RITM**
  - Coord.: EBRU A.
  - Compulsory:
    - INAR 2270: Human Factors in Design
    - INAR 3372: Perception in Interiors
  - Faculty Elective:
    - ARCH 3350: Building Systems
    - ARCH 3319: Indoor Environmental Control
    - ARCH 3330: BIM – Building Information Modeling
    - ARCH 3376: Principles of Project Management for Interior Architects
    - ARCH 3333: Principles of Marketing & Business Development for Architects
    - ARCH 4480: Principles of Construction and Structural Systems
    - ARCH 4495: Building Envelope
    - ARCH 4499: Building Performance Modeling

- **CONSTRUCTION AND MATERIALS**
  - Coord.: Belgin T.C.
  - Compulsory:
    - INAR 3303: Materials and Methods of Construction I
    - INAR 3334: Professional Practices for Interiors
    - INAR 4433: Summer Practical Office
  - Faculty Elective:
    - ARCH 3350: Building Systems
    - ARCH 3319: Indoor Environmental Control
    - ARCH 3330: BIM – Building Information Modeling
    - ARCH 3376: Principles of Project Management for Interior Architects
    - ARCH 3333: Principles of Marketing & Business Development for Architects
    - ARCH 4480: Principles of Construction and Structural Systems
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    - ARCH 4499: Building Performance Modeling

- **DESIGN (PROCESS AND ELEMENTS) / COMMUNICATION**
  - Coord.: Gülnur B.
  - Compulsory:
    - INAR 1111: Spatial Representations I
    - INAR 1112: Spatial Representations II
    - INAR 2211: Digital Design Techniques
    - INAR 3302: Manufacturing Techniques for Furniture Design
    - INAR 2252: Mocking and Rendering for Interiors
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