ACE MENTOR PROGRAM
ARCHITECTURE • CONSTRUCTION • ENGINEERING

INTERIOR DESIGN ACTIVITIES
ELEMENTS AND PRINCIPLES OF INTERIOR DESIGN

DEVELOPED BY:
THE ACE MENTOR PROGRAM OF ROCHESTER, NY

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This module consists of two different activities: **Material & Color Palette** and **Eye Spy.** The first activity gives a basic understanding of interior design and the profession, and the second tests students' understanding of what they just learned.

EDUCATIONAL GOALS

Introduce students to the field of interior design and to ways that interior designers work. Develop a basic understanding of how elements and principles of design work together to create a space that is aesthetically pleasing and optimizes the user experience. Stimulate students to think about the impact of interior design when creating their final projects.

ACTIVITY ONE: MATERIAL AND COLOR PALETTE

GOAL

The goal of this activity is to help students work together, collaborate, make decisions, and then be able to present their interior design concepts and selection choices for their final projects.

DESCRIPTION

Teams select various materials for their final projects and present their selections to everyone. Each team has to explain their concept and selection choices.

TIME

90 Minutes

MATERIALS

- A broad selection of samples (e.g., paint or color, upholstery, flooring and tiles, etc.)
- Definitions of Interior Design and Design Terms (a handout for students)
- PPT presentation What is Interior Design? [Images in this PPT are drawn from an architectural photographer's private collection and should not be used outside the ACE Mentor Program.]

PROCEDURE

1. At the beginning of the session, mentors and/or a presenter should present the PPT *What is Interior Design?* introducing students to the interior design profession, its required education and skill set, and the professional duties of an interior designer. Review and discuss the NCIDQ definition of interior design which can be found in the handout **(20 minutes).**

ACTIVITY ONE: MATERIAL AND COLOR PALETTE [CONTINUED]

2. Lay out samples of wall colors, flooring, and upholstery, etc. for students to review and explain the sources for making choices (e.g., sample books). Preferably, this session takes place at an interior design or architecture firm with access to a sample library **(20 minutes).**

3. Each team will work together to pull wall colors, flooring, and upholstery for furniture and finalize a material/color palette for their final project **(30 minutes).**

4. Each team is required to present their selections to the class and the concepts behind them. Teams must be able to articulate their overall concept and explain why the materials were selected, i.e., aesthetics, durability, functional, etc. **(20 minutes).**

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ACTIVITY TWO: EYE SPY

GOAL

Introduce students to the elements and principles of design and stimulate them to discuss the elements and principles found in images of interior and architectural spaces.

DESCRIPTION

Students work in teams to identify the most impactful design element(s) and/or design principle(s) in various images provided to them. The entire class reviews all the images (slides) collectively, and then each team selects printouts of different images to analyze and present to the entire group.

TIME

60 Minutes

MATERIALS

- PPT presentation *Elements and Principles of Design* [Images in this PPT are drawn from an architectural photographer's private collection and should not be used outside the ACE Mentor Program.]
- Definitions of Interior Design and Design Terms (a handout for students)
- The Eye Spy slide show, without text, can be found at the end of the *Elements and Principles of Design* PPT. Among the slides are at least 2 or 3 different images reflecting each of the design principles and elements. The images show both interior and architectural spaces and have no copyright or licensing restrictions.   At their option, mentors can substitute images of their own or their firm's work.
- 2-3 printed packets of the images in the Eye Spy slide show depicting each of the elements and principles of design as reflected in either interior or architectural spaces. Teams select 4-5 images they would like to work with.
- Pencils/Pens

ACTIVITY TWO: EYE SPY [CONTINUED]

PROCEDURE

1. A mentor or guest lecturer presents the PPT *Elements and Principles of Design* and passes out the printed definition of terms and concepts used in the PPT (15-20 minutes).

   The elements of design include:
   - Space
   - Line
   - Shape/Form
   - Texture
   - Color

   The principles of design include:
   - Balance
   - Contrast
   - Scale/Proportion
   - Rhythm/Movement
   - Repetition
   - Emphasis
   - Unity & Harmony

2. The mentor shows, with little or no discussion, the Eye Spy slide show provided in the PPT or a slide show he/she has created of interior and/or architectural images illustrating the different elements and principles of design. Teams then review the printouts of the images and select 4-5 images they would like to work with.

   Teams must identify the strongest element(s) and principle(s) of the image and write them down. Many of the images will have multiple elements and principles. So it is important for students to discover the <u>most</u> impactful. Only 1-2 elements or principles should be identified for each image (20 minutes).

3. Once the teams work through the images they chose, they present to the entire group their reviews and analysis of the <u>most</u> impactful element(s) and principle(s) (20-30 minutes).