

**DEPARTMENT OF INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN**  
**2019 - 2020 COURSE CONTENTS**

**COMPULSORY COURSES**

**INAR 1110 Basic Design for Interior Architecture I**

The aim of this course is to introduce the students to the elements and principles of design. The elements of design consist of point, line, shape, texture, light, color, form and space. The principles of design include unity and variety, balance, emphasis and rhythm. Students are expected to apply the understanding of design concepts to create 2-D visual compositions and encouraged to adopt a creative approach to become self-critical in their work.

**INAR 1111 Spatial Representations I**

Main aim of this course is to make an introduction to the free hand drawing, technical drawing and model making methods in the light of basic drawing and presentation techniques and making students to identify and know the architectural geometries through using methods. Another aim of this course is to improve the capabilities of converting and transferring existing geometries into paper with two-dimensional and three-dimensional drawings. Also, it is aimed to make students to comprehend the basic properties and the techniques of geometries for making new geometric designs. Within the scope of this course, two-dimensional and three-dimensional shapes and forms are presented in paper-based media by referring to technical drawing conventions. While transferring into paper, orthographic, axonometric and perspective drawing conventions are taught. In addition to transferring two-dimensional and three-dimensional geometries into paper plane, geometric relations are also covered and analyzed through model making. As another method, briefing about basic presentation methods is made.

**INAR 1112 Spatial Representations II**

The aim of this course is to make students improve themselves about free hand technical drawings and model presentation techniques, which they have before learnt and applied, and meeting students with computer media as a new presentation technique. Another aim of this course is to give information to students about two-dimensional and three-dimensional drawing conventions. Focusing on some important terminology of interior architecture like concept, plan layout, color, texture, material, furniture, lighting is also one of the other aims of the course. Within the scope of this course, axonometric drawings of three-dimensional interiors will be applied in digital media like plan, reflected ceiling plan, section and elevation in different scales. In addition to this, for making focus of the technical, social and psychological aspects of interior architecture and analyzing the function-aesthetic relation; plan layout, space hierarchy, furniture, color, texture, material and lighting analysis are held in each week based on the selected projects each week depending on the axonometric drawing made associatively. Also, related information is given about interior architecture project presentation board preparation.

**INAR 1120 Basic Design for Interior Architecture II**

The objective of Basic Design II is to develop the principles and elements of design learned in Basic Design I to create 3D works by using drawing techniques, rendering, model making, and other presentation techniques and to improve knowledge in material usage. 3D design research supports student's understanding of 3D design environments. Upon completion of the requirements of this course, students will be able to demonstrate an awareness of major art movements, designers and design concepts.

**INAR 1121 Introduction to Interior Architecture**

The aim of the course is to create awareness about the interior design solutions of the spaces in use and their close relationships with the design knowledge including ergonomics, material knowledge and other dynamics as well as the terminology. It is an introduction to concepts of interior space, color and material selection, contract interiors and space planning methods. It covers methods and marketing of interior design services and sociological and psychological aspects of interior architecture. It also focuses on the understanding of interiors as lived spaces and the interaction of function and aesthetics in the context of private and public interiors.

**INAR 1122 History of Art Culture**

The course aims to establish the base for understanding artistic creative expressions and those of the past. Meanwhile, it aims to show how the arts become a bridge or a gap between past and present. It also aims to arrive at an historical understanding of the origins of the artifacts within specific world cultures while asking about the circumstances of their making, their makers, the media used, and the functions of the images and objects. This course incorporates the core examples of Western and non-Western art, and culture. Initially, it broads a wide horizon starting from the primitive people's culture to contemporary art of 20th cent.

**INAR 2210 Interior Design I**

Also called the Concept Studio, this course incorporates collaborative learning strategies whereby students will learn how to organize and visualize their creative ideas in a systematic process and how to read and analyze space and order in buildings. Students will be introduced to the basic vocabulary, skills/techniques, practices and contexts of interior design through a series of small scale abstract projects. Human scale, interior programming, movement, circulation and fundamental form making will be explored through studio discussions.

**INAR 2211 Digital Design Techniques**

This course covers basic digital design methods, techniques, tools and strategies. Students are introduced to the state of art in digital design and basic skills in 2D/3D digital design software. Emphasis lies on the definition of new paradigms in design strategies in the digital environment, goal oriented use of software, and design representations and communications in the 3D CAAD environment. They are also familiarized with the BIM (Building Information Modeling) concept which deals with sharing and communication of data, information and knowledge.

### **INAR 2220 Interior Design II**

In this studio, students learn the symbolic language of interior design, measuring and scaling interior spaces and furnishings, and the application of principles of design for a single-family, “home and office” residence. While conducting the projects, students practice manual skills of drafting, one-point perspective drawing, and model-making. The products are closely linked to the outcomes of the Concept Studio. At the end of their first year, students will comprehensively learn and practice conceptual development, technical skills, and interior design applications.

### **INAR 2222 History of Design II**

The second part of the design history survey covers the period from the fifteenth century to date. Canonical examples from the Western and non-Western cultures will be introduced in the context of cultural, technological and social developments. Students will further develop their research abilities by means of writing exercises and sharpen their critical abilities by means of class discussions and reading assignments.

### **INAR 2233 Materials and Methods of Construction I**

The aim of the course is to explain to the students the structural principles, construction elements and material usage. The course will focus on construction techniques and give details about components of a building. And also this course will give an overview to the construction systems and material usage.

### **INAR 2234 Materials and Methods of Construction II**

The aim of the course is to give knowledge about the elements of interior design with the help of 1/10- 1/5 details. The course will focus on different construction details. And also this course will give an overview to the construction systems and right construction material selection.

### **INAR 3301 Manufacturing Techniques for Furniture Design**

The aim of this course is to introduce concepts, materials and construction technologies involved in the design and fabrication of furniture. Students will be guided and supervised throughout the process of rapid prototyping and CAD/CAM production, after having acquired the basic notions of computer aided design and manufacturing techniques. The course covers all necessary steps for the complete process of product understanding and fabrication, from the ANALYTICAL PHASE (analysis of assigned furniture elements), to the representation of the basic furniture components (graphic representation), to the preparation of CAD/CAM components data (digital modeling), to the fabrication phase and the finalization of the prototype.

### **INAR 3302 Furniture Design**

The objective of this course is to convey the principles of designing furniture elements of different scale and usage, while promoting an intensive immersion in materials research and exploration in the process of ‘making’ and materialize ‘ideas’ into ‘physical objects’. Besides developing their skills in design, students will be exposed to methods of furniture production and marketing. The course introduces the students to the materials and production techniques



in order to develop and achieve successfully detailed furniture designs using advanced presentation techniques. Moreover, through dedicated lectures, in-class activities and factory tours, students will be introduced to methods of creation, production and marketing of furniture objects.

#### **INAR 3310 Interior Design III**

Taught in conjunction with Indoor Environmental Control II, Integral Design Studio III challenges students to draw and represent ideas in an increasingly sophisticated manner with an understanding of their personal design process. This studio emphasizes the integration of environmental issues including energy use, passive construction, solar orientation and material selection to modify both space and climate to accommodate comfortable human habitation. A key objective of the studio is to develop both quantitative and qualitative understandings of energy design approaches and to investigate energy conservation through designing interiors that balance use, energy, and enjoyment in a sustainable manner.

#### **INAR 3119 Indoor Environmental Control**

This course aims to provide knowledge on indoor comfort parameters (such as artificial and natural lighting, acoustics, heating, cooling and ventilation). To provide indoor comfort conditions for users, actions that should be taken will be discussed over examples. Within the scope of this course, in order to design healthy indoor spaces that satisfies users' expectations, parameters such as natural and artificial lighting, acoustics, heating, cooling and ventilation will be discussed. With an energy efficient approach, the most effective ways to design indoors will be examined over examples and applications.

#### **INAR 3320 Interior Design IV**

As the final studio of the third year and electives focusing on the practice of adaptive reuse, the student will have the opportunity to demonstrate these principles and theories in a complex design project of reuse in İzmir. Having direct access to the site students will be able to observe and experience firsthand the constraints of an existing structure. They will also have the opportunity to use urban resources such as the Metropolitan Municipality Department of Planning and Development and Historic District Commission. This project will serve as a model for engaging other real-world adaptive reuse applications. This studio will be taught in conjunction with the Adaptive Reuse of Buildings elective course.

#### **INAR 3333 Summer Practice (Construction Site)**

The main purpose of INAR 3333 course is to provide professional experience for students through an internship in order to develop themselves in the construction phases of the field of interior architecture. In the content of the course, students will document and discuss steps of application process that they have observed at the construction site internship.

#### **INAR 3334 Professional Practices for Interiors**

The course aims to introduce students with the demands of the market, the range of needed skills, and possibilities and limitations of participating in a competitive professional market.



This course focuses on various ways by which students can practice their professional skills upon completion of their university education. It includes lectures by invited professionals to familiarize the students with different aspects of their chosen discipline.

#### **INAR 4410 Interior Design V**

This studio focuses on understanding the complexities of design for a specific social group. It also incorporates natural and artificial lighting, material selection and particular programming challenges for interiors using a wide range of static and dynamic media. Students will be given the opportunity to work with outside partners or advisors and will demonstrate ability to work individually as well as in a team. While project work will be primarily studio based, content may require off site research and engagement.

#### **INAR 4420 Interior Design VI**

The main aim of the course is to develop the ability of problem solving in interior design, focusing on the theme of brand/corporate identity. Students will understand the concepts and relations of interior design in relation to commercial and retail spaces. They will gain the ability to see and think from users and operators viewpoints, learn methods of analysis of building systems and create a scenario and concept in determining brand/corporate identity.

#### **INAR 4433 Summer Practice (Office)**

The main purpose of INAR 4433 course is to provide professional experience for students through an office internship in order to develop themselves in architectural field. During summer office practice, students take part in design processes of interior design and implementation projects and they take an active role in these processes.

### **FACULTY ELECTIVE COURSES**

#### **INAR 2251 Color, Texture and Textiles in Interiors**

The course introduces the students to the color and texture knowledge in interior design as well as textile knowledge (pattern, rapport, fiber, method of production, uses by function, width, endurance (wear and tear), discoloration (resistance to light -resistance to friction), stain and oil resistant treatment, flame- retardant treatment style) in furniture upholstery, carpets and curtains (and the other applications).

#### **INAR 2252 Modeling & Rendering for Interiors**

This course aims to develop each student's skill sets, both theoretical and practical, combining rapid accurate modeling, high quality renders and VR technology, suitable for Interior Architecture. This course offers each student the opportunity to develop their speed and accuracy with modeling, deepen their understanding of digital rendering and explore VR technologies with regards to Interior Architecture.



### **INAR 2270 Human Factors in Design**

This course covers basic information about ergonomics and anthropometric data in the design of workspaces, safety equipment and personal protection tools considering the differences between the characteristics, abilities, and physical limitations of human bodies. Main topics include the design of interior environments in relation to cultural ergonomics, design for the disabled and children, human factors, ergonomics standards, and the notion of universal design.

### **INAR 2272 Design for All**

Another aim of this course is to make students understand the basic information about different user groups and the problems that different user profiles face, in the light of Universal Design Principles, and teach how to make space design that is accessible and usable for all (disabled, elderly, patient, children, pregnant, etc.). Within the scope of the course, general information about people that have different physical, cognitive, psychological and social characteristics is given; and the problems that these people face in their everyday lives and space design that meets the needs with their requirements are identified. Within the frame of the course in which the focus is accessible design for all; Universal Design Principles consist of 7 items, Universal Design Principles-Space Relation and examples that are appropriate for these principles are examined.

### **INAR 2290 Visual Presentation Techniques for Interiors**

This course aims to provide the students understanding and developing of interior architectural communication to meet professional standards. During the course, research and discussion about integrated media and presentation techniques will be realized and the students will practice and work on conveying their concept, implementation and intention of design ideas to planned presentation. This course is based upon advanced level computer aided visualization techniques. Students will gain knowledge and start to work on analyzing and creating layout for digital and printed presentation. Each week, practices and applications will be realized by students in consideration of manual and computer aided visualization skills. Also, the students will practice the post-production techniques on pre-rendered scenes and at the end of the semester, they will integrate their knowledge and ability with their “Core Studio Project” as Final Submission of this course.

### **INAR 3351 History of Furniture Design**

This course focuses on the design, production and use of furniture in history. The aim is to understand interior organizations and arrangement of furniture in their historical development considering different cultures and traditions. The history of furniture will be studied in the larger context of contemporaneous art movements, design cultures, and traditional and industrial production methods.

### **INAR 3352 Computational Design for Interiors**

The aim of this course is to introduce students to the practice of computational design. Students will explore most common tools and techniques in Rhinoceros and Grasshopper plug-in. The aim is to help students gain a critical understanding of parametric thinking and decision making

processes. Rhinoceros and Grasshopper will be introduced in this course. In addition, students will be familiar with Computational Form Making, Performance Analysis and Digital Fabrication.

#### **INAR 3360 Adaptive Reuse of Buildings**

The aim of this course is to provide awareness about specific issues involved in the renovation of various building types including historical as well as industrial and abandoned buildings. Seminars focus on analyses of building materials and construction techniques; solutions to material and construction problems; documentation of existing buildings by means of measured drawings, photographs and maps; evaluation of massing and plan types. Students are encouraged to develop critical perspectives in contemporary applications of adaptive reuse.

#### **INAR 3370 Kitchen and Bath Design**

This course covers specific technical, ergonomic and functional requirements in kitchen and bath design for both residential and public buildings. Emphasis is placed on both new designs and renovations. The technical component of the course includes mechanical, electrical, plumbing, heating and cooling systems. The focus of the design component is on color, texture, ergonomic and cultural concerns. Using computer design software, students will be encouraged to simulate different design options to acquire a comparative perspective regarding various design solutions.

#### **INAR 3372 Perception in Interiors**

This course aims to introduce concept of spatial perception with the view of user and spatial parameters. The course emphasizes the significance of color, texture and light relation in the perception of spaces created for various functions. The course consists of two modules: First module presents the fundamental theories and concepts related with the perception and interiors with the regard of components especially color, texture and light. In the second module, perception in interiors serving different functions, are analyzed in both physical and semantic view. Also, it provides students to practice the relationship between color, texture and light with an example of a selected interior.

#### **INAR 3381 Craft for Interiors**

The course aims at introducing students to Turkish traditional craft and skills involved in craftsmanship, thus developing critical understanding of craft and adaptation of traditional craft to contemporary interiors. The course encourages students to observe local crafter's skills and methods- explore traditional materials, technical processes - implementing a new design by reinterpreting traditional craft with using digital technology and diverse materials. The course will comprise topics associating, cultural heritage of Turkish traditional crafts, types, in relation with variety scale of design in different eras, meanings, symbols, material, techniques, integration of craft and interior architecture.

#### **INAR 3391 Commercial Space and Display Design**

The course aims to introduce the design knowledge of commercial display design for different types of target audience and encourage students to practice in line with the knowledge gained



with a small project. This course emphasizes the aesthetic and functional importance of color, form and space in commercial displays as well as objects and art exhibitions. Students will understand the semiotic significance of exhibition design in line with sustainable considerations for different user profiles and products.

#### **INAR 4450 CAD-CAM and Rapid Prototyping**

Ongoing industrialization and the complexity in form generation by means of digital technologies in design, provides new challenges and opportunities for architects, beyond the use of traditional building techniques and materials. The topic of this course is the use of CAD-CAM technologies and the development of integral innovative design methods. Students are stimulated to learn and use these facilities and to make prototypes in close collaboration with the building industry. Besides, they will have the opportunity to make physical models at CAD-CAM laboratories.

#### **INAR 4451 Street Furniture Design**

This course aims at exploring and investigating various aspects of street furniture including function, aesthetics, ergonomics and contextual considerations. Special consideration is given to public gathering spaces and emphasis is placed on case studies including designs for benches, bus shelters, pedestrian pathways, garbage baskets and lighting fixtures. Students will gain an awareness of the importance of universal design principles in street furniture design.

#### **INAR 4460 Contemporary Issues in Housing**

This course focuses on various aspects of contemporary housing in the age of globalization. Cultural, technological, social, economic and political aspects of housing are discussed in view of such phenomena as large scale migration and unpreceded flow of international capital. The course explores the relationship between everyday life and residential space from a user-centered perspective.

#### **INAR 4461 Corporate Identity in Design**

Corporate Identity is a strategic framework for managing a company's full range of visual output in the form of products, logos, packaging, buildings, showrooms, advertisements and company uniforms. In this course students will learn the methods and significance of corporate identity design as a systematic process the successful implementation of which adds value to the firm and reduces communication costs. The course conduct includes lectures, discussions and design exercises.

#### **INAR 4471 Vernacular Architecture and Interiors**

This course aims to introduce students about vernacular architecture which have formed in thousands of years and to provide them benefit from the built environment experiences while solving the design problems. Students will learn the basic concepts of the local architecture and interiors; study the art of building in different geographies and climates within their own context; investigate materials and construction techniques as well as indoor / outdoor elements and they will evaluate, interpret and compare traditional environments.



#### **INAR 4472 Urban Interiors**

Public space, as a space of confrontation, common action, and reconciliation - open to be formed and re-formed by its public, is a rapidly narrowing condition. The urban realm still hosts many layers but the definitions of private and public has long been blurred. Urban Interiors is a term to define spatial formations that are by nature subject of commons even if they lie beyond the formal organization and control over public space. This course is devoted to the discussion and practice of small-scale urban interventions within the fields of art and design in architectural and urban scale. The students will analyze and investigate existing practices that deal with questions of urbanity and publics through spatial means. Their research and discussion will continue in the form of a project, tailored for specific locations in Izmir. The course takes the format of a seminar-studio where student contributions play a crucial role. Main topics of discussion include public space, urban issues, and socially oriented design processes. The outcomes can range from urban furniture to building extensions, from public gardens to direct social interventions.

#### **INAR 4474 Interior Acoustics**

This course aims to give knowledge on both interior acoustics and building acoustics. Students will be introduced to the basic concepts of acoustics and human hearing, indoor/outdoor sound propagation, the theories on architectural acoustics, and the basic principles of noise control and acoustic comfort in buildings. In this course, the terms and concepts in architectural acoustics are conveyed, related design principles are also discussed.

#### **INAR 4476 Lighting Design for Interiors**

This course aims to discuss basic principles of lighting design over planning, applications, calculations and simulation as well as introducing the theoretical foundations of lighting in interior and architectural design. Physics of light, visual comfort, daylight and artificial lighting will be discussed over examples. Lectures are integrated with specific design exercises and simulations.

#### **INAR 4480 Cultural Heritage & Conservation**

The aim of this course is to provide students a broad overview about conservation of cultural heritage and to introduce them with theory, technique and processes for the protection of cultural heritage. Seminars focus on measurement and drawing technics of survey; analysis methods of materials and construction technics of historical buildings; principles and methods of restoration; conservation problems and their solutions; new buildings in historical environments.

#### **INAR 4481 Interiors in Serious Gaming Design**

The aim of the course is to develop each student's skill sets, both theoretical and practical, with regards to the design and study of serious game systems. The course consists of fundamentals of designing serious game systems, including mechanics, psychology of play and marketing.



#### **INAR 4482 Textile Technology for Interior Architects**

Aim of the course is equipping the students with information about technical and functional properties of interior textiles. Interior design students are aimed to be able to classify textiles according to their fiber types and textures. They build the skill to evaluate the effect of their physical, mechanical and chemical properties on textile products, suggest proper end uses of the fibers considering their favorable properties. The course content includes characteristics, use and production of textile materials used in interior design; the physical, mechanical and chemical properties of textile products; end use of the textiles considering their favorable properties; and ornament or embellishment techniques of textile surfaces.

#### **INAR 4483 Ecological Approaches In Design**

This course will help the students to understand the interrelationship between nature and human interventions on design research and practice. It introduces design strategies based on integration of ecology, ecosystems, community, environment and their effects on life cycle of built environment. Topics such as bio-mimicry, bioclimatic comfort, energy efficiency of buildings and condensation, and ecology and environmental performance of materials are covered. The aim is to produce design products by enhancing the health, safety and welfare of human beings and ecosystems at all scales (local, regional and global), by using minimal resources and by taking advantage of ecological organisms and environmental conditions. The aim of the course is to apply ecological strategies in any design project, to reduce environmental effects.

#### **INAR 4484 Yacht Interiors**

In this course, special consideration is given to norms, standards of human ergonomics and universal design principles for floating objects and spaces. Basic themes include the concept of mobility, balance, speed and orientation; efficient use of space; and detailing and application of intelligent systems in an unstable environment. The course also offers a review of aesthetic considerations in boat interiors which involve extensive knowledge of materials and their application methods. Students will get a chance to investigate various means of designing comfortable, safe and attractive spaces for yacht interiors.

#### **INAR 4486 Principles of Project Management for Interior Architects**

The aim of this course is to present basic concepts of building project management such as core definitions, project phases, project participants, procurement, cost planning cycle, planning and programming of construction activities. This will in turn assist the students to become informed decision makers through the whole life cycle phase of building construction projects.

#### **INAR 4490 Portfolio Design for Interior Architects**

The aim of this course is to familiarize students with the process of preparing briefing and catalogue design. The aim of catalogue design is to present an interior design project systematically as an organized, detailed descriptive list of items. Students will be instructed in visual communication and presentation techniques in order to prepare the design catalogue of their term project under the guidance of their related instructors.

#### **INAR 4491 Special Topics in Spatial Design**

The aim of this course is to solve design problems for special topic areas, where students cannot find a chance to design some specific spaces in the curriculum. They will be required to work on a given area, to identify and solve specific design problems in detail. Application detailing with solutions, materials and presentation techniques provide additional advantages to this course. The course covers the application of the design theories, methods and all information gained by students during their education. Topics includes residential or non-residential projects. Site and fair visits related with the term subject will be added the course outline each semester.

#### **INAR 4492 Practices and Discourses of Interior Architecture in Turkey**

The aim of the course is to introduce and analyze diverse practices as well as discourses related to interior architecture in Turkey from early Republican era to the present day. The course will investigate the evolution of the discipline of interior architecture in a local context. The practices and discourses in Turkey will be evaluated in comparison to their global contemporariness. The course will also question the relationship of the discipline with adjacent design disciplines such as architecture and industrial design in Turkey context.

#### **INAR 4493 Society, Culture and Interior Architecture**

This is a course on modern society and culture in the context of interior design. Topics covered include the relationship between the individual and society, social institutions, and social processes including urbanization, industrialization, and technological change. The course will also examine specific cases in the way technology effects society, investigating the politics, sociology, and ethics of technological development. Significant phenomena of the twentieth century will be discussed including nuclear warfare, the rise of fast food cultures, the simplicity movement, and futuristic visions.

#### **INAR 4494 Exhibition and Set Design**

This course emphasizes the aesthetic and functional importance of form and space in exhibition and set design including productions for various media including theater, television and film. Students will understand the semiotic significance of design in line with production considerations for different exhibitions and performance types. By means of case studies and attendance to various performances they will learn the role of such factors as lighting, sound and multimedia effects in relation to specific scenarios.

### **UNIVERSITY ELECTIVES**

#### **INAR 0150 Introduction to Design History**

The course aims to establish an understanding of design and design history for university students from various departments and it aims to show how design has always been an inseparable part of our daily life and becomes crucial link between past and present. History of design also aims at raising the design awareness together with environmental and social consciousness by discussing the relationship between everyday used objects, built environments

and social structures. To develop a global understanding of design is another target of the course. This course incorporates the core examples of Western and non-Western art, architecture, interior architecture and other design fields. It begins with prehistoric cultures, ancient world and continues to explore Christian and Islamic designs, Far East and Asia, Pre-Colombian America, Renaissance, Industrial revolution, Enlightenment and ends with Modernism. It covers some issues of 20th Century design and key design works in Turkey.

**INAR 0250 Environment and Experience in Game Design**

Critical practice and exploration of game design through the lens of environment are at the core of the course. The topics such as behavioral psychology, spatial design and level design as well as drama and storytelling will be engaged throughout the course that will make use of a play-centric learning strategy through the use of rapid prototyping.