

## Master Syllabus

### IND 2130 - Non-Residential Design

**Division:** Liberal Arts, Communication and Social Sciences

**Department:** Design

**Credit Hour Total:** 4.0

**Lecture Hrs:** 2.0 **Lab Hrs:** 4.0

**Prerequisite(s):** CAT 1101 AND IND 1230 AND IND 1234

**Date Revised:** October 2012

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#### Course Description:

Students investigate the design of health care, institutional, hospitality, retail and office environments and identify basic historical exterior styles. Design projects will integrate corporate culture, building codes, Americans with Disabilities Act (ADA) compliance, aesthetic, social and psychological factors. Advanced oral and visual presentation skills. Two classroom, four lab hours per week.

#### General Education Outcomes:

- ❑ Oral Communication Competency
- ❑ Written Communication Competency
- ❑ Critical Thinking/Problem Solving Competency
- ❑ Values/Citizenship/Community Competency
- ❑ Computer Literacy Competency
- ❑ Information Literacy Competency

#### Course Outcomes:

##### Historical identification of buildings

Identify basic historical exterior styles of non-residential buildings.

**Assessment Method:** Locally developed exams

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Written surveys and/or questionnaires

**Performance Criteria:** Score at least 70% in all areas of rubric

##### Building codes and ADA compliance

Apply building codes and Americans with Disabilities Act (ADA) standards to design problems.

**Assessment Method:** Locally developed exams

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Written surveys and/or questionnaires

**Performance Criteria:** Score at least 70% in all areas of rubric

##### Design process for non-residential environments

Apply design processes for non-residential environments; integrating physical, psychological, and social factors with aesthetics and function.

**Assessment Method:** Locally developed exams

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Performance appraisals

**Performance Criteria:** Score at least 70% in all areas of rubric

**Assessment Method:** Written surveys and/or questionnaires

**Performance Criteria:** Score at least 70% in all areas of rubric

#### Outline:

Non-residential historical styles  
Programming  
Social and psychological factors  
Code compliance  
Healthcare environments  
Hospitality design  
Retail design  
Office environments