



#### 1. Basic Information

Program Tile	Architectural Engineering	
<b>Department offering the Program</b>	Architectural Engineering	
<b>Department Responsible for the Course</b>	Architectural Engineering	
Course Title	Interior design	
Course Code	ARE7414	
Year/ Level	Fourth Year – First Semester	
Specialization	Major	
<b>Authorization date of course specification</b>	2005	

Tooghing Houng	Lectures	Tutorial	Practical
Teaching Hours	2	2	0

## 2. Course Attributes:

No.	Attribute		
05	Use the techniques, skills, and appropriate engineering tools, necessary for		
	engineering practice and project management.		
11	Engage in self- and life- long learning		
12	Design robust architectural projects with creativity and technical mastery		
13	Demonstrate investigative skills, attention to details, and		
	visualize/conceptualize skills.		
17	Recognize the new role of architectural engineer as the leader of design		
	projects— who has the ability to understand, assemble, and coordinate all of		
	the disciplines— to create a sustainable environment.		

## 3. Intended Learning Outcomes (ILOs):

# a. Knowledge and Understanding:

No.	Knowledge and Understanding	
$A_{13}$	Principles of architectural design, and the preparation and presentations of	
	design projects in a variety of contexts, scales, types and degree of complexity.	
A <sub>20</sub>	Physical modeling, multi-dimensional visualization, multimedia applications,	
	and computer-aided design.	

## **b.** Intellectual Skills

No.	Intellectual Skills		
$B_{03}$	Think in a creative and innovative way in problem solving and design.		
B <sub>10</sub>	Incorporate economic, societal, environmental dimensions and risk		
	management in design		
B <sub>13</sub>	Integrate different forms of knowledge, ideas from other disciplines, and		





	manage information retrieval to create new solutions		
B <sub>14</sub>	Think three-dimensionally and engage images of places & times with		
	innovation and creativity in the exploration of design.		
B <sub>17</sub>	Integrate relationship of structure, building materials, and construction		
	elements into design process.		

## c. Professional Skills

No.	Professional Skills		
$C_{13}$	Produce and present architectural, urban design, and planning projects using		
	an appropriate range of media and design-based software.		
C <sub>17</sub>	Demonstrate professional competence in developing innovative and		
	appropriate solutions of architectural and urban problems.		
$C_{18}$	Display imagination and creativity.		
C <sub>19</sub>	Respect all alternative solutions; changes in original plan of the project,		
	differences in style, culture, experience and treat others with respect.		
$C_{20}$	Provide leadership and education to the client particularly with reference to		
	sustainable design principles.		

#### D. General Skills

No.	General Skills
$D_{01}$	Collaborate effectively within multidisciplinary team.
$D_{02}$	Work in stressful environment and within constraints.
$D_{03}$	Communicate effectively.
$D_{04}$	Demonstrate efficient IT capabilities.
$D_{06}$	Manage tasks and resources efficiently.
$D_{07}$	Search for information and adopt life-long self learning.

## **4. Course Contents:**

No.	Topics
1	Introduction
2	Design Styles
3	Lighting
4	Colour and texture
5	Furnishing
6	Dimensions and proportions
7	Project

## 5. Teaching and Learning Methods:

## **5.1 Normal Students:**

No. Teaching Method Choice
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1	Lectures	$\sqrt{}$
2	Discussion Sessions	$\sqrt{}$
3	Information Collection from Different Sources	×
4	Practical	$\sqrt{}$
5	Research Assignment	$\sqrt{}$
6	Field Visits	$\sqrt{}$
7	Case Studies	×
8	Smart Sessions	×

#### **5.2 Disable Students:**

No.	Teaching Method	Reason
1	Presentation of the course in digital material.	Better access any time.
2	Web communication with students	Better communication with
		certain cases.
3	Asking small groups to do assignments; each	Knowledge and skills
	composed of low, medium, and high performance	transfer among different
	students.	levels of students.
4	Asking disabled students to do PowerPoint/Poster	Encouraging disabled
	presentations.	students' engagement and
		interaction.

#### **5.3 Excellent Students:**

No.	Teaching Method	Reason	
1	Developing course materials gradually to allow	Excellent students rely on	
	excellent students to receive teaching that meets their	excellent teaching	
	needs		
2	Encouraging students to participate in competitions	Increasing excellent	
	with rewarded bonus marks.	students' competitiveness	

#### **6. Student Assessment:**

#### **6.1 Student Assessment Methods:**

No.	<b>Assessment Method</b>	Choice	ILOs
1	Mid Term Examination		$A_{13}, A_{20}, B_{03}, B_{10}, B_{13}, B_{14}, C_{13}, C_{17},$
			$D_{01}, D_{02}$
2	Oral Examination		$D_{02}, D_{03}, D_{04}, D_{06}, D_{07}$
3	Practical Examination	×	-
4	Semester work		$A_{20}, B_{13}, B_{17}, C_{18}, C_{19}, D_{04}, D_{06}$
5	Other types of assessment	×	-
6	Final Term Examination	V	$A_{20}, B_{14}, C_{18}, C_{20}, D_{06}, D_{07}$

#### **6.2** Assessment Schedule:





No.	Assessment Method	Weeks
1	Mid Term Examination	8 <sup>th</sup>
2	Oral Examination	12 <sup>th</sup>
3	Practical Examination	×
4	Semester work	weekly
5	Other types of assessment	×
6	Final Term Examination	15 <sup>th</sup>

## **6.3** Weighting of Assessments:

No.	Assessment Method	Weights
1	Mid Term Examination	10%
2	Oral Examination	10%
3	Practical Examination	-
4	Semester work	20%
5	Other types of assessment	-
6	Final Term Examination	60%
Total		100%

## 7. List of References

No.	Reference List
1	The course notes are to be prepared by groups of students after constant reviewing by
	the course coordinator.
2	Architectural GRAPHIC Standards. NY: John Wiley & Sons, Inc., 1996.
3	الالوان ، د يحيى حمودة ، كلية الفنون الجميلة جامعة الاسكندرية
4	التشكيل المعمارى ، يحيى حمودة دار المعارف
5	Website: www.staffcms.mans.edu.eg

## 8. Facilities Required for Teaching and Learning:

No.	Facility	Choice
1	Lecture Classroom	$\sqrt{}$
2	Lab Facilities	×
3	White Board	$\sqrt{}$
4	Data Show System	$\sqrt{}$
5	Visualizer	×
6	Smart Board	

No.	Facility	Choice
7	Wireless Board	×
8	Presenter	
9	Sound System	
10	Wire-Internet	×
11	Wireless Internet	$\sqrt{}$
12		

# 9. Matrix of Knowledge and Skills of the Course:

No.	Торіс	Attributes	Knowledge & Understanding	Intellectual Skills	Professional Skills	General Skills
1	Introduction	05	$A_{13}$	-	-	-
2	Design Styles	11	$A_{13}$	$B_{03}$	C <sub>17</sub>	-





3	Lighting	12, 13	$A_{13}$	${ m B}_{10}$	$C_{13}, C_{17}$	$D_{02}, D_{03}$
4	Colour and texture	13	$A_{13}$	$B_{10}$	$C_{13}, C_{18}$	$D_{03}, D_{04}$
5	Furnishing	13	$A_{13}$	$B_{13}, B_{14}$	$C_{13}, C_{19}$	$D_{03}, D_{04}$
6	Dimensions and proportions	17	$A_{13}$	B <sub>17</sub>	$C_{13}, C_{18}$	$D_{03}, D_{04}$
7	Project	17	$A_{20}$	B <sub>17</sub>	$C_{19}$ , $C_{20}$	$D_{06}, D_{07}$

Course Coordinator: Dr. Mona Awad El-Wazir

Head of Department: Professor Dr. Mohammad Mohammad Taha Al-Azab

**Date of Approval:**