



INTERIOR DESIGN 50.0408.00

TECHNICAL STANDARDS

An Industry Technical Standards Validation Committee developed and validated these standards on February 11, 2022. The Arizona Career and Technical Education Quality Commission, the validating authority for the Arizona Skills Standards Assessment System, endorsed these standards on July 17, 2022.

Note: Arizona's Professional Skills are taught as an integral part of the Interior Design program.

The Technical Skills Assessment for Interior Design is available SY2023-2024

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STANDARD 1.0 ANALYZE THE INTERIOR DESIGN PROFESSION

- 1.1 Trace the interior design history timeline and origins
- 1.2 Describe human behavior factors [e.g., physical, physiological (Maslow's Hierarchy), and cultural] and trends (i.e., housing market, social media, model homes, etc.) influencing the interior design industry
- 1.3 Explain the importance of client relations, marketing practices, business negotiations, retail, and customer service in the interior design industry
- 1.4 Identify essential skills needed by interior designers (i.e., creative eye and attention to detail, trend awareness, knowledge of sustainable practice, communication skills, organizational skills, etc.)
- 1.5 Identify local/federal laws and regulations and license requirements in the interior design industry
- 1.6 Explore interior design professional organizations [e.g., American Society of Interior Designer (ASID) and American Institute of Graphic Arts (AIGA)]
- 1.7 Explore interior design resources (i.e., furniture and industry websites, magazine publications, business professionals, etc.)
- 1.8 Identify components of an electronic and/or hard copy professional portfolio (i.e., work examples, projects, achievements, etc.)
- 1.9 Explore careers in interior design (i.e., residential, contract, hospitality, specialized design, etc.)
- 1.10 Identify the largest employers of interior designers (e.g., Specialized Design Services, Furniture Stores, Home Furnishing Stores, Architectural Services, and Residential Building Construction)

STANDARD 2.0 APPLY BASIC MATH SKILLS TO THE EVERYDAY WORK OF INTERIOR DESIGN

- 2.1 Use standard interior specifications (i.e., widths/heights for countertops, chairs, tables, desks, barstools, etc.)
- 2.2 Recognize units of measurement (e.g., English vs. Metric)
- 2.3 Read tape measures and architectural scales to solve math-related problems
- 2.4 Convert units of measurement between feet and inches and inches and feet
- 2.5 Use numeric, symbolic, and/or graphic representations to express problems in interior design (e.g., scale of furniture and materials, floor plans, etc.)
- 2.6 Estimate basic material quantities and costs for a design project (i.e., square footage, yardage, fabric needs, rolls, etc.)
- 2.7 Draw a room to scale with walls and openings, including floor plan and elevation
- 2.8 Calculate measurements for the area and/or perimeter of a room
- 2.9 Determine the fabric needed for drapes and upholstery

STANDARD 3.0 APPLY TECHNICAL DRAFTING AND MENTAL VISUALIZATION SKILLS TO INTERIOR DESIGN

- 3.1 Use drawing media, surfaces, and tools to create mental visualizations of one-, two-, and three- dimensional objects and environments (i.e., paper, pads, mat boards, charcoal, graphite pencils, colored and pastel pencils, clay, etc.)
- 3.2 Use interior design software to create and maintain accurate design drawings (i.e., AutoCAD, Chief Architect, Planner 5D, Homestyler, etc.)
- 3.3 Identify common measurement tools and their functions in design (i.e., architect scale, ruler, T-square, lettering guide, etc.)
- 3.4 Explain the function of line types and weights in drawings
- 3.5 Practice architectural lettering on drawings and renderings

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- 3.6 Explain the function of various types of annotations used in design documents (i.e., keynotes, legends, schedules, symbols, title block, key, etc.)

STANDARD 4.o ANALYZE THE ELEMENTS AND PRINCIPLES OF INTERIOR DESIGN

- 4.1 Explain the importance of the key elements of design (e.g., color, space, form/shape, line, and texture)
- 4.2 Explain the importance of the key principles of design (e.g., balance, rhythm, scale and proportion, and emphasis and harmony)
- 4.3 Explain how to evaluate design elements and principles in products (i.e., impact, contribution, budget, availability, sustainability, etc.)
- 4.4 Explain the design principles of color (e.g., contrast, proximity, and balance)
- 4.5 Differentiate among hue, value, and intensity
- 4.6 Explain the psychology of color (e.g., creates ideas, expresses messages, draws attention, and generates certain emotions)
- 4.7 Explore color schemes on the color wheel [e.g., complementary, triadic, analogous, achromatic (neutral), monochromatic, and split-complementary]

STANDARD 5.o EVALUATE FIBERS, TEXTILES, AND FABRICS IN INTERIOR DESIGN

- 5.1 Distinguish among fibers, textiles, and fabrics
- 5.2 Identify the sources, properties, and characteristics of natural and manufactured fibers
- 5.3 Compare and contrast various fabric construction [e.g., woven, knit, and nonwoven (felt, vinyl, and leather)]
- 5.4 Determine fabric characteristics based on finishes, label specifications, and maintenance and care
- 5.5 Evaluate fibers, textiles, and fabrics for specific end users

STANDARD 6.o ANALYZE FURNITURE AND ACCESSORIES IN INTERIOR DESIGN

- 6.1 Explain how technology, mass production, and prosperity have influenced architecture, furniture, and furnishings throughout history
- 6.2 Describe functional and visual considerations of different styles of architecture, interiors, furniture, and furnishings
- 6.3 Consider proper placement and space planning to meet needs of consumers including the aging population and the physically challenged
- 6.4 Compare characteristics of home furnishings and appliances (i.e., performance, safety, cost, quality, efficiency, space, etc.)
- 6.5 Describe the influence of art on interior design
- 6.6 Consider accessories appropriate to design projects (i.e., measurement, placement, function, quality, cost, etc.)

STANDARD 7.o ANALYZE MATERIALS AND PRODUCTS IN INTERIOR DESIGN

- 7.1 Differentiate among floor coverings according to performance, application, user, and location (i.e., tile, carpet, wood, etc.)
- 7.2 Differentiate among wall and ceiling coverings according to performance, application, user, and location
- 7.3 Differentiate among window treatments according to performance, application, user, and location (i.e., upholstery vs. window covering fabrics)
- 7.4 Apply guidelines in selecting lighting (i.e., natural vs. artificial, decorative vs. task lighting, etc.)
- 7.5 Explain green design and sustainability of interior materials and products
- 7.6 Differentiate among kitchen and bath fixtures and equipment (i.e., plumbing, lighting, appliances, etc.)

STANDARD 8.o ANALYZE CONSTRUCTION AND BUILDING SYSTEMS RELATED TO INTERIOR DESIGN

- 8.1 Interpret construction documents (i.e., elevations, floor plans, etc.)
- 8.2 Interpret dimensions, symbols, legends, scales, and directions
- 8.3 Discuss structural building components and systems [i.e., foundation, framing, interior systems (plumbing, heating, ventilation, and air-conditioning), etc.]
- 8.4 Discuss life safety considerations (i.e., entrances, exits, smoke detectors, sprinkler systems, fire extinguishers, etc.)
- 8.5 Consider architectural detail of an interior (i.e., walls, doors, windows, fireplaces, stairs, etc.)

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STANDARD 9.o EXECUTE AND PRESENT AN INTERIOR DESIGN CLIENT PROJECT

- 9.1 Complete the programming phase of the design project (e.g., develop the problem statement, gather information, and research the solution)
- 9.2 Select materials according to the programming and the project (i.e., woods, metals, glass, stone, textiles, etc.)
- 9.3 Identify factors that influence budgeting considerations (i.e., material costs, return of investment, resale, labor, etc.)
- 9.4 Explore color schemes for rooms utilizing material, paint, wallcovering, flooring, and fabric samples
- 9.5 Generate schedules to fulfill the client's needs, including the delivery of goods (finished product) to the customer
- 9.6 Consider human factors related to space planning (i.e., anthropometrics, ergonomics, clearances, person vs. public space, etc.)
- 9.7 Present the project to the customer using traditional or digital medium to illustrate the relationship between materials, color, lighting, and texture and the final effect they create on particular space

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