PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

HOSPITALITY & RETAIL DESIGN
IDT 2210 (formerly IDT 2200)

Class Hours: 0.0  Credit Hours: 3.0
Laboratory Hours: 6.0  Revised: Spring 04

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

Problem solving and spatial organization of commercial environments with communication of total
design solutions. Design problems will include programming, detailing, choosing finishes for such
projects as hospitality, restaurant and retail spaces.

Entry Level Standards:

The student entering this course must have architectural drafting skills and intermediate-level design
skills.

Prerequisites:

IDT 1100 and 1360 and 1500 and 1600 and RCS 1200

Textbook(s) and Other Course Materials:

Required:
Harmon, The Codes Guidebook for Interiors.
Reznikoff, Specifications for Commercial Interiors.

Materials:
To be discussed in class - as needed throughout semester

I. Week/Unit/Topic Basis:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction, Course Objectives, etc. Sketchbooks</td>
</tr>
<tr>
<td>2</td>
<td>Work on reference files - research materials</td>
</tr>
<tr>
<td>3</td>
<td>Introduction to hospitality design needs, programming, codes and standards Reference Notebooks DUE ASSIGN PROJECT #1</td>
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<tr>
<td>4</td>
<td>Finishes in Commercial Environments</td>
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<tr>
<td>5</td>
<td>ADA/Handicapped Accessibility Reflected Ceiling Plans/Lighting</td>
</tr>
<tr>
<td>6</td>
<td>Furniture &amp; Equipment for hospitality</td>
</tr>
<tr>
<td>7-8</td>
<td>Work in Class</td>
</tr>
<tr>
<td>9</td>
<td>PROJECT #1 DUE ASSIGN PROJECT #2</td>
</tr>
</tbody>
</table>
II. Course Objectives*:

A. Effectively utilize and demonstrate knowledge of the appropriate needs and requirements for a commercial interior. I, II, III, IV, V, VI

B. Apply ADA guidelines as well as other handicapped accessibility requirements in the design of commercial spaces. I, II, III, IV, V

C. Execute a design problem using both manual and computer-aided drafting. I, II, III, IV

D. Design commercial spaces using systems and other applicable furnishings, fixtures and equipment. I, II, VI

E. Understand the appropriate finishes used in commercial design. I, II, IV, V

F. Exhibit a general ability to draw detail drawings as applicable in commercial design. I, II, III, IV

G. Exhibit a general ability to execute one-and two-point perspective. I, II, III

H. Exhibit a general ability to render using various types of color media as well as shade and shadow. I, II, III

I. Execute and understand reflected ceiling plans and other applicable electrical needs in commercial design. I, II, III, IV

J. Effectively utilize the design process as it relates to commercial interior design. I, II, III

*Roman numerals after course objectives reference goals of the IDT program.

III. Instructional Processes*:

Students will:

1. Develop a design presentation methodology in order to communicate design solutions effectively in the design industry. Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy

2. Continue to develop a portfolio of work necessary to acquire a position in the interior design field after graduation. Personal Development Outcome, Transitional Strategy

3. Apply research methodology using the internet, manufacturer’s sources available through CD-rom, as well as ERC sources. (Technological Literacy Outcome, Information Literacy Outcome, Transitional Strategy, Active Learning Strategy)

4. Develop a professional work ethic by regularly attending class, being punctual, cooperating with fellow classmates and showing a positive attitude. Personal Development Outcome, Transitional Strategy

5. Complete assignments requiring application of learned theories. Problem Solving and Decision Making Outcome, Technological Literacy Outcome

6. Analyze and apply current trends, methods, processes, equipment and to cultural and social status. Problem Solving and Decision Making Outcome, Cultural Diversity and Social Adaptation Outcome, Information Literacy Outcome, Transitional Strategy
7. Engage in collaborative activities working in team settings to complete required assignments. *Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Transitional Strategy, Active Learning Strategy*

Apply CAD software and required computer hardware currently being used in the industry when applicable. *Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Transitional Strategy, Active Learning Strategy*

8. Develop presentation skills, both visual and verbal, by presenting design ideas and solutions. *Communication Outcome, Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Transitional Strategy, Active Learning Strategy*

9. Develop time management skills in order to complete required lab work on time in a professional manner. *Personal Development Outcome, Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Transitional Strategy, Active Learning Strategy*

10. Learn appropriate technologies. *Technological Literacy Outcome*

11. Use critical thinking to solve problems in team situations to promote idea sharing. *Problem Solving and Decision Making Outcome, Active Learning Strategy*

12. Engage in teamwork to facilitate cooperative learning. *Active Learning Strategy*

13. Read assigned essays and participate in class discussion. *Communication Outcome, Active Learning Strategy*

14. Use related equipment and tools. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Transitional Strategy, Active Learning Strategy*

*Strategies and outcomes listed after instructional processes reference Pellissippi State’s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

**IV. Expectations for Student Performance**: 

Upon successful completion of this course, the student should be able to:

1. Exhibit a comprehensive understanding of commercial design for office/corporate-, hospitality-, and special environments. A, B, C, D, E, F, I, J

2. Exhibit a general knowledge of the applicable codes, standards, ADA requirements and finishes pertaining to commercial settings. A, B, D, E

3. Utilize CADD for interior design problem solving and presentation. C, F, I


5. Understand presentation techniques and be able to execute the basics of colored rendering using a variety of medias and techniques for presentation. G, H

6. Understand and be able to execute floor plans, elevations, sections, details, reflected ceiling plans and perspectives. A, C, D, F, G, I, J

7. Exhibit a knowledge of furniture, fixtures, and equipment (FF&E) to effectively write specifications for commercial settings. A, E

Letters after performance expectations reference the course objectives listed above.

V. Evaluation:

A. Testing Procedures:

N/A

B. Laboratory Expectations: 15% of grade

Research Exercises and Sketchbook:
Research will be required for preliminary information before you begin the design projects. A sketchbook will be required throughout the course. Assignments will be given in class. These two requirements will account for 15% of your final grade.

C. Field Work:

N/A

D. Other Evaluation Methods: 85% of grade

Projects: 75% of grade
A detailed description of each project will be given and the majority of the work for each project MUST be done in class. Projects will have intermittent submittal dates in order to "stay-on-track." All design work must be your own original work. Design projects will account for 75% of your final grade.

All projects will be due at a specified time. A project turned-in after the due date will have 5 points deducted for every day it is late. For example, a project due on Monday will have 10 points deducted from the overall grade if submitted on the following Wednesday. In addition, weekends count as 2 days such that a project due on Friday that is turned-in on Monday will have 15 points deducted from the grade.

Intermittent Submissions: 10% of grade
Projects will have intermittent submittal dates in order for the student to “stay-on-track.” The submission dates will be provided with the description of each project. These intermittent submissions will comprise 10% of the final grade.

E. Grading Scale:

<table>
<thead>
<tr>
<th>Grade Breakdown</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Research Exercises and Sketchbook</td>
<td>15%</td>
</tr>
<tr>
<td>Projects</td>
<td>75%</td>
</tr>
<tr>
<td>Intermittent Submissions</td>
<td>10%</td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
</tr>
</tbody>
</table>

Grading Scale:
A = 90—100
B+ = 87—89
B = 80—86
C+ = 77—79
C = 70—76
D+ = 67—69
D = 60—66
F = Below 60

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75
percent of their scheduled class and laboratory meetings in order to receive credit for the course (Pellissippi State Catalog). Individual departments/programs/disciplines, with the approval of the vice president of Academic and Student Affairs, may have requirements that are more stringent.

IDT 2200 Class Attendance Policy:
Class attendance for the full period is mandatory for all students. A significant portion of each project phase or aspect must be completed in class in order to receive credit for the work. You are responsible for all materials and information given during class. In the event of an absence, information about upcoming classes should be obtained from fellow classmates or the instructor prior to the next class period.

Attendance will be taken only at the beginning of the class. Parking problems, car problems, babysitter problems, or work scheduling problems do not constitute an excuse for an absence. You will be marked late at five minutes after the class is scheduled to begin. Habitual tardiness may result in the lowering of your final grade, and five tardies will equal one absence.

An absence is not an acceptable reason for failing to submit a project or other assignment that is due on the day of the absence. If a test, quiz, reading assignment, project, or exercise is due the next class period following an absence, you are still responsible for it.

Two absences are permitted without penalty. Three absences will result in a penalty of one letter grade for the semester, and each additional absence will result in a penalty of one letter grade for the semester.

B. Academic Dishonesty:
In keeping with college-wide policies, the student is expected to adhere to the general rules and regulations relevant to academic and classroom misconduct as outlined in the catalog.