INTERIOR ARCHITECTURE & DESIGN

STUDENT MANUAL
2025-2026

THE UNIVERSITY OF TENNESSEE AT CHATTANOOGA
College of Health, Education, and Professional Studies

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This manual has been created to introduce you to the policies, procedures and important information needed to navigate through your next four years in the Interior Architecture and Design Program. You are encouraged and expected to take an active role in the student and professional organizations to maximize your university experience.

INTRODUCTION

Welcome to Interior Architecture and Design at the University of Tennessee at Chattanooga!

The National Council for Interior Design Qualification (NCIDQ) defines an Interior Designer as:

> "Interior design is a multi-faceted profession in which creative and technical solutions are applied within a structure to achieve a built interior environment. These solutions are functional, enhance the quality of life and culture of the occupants and are aesthetically attractive. Designs are created in response to and coordinated with the building shell and acknowledge the physical location and social context of the project. Designs must adhere to code and regulatory requirements, and encourage the principles of environmental sustainability. The interior design process follows a systematic and coordinated methodology, including research, analysis and integration of knowledge into the creative process, whereby the needs and resources of the client are satisfied to produce an interior space that fulfills the project goals.

Interior design includes a scope of services performed by a professional design practitioner, qualified by means of education, experience and examination, to protect and enhance the health, life safety and welfare of the public. These services may include any or all of the following tasks:

- Research and analysis of the client's goals and requirements; and development of documents, drawings and diagrams that outline those needs
- Formulation of preliminary space plans and two and three dimensional design concept studies and sketches that integrate the client's program needs and are based on knowledge of the principles of interior design and theories of human behavior
- Confirmation that preliminary space plans and design concepts are safe, functional, aesthetically appropriate, and meet all public health, safety and welfare requirements, including code, accessibility, environmental, and sustainability guidelines
- Selection of colors, materials and finishes to appropriately convey the design concept and to meet socio-psychological, functional, maintenance, lifecycle performance, environmental, and safety requirements
- Selection and specification of furniture, fixtures, equipment and millwork, including layout drawings and detailed product description; and provision of contract documentation to facilitate pricing, procurement and installation of furniture
- Provision of project management services, including preparation of project budgets and schedules
- Preparation of construction documents, consisting of plans, elevations, details and specifications, to illustrate non-structural and/or non-seismic partition layouts; power and communications locations; reflected ceiling plans and lighting designs; materials and finishes; and furniture layouts
- Preparation of construction documents to adhere to regional building and fire codes, municipal codes, and any other jurisdictional statutes, regulations and guidelines applicable to the interior space
- Coordination and collaboration with other allied design professionals who may be retained to provide consulting services, including but not limited to architects; structural, mechanical and electrical engineers, and various specialty consultants
- Confirmation that construction documents for non-structural and/or non-seismic construction are signed and sealed by the responsible interior designer, as applicable to jurisdictional requirements for filing with code enforcement officials
- Administration of contract documents, bids and negotiations as the client's agent
- Observation and reporting on the implementation of projects while in progress and upon completion, as a representative of and on behalf of the client; and conducting post-occupancy evaluation reports."

PHILOSOPHY, MISSION, & GOALS

Program Philosophy

The philosophy of the Interior Architecture and Design Program is to successfully prepare students for the practice and advanced study of Interior Design through scholarship and service. We believe in training students to be innovative thinkers and problem-solvers who work to improve quality of life within the built environment, as well as learn the value and responsibility of professional stewardship of environmental, cultural, social and global design. In addition, we value the contributions of faculty and the diverse role that each plays in creating a passion for learning

Mission

The Interior Architecture and Design Program at The University of Tennessee at Chattanooga is committed to the development of responsible design professionals who think critically, protect the health, safety and welfare of the public, and create effective design solutions.

Goals

- Create an innovative and engaging environment that nurtures an interest in students' academic welfare, progress, and retention.
- Promote critical thinking with an emphasis on concept development, integrated design and applied research.
- Facilitate meaningful, collaborative learning environments that support educational, community, and regional development partnerships.
- Prepare students to become socially, ethically and environmentally responsible professionals.
- Enhance graphic and verbal proficiency to ensure readiness for entry-level positions within the field.
- Promote students' global perspective through domestic and international study tours.
- Encourage the acquisition and maintenance of professional development, certifications and licenses.

ACCREDITATIONS

Council for Interior Design Accreditation (CIDA)

The Council for Interior Design Accreditation is an independent, non-profit accrediting organization for interior design education programs at colleges and universities in the United States and Canada. For more than 35 years, this knowledge-driven organization has been passionately committed to the ongoing enrichment of the interior design profession through identifying, developing and promoting quality standards for the education of entry-level interior designers, and then encouraging, accrediting and supporting educational programs to aspire to those standards.

Through a process of program self-evaluation and peer review, accreditation promotes achievement of high academic standards, while making education more responsive to student and societal needs. The Council engages nearly 200 volunteers, all drawn from interior design practice and education, to carry out its work. Nearly 150 interior design programs are currently accredited by the Council, serving an estimated 20,000 students.

http://www.accredit-id.org/

National Association of Schools of Art & Design (NASAD)

The National Association of Schools of Art and Design was established in 1944 to improve educational practices and maintain high professional standards in art and design education.

A general statement of aims and objectives follows:

- To establish a national forum to stimulate the understanding and acceptance of the educational disciplines inherent in the visual arts in higher education in the United States.
- To establish reasonable standards centered on the knowledge and skills necessary to develop academic and professional competence at various program levels.
- To foster the development of instruction of the highest quality while simultaneously encouraging varied and experimental approaches to the teaching of art and design.
- To evaluate, through the process of accreditation, schools of art and design and programs of studio art and design instruction in terms of their quality and the results they achieve, as judged by experienced examiners.
- To assure students and parents that accredited art and design programs provide competent teachers, adequate plant and equipment, sound curricula, and are capable of attaining their stated objectives.
- To counsel and assist schools in developing their programs and to encourage self-evaluation and continuing studies toward improvement.
- To invite and encourage the cooperation of professional art and design groups and individuals of reputation in the field of art and design in the formulation of appropriate curricula and standards.
- To establish a national voice to be heard in matters pertaining to the visual arts, particularly as they would affect member schools and their stated objectives.

http://nasad.arts-accredit.org/

1ST YEAR STUDENTS

Tips on How to Succeed as an Interior Architecture/Design Student

There are some big differences between high school and college (specifically our program). A few of these are:

1. We consider average work as "C" work.

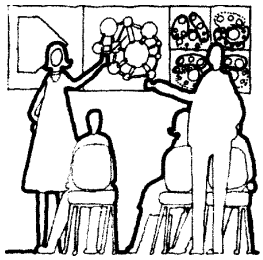
Studies show that nearly 95 percent of all incoming freshmen report having grade point averages of A or B and having to only study about six hours a week out of class to achieve those grades. You may be surprised by how hard you will have to work to receive good grades in Interior Architecture and Design. You will spend 5 hours a week in each design studio, and it will take *at least* twice (10 – 12 hours) that number of hours to complete your assignments. We do not inflate our grades. Here are the standards all interior architecture and design faculty use to evaluate your work.

A	90%-100%	Superlative: Work goes beyond the dictates of the exercise or assignment in level of skill and/or richness of development. Addresses the issues in a truly exemplary manner.
B	80%-89%	Solves the problem and exhibits some special qualities.
C	70%-79%	**Solves the basic problem**, but without any particular distinction
D	60%-69%	Acknowledges a few of the issues, but with some problems, awkwardness or misunderstandings.
F	0% - 59%	Ignored, missed, misunderstood the problem.

2. We will not give you busy work.

Every assignment we give you is designed to help you acquire knowledge of a theory, technique or skill that you will need in future classes. During your first year, in particular, you may not see why you need to do something we ask you to do. **TRUST US!** There is a reason for each task we ask. Knowledge ignored and not learned during your first year will come back to haunt you on future projects! Additionally, we ask you to keep all of your handouts and request that you don't sell back textbooks. You will need to be able to refer to material given to you in one class as you work in another class. Everything is related and your teachers will expect you to be able to build on things you learned in another class.

3. Much of the work you will do will be evaluated through the process of open critique.



Unless you have had art classes in high school, you may not be used to the process of hanging your work up for everyone to see and critique. At first, this may be frightening, but you will find that this fear decreases over time. You will see that there is a lot to be learned from the critique of other class member's work, too. You can learn more quickly than if you only receive feedback on your own work. The critic (typically your teacher or another ID faculty) will evaluate your project with honesty and fairness. You can trust that they want you to succeed and will give suggestions about changes that should be made. While design is somewhat subjective, your instructors have the knowledge and objectivity to help you make your work better.

4. One of the most important things we hope you'll learn here is what it takes to be a responsible, ethical professional!

You will find that we have HIGH expectations for your behavior.

- We take roll at the beginning of each studio. Six or more absences will result in failing the class. Habitual tardiness or inattentiveness will impact your grade negatively.
- Cell phones are not allowed in class. Please tell your friends and family that you are unavailable to be reached during studio. If there is a family emergency, your parents can call the IARC office (423) 425-1718 and the departmental staff will find you and give you the message. ***Why?*** The creative process demands concentrated time and effort. You may have heard of the term *flow.* Flow is a mental and physical state that results in a seamless process of thinking and doing. When you achieve flow, progress on creative tasks comes easily. When your concentration is divided or interrupted, flow dissipates and is difficult to recapture.
- We do not accept any late work. It is better to turn in a partially completed project for some credit on the due date, than to turn in a completed project late and receive no credit.
- Because all studios share the same studio space, you will need to be respectful of the space that you use. Make certain to clean up after yourself and leave the area as you would want to find it. Drafting tables must never be used to cut on without using a protective cutting matt. A protective cover must also be used when rendering with markers or paint. Please report broken tables or parallel bars to your professor.

1ST YEAR SUPPLIES

These drawing materials require a substantial investment (approx. $150 - $250). If you take care of these materials, you will use them for many years. In addition to the following materials, you will need to purchase paper, cardboard and model supplies as needed.

Supplies:

- 30/60/90 Triangle (12" minimum)
- 45/45/90 Triangle (10 " minimum)
- Architectural Scale
- 18" Metal Ruler with Cork Back
- Strathmore Sketch Pad 9x12 - 300 series
- Circle Template
- Staedtler Lead Pointer
- Variety of Drafting Leads (4H, **2H**, H, F, **HB**, 2B)
- Variety of Erasers (vinyl, pink pearl)
- Adhesive (tacky glue, glue stick, double–sided tape)
- 18" and/or 24” Roll of White Tracing (trash) Paper
- Rotary Lead Pointer (barrel style)
- Drafting Tape (dots or roll)
- X-acto Knife with #11 Blades (with cap for safety)
- Scissors
- Tape Measure (25’ minimum)
- Carrying Case
- Furniture Templates (living, kitchen, bedroom)

Potential Other Supplies:

- Straight Pins
- Pad of 9” x 12” Vellum Paper
- Cutting Mat (18” x 24”)
- Retractable Utility Knife (with blades)
- 9x12 Bristol Board
- 8 ½” X 11” white copy/all-purpose paper (1 ream)
- Electric or Battery Powered Eraser
- Paper Portfolio (to hold 18” x 24”)
- Vellum, Matt Board, Chip Board, Corrugated Board, 1/8” Foam Core, Basswood & Clear Plastic Sheets as needed
- Box of Band-Aids

Note: This is a generic example of supply list needed for the first year design studios. Your instructor may have additional items for your specific class. You may purchase these items in advance or on the first day of class.

CIVILITY AGREEMENT

We are committed to fostering an environment where every student feels respected, valued, and safe to express their ideas. To ensure a productive and supportive learning atmosphere, the following guidelines will be upheld by everyone:

1. *Respectful Communication:* All discussions should be conducted with courtesy. Disagreements are natural, but they should be handled respectfully, without personal attacks or derogatory language.

2. *Active Listening:* Listen attentively when others are speaking. Do not interrupt, and show consideration for different perspectives.

3. *Inclusivity:* Everyone has the right to participate. Avoid monopolizing conversations and make space for all voices, especially those that may be less heard.

4. *Constructive Feedback:* Offer feedback that is helpful and aimed at fostering understanding and improvement. Critique ideas, not individuals.

5. *Professionalism:* Behave in a manner that reflects maturity and respect for the learning process. This includes arriving on time, being prepared, and staying focused on the topic at hand.

6. *Accountability:* Take responsibility for your actions and words. If a mistake is made, acknowledge it, and be open to learning from it.

7. *Collaboration:* Support your peers in their learning journey. Collaboration and teamwork are encouraged, as they contribute to a richer educational experience for everyone.

8. *Studio Space:* Maintain a clean and organized studio space. Dispose of waste properly and clean up after yourself. Report any damages or issues to your instructors.

By adhering to these principles, we can create a positive and engaging learning environment where everyone has the opportunity to succeed.

STUDIO GUIDELINES

The design studios in Davenport Hall are equipped and maintained with drafting tables, studio furniture and equipment to support your course work. Each student has the privilege of working in the studios after hours throughout the semester. This enables you to work at your own pace and schedule. Access to the studios comes with responsibilities of safety, respect, and sensitivity.

Studio Rules

1. Safety first. Please, use judgment in terms of when to use the room. If you must be in the studio late at night, either make sure someone else is with you or you may call Campus Security for assistance to your vehicle or dorm. Never let anyone into the studio that is not an IARC major or not known to you.
2. Safety again: In using your tools, make sure you understand how they are to be used and that you are not too tired to use them.
3. In some studios there are other classes offered in the space, so you must put your work away and clean your desk tops, when you leave the studio.
4. We depend on the honor code, but you should lock your drawer or take your personal belongings with you. Do not borrow supplies or equipment from others without their knowledge and approval.
5. Food and drink are not allowed during class. In addition, any food must be discarded in a trash can outside of the classroom.
6. Use only personal stereos with earphones – do not play music at a level that is distracting to others.
7. Use your inside voices while in the studios. This building has little acoustic control, so please be considerate of other classes in progress as well as visitors or guests touring our program.
8. Do not use spray fixative, spray adhesive, paint, stain or any similar materials on unprotected desktops, floors or other work surfaces in the studio, classrooms, corridors and/or stairways.
9. Do not cut materials on an unprotected drawing board or work surface.
10. Do not apply decals, stickers, or used tape or drafting dots to the equipment or furnishings.
11. Do not apply sticky materials to any desks or equipment in the studios.
12. Please limit your personalization of your studio space to your immediate desk surface unless otherwise approved.
13. To meet University safety policies, please do not hang items from the ceiling weighing over 2lbs over a 4’ by 4’ area. This is to minimize risk of items falling and ceiling grid loads.
14. Do not otherwise deface or abuse the studio, equipment or its contents.
15. Always be sure that the door to the studio is securely locked when you leave and turn off the light if you are the last to leave.
16. Properly secure valuable personal belongings (laptops, cameras, calculators, personal electronics, etc.) when leaving the room. Neither the University of Tennessee at Chattanooga nor the IARC Program is responsible for loss due to theft.
17. At the end of each semester, all personal belongings and materials must be removed from the studio unless otherwise approved. Workspaces must be left clean and in good working order.
Students failing to do so may receive a grade of “Incomplete” until the workspaces are properly attended.
18. At the end of the year, students must remove all personal belongings from the studios as well as clean out any refrigerators/microwaves left in the studio spaces.

ADVISING

Advisement meetings are a critical part of the Interior Architecture and Design Program. Much effort is taken to keep students in the correct sequence. The consequence of getting off sequence is the addition of a year to the student's graduation plan.

It is the responsibility of each student to meet with their advisor during the regular advisement period prior to registration each semester. Students should sign up for an appointment on their advisor's office door. Drop-in appointments are not acceptable, nor generally available. Using the student's MyMOCSDegree sheet and the Interior Architecture and Design Checklist, students should develop a tentative schedule prior to their advisement appointment.

Pre-majors / Integrated Studies / Transfers / Minors

A-Z	J Etheredge / D Moody	Davenport 101/105

Majors are assigned to an advisor based on the year of their projected graduation date:

2026	Sarah Hathcock	Davenport 202
2027	Eun Young Kim	Davenport 201
2028	Catherine Kendall	Davenport 203

CURRICULUM

Admission into the Interior Architecture Major (BS)

Eligibility to Apply to the Interior Architecture and Design Degree Program

A student entering UTC who intends to pursue the B.S. in Interior Architecture must first enroll as a Pre-Major in Interior Architecture (Pre-Interior Architecture). To be considered for admission into the B.S. program, students must earn a C or better in ALL interior architecture first-year studio courses prior to review and must maintain an overall cumulative GPA of a 2.00. Prerequisites for application into the Interior Architecture and Design degree program include successful completion of first year IARC studios. Completion of first year studios does not guarantee placement in the program. Admission is selective. Applications to the Interior Architecture degree program are distributed to eligible pre-interior architecture students during the Spring semester.

Interior Architecture and Design Degree Program Application and Review

The application is a formal assessment of the student's ability to think critically, as well as to visualize and verbalize through graphics and writing. The review is intended to provide students with an assessment of their potential for success in the Interior Architecture and Design degree program of study early enough to allow them to make a program change should that be advisable. In addition to the formal application, the student's overall academic record will be reviewed for quality and seriousness of purpose. A history of excessive absences, significant lack of participation, withdrawals, or incompletes will not be looked upon favorably. Students who do not satisfactorily complete the review will be unable to enroll in 2000, 3000 and 4000 level courses in Interior Architecture except by special permission of the Professor and Department Head. Students will have only one opportunity to reapply for admission.

Students who are successfully admitted into the Interior Architecture and Design degree program are required to obtain a laptop computer with specified program software to be used in the classroom setting.

Transfer Students

Transfer students may be required to complete 4 years of coursework due to the linear sequence of course offerings. It is recommended that transfer students seeking acceptance into the program meet with the IARC Program Director to discuss your path to graduation.

Students transferring from other Interior Architecture or Design programs who intend to pursue the B.S. in Interior Architecture at UTC must submit a transfer recommendation form, enroll as an Interior Architecture major, take or have equivalent credit for IARC 1000 and IARC 1100 (C or better) and must successfully complete the application process into the UTC Interior Architecture and Design degree program, except by special permission of the Program Coordinator. Upper-level students wishing to transfer into the interior architecture major from an interior design major at another college must submit a digital portfolio and a faculty recommendation/reference. These items must be provided for consideration of transfer credit of any IARC courses. A syllabus for courses taken within another design program must also accompany your portfolio.

Dismissal Policy

Students who violate professional or academic policy will be subject to dismissal from the Interior Architecture and Design major if they are found guilty of academic dishonesty, unprofessional conduct, negligent habits, or other causes as specified by the Interior Architecture and Design program.

Returning Student Policy

Any person who takes a leave of absence from the UTC Interior Architecture and Design program for 2 years or more must successfully be readmitted through the application process into the UTC Interior Architecture program and contingent upon seat availability. This process begins March 1 each year.

General Education

Writing and Communication: (6 hours): Two approved courses in writing and communication
Humanities and Fine Arts: (12 hours): Complete four approved courses
Required: ART 1110 Introduction to Art (3 hours)
Natural Sciences: (7-8 hours): Two approved natural science courses, one including a laboratory component
Behavioral and Social Sciences: (6 hours): Two approved BSS courses
Quantitative Reasoning: (6 hours): Two approved courses
Individual and Global Citizenship (3 hours): One approved course

Major and Related Courses

Art 1110* Also satisfies general education requirement.

Interior Architecture Core

IARC 1000, 1050, 1100, 1150, 2000, 2050, 2100, 2150, 2200, 2210, 2220, 2950, 3000, 3050, 3100, 3150, 3200, 3210, 3220, 3900, 4000, 4050, 4100, 4150, 4200, 4210, 4900

2.0 average in all Interior Architecture courses.
Minimum of 39 hours of 3000 and 4000 level courses.
Electives to complete 120 hours.

INTERIOR ARCHITECTURE COURSES (IARC)

1000 Design Fundamentals (3)
A study of design as related to the individual and his or her environment; review of the basic theories including the elements and principles of design with emphasis on using design to solve utilitarian as well as aesthetic problems. Studio 5 hours. Laboratory/Studio course fees will be assessed.

1050 Volume, Space & Form (3)
Develop techniques of volumetric study providing emphasis on design ideation through sketching and models. Studio 5 hours. Laboratory/Studio course fees will be assessed.

1100 Architectural Drafting (3)
An introduction to architectural drafting including the study of symbols and drafting techniques necessary to the understanding and drawing of architectural plans. Studio 5 hours. Laboratory/Studio course fees will be assessed.

1150 Color Systems (3)
Experimentation in color systems and their use in interior design; analysis of psychological impact of color systems on people; correlation of color scheme to total room design; development of skills for various media and tools used in color planning. Studio 5 hours. Laboratory/studio course fee will be assessed.

1200 Survey of Architecture (3)
An overview of architecture throughout history. Designed to heighten the student's perception and appreciation of the role architecture has played in the development of society and culture. On demand.

1900r Interior Design Study Tour (3)
A field study of design and culture. On demand.

1990r Special Projects (1-4)
Individual or group projects. On demand. Maximum credit 4 hours.

2000 Space Planning (3)
Application of space planning techniques in small scale commercial and residential design; emphasis placed on human factors. Studio 5 hours. Corequisites: IARC 2050 or department head approval. Prerequisites: Acceptance into Interior Architecture major or department head approval. Laboratory/studio course fee will be assessed.

2050 Ideation & Visualization (3)
An introduction to techniques for visual communication and idea generation that supports the design process. Studio 5 hours. Prerequisites: Acceptance into Interior Architecture major or department head approval. Laboratory/studio course fee will be assessed.

2100 Kitchen and Bath Planning (3)
A study of the aesthetic and technical elements of kitchen and bath design with emphasis on NKBA standards. Studio 5 hours. Prerequisite: IARC 2000 and IARC 2050 with grades of C or better or department head approval. Corequisite: IARC 2220 or department head approval. Laboratory/studio course fee will be assessed.

2150 Computer Applications in Design (3)
Introduction to digital software applications for the creation of graphic presentations, portfolios, and digital illustrations. Prerequisite: Acceptance into Interior Architecture major or department head approval. Course fee will be assessed.

2200 Interior Materials (3)
A study of basic components used in the art of interior design: wall treatments, window treatments, floor coverings, fabric selections, furniture selections. Prerequisite: Acceptance into the Interior Architecture major or department head approval.

2210 Interior Textiles (3)
A study of the fundamental properties found in textile fibers, yarns, weaves and finishes, and the application of these properties to interior finishes. Prerequisite: Acceptance into the Interior Architecture major or department head approval.

2220 Interior Systems Design (3)
The study of illumination principles, design criteria, and systems applied to architectural interiors. Studio 5 hours. Prerequisite for Interior Architecture majors: IARC 2000 with a grade of C or better or department head approval. Laboratory/studio course fee will be assessed.

2950 Designer Resources (1)
An introduction to the Interior Design profession through various market sectors, design practices and design professionals. Prerequisites: Department Head Approval. Laboratory/studio course fee will be assessed.

3000 Commercial Interiors I (3)
Development of creative ideas in commercial design projects which integrate interior design elements to achieve predetermined goals. Studio 5 hours. Prerequisites: IARC 2100, IARC 2150, IARC 2210 and IARC 2220 with grades of C or better or department head approval. Corequisite: IARC 3220 or department head approval. Laboratory/studio course fee will be assessed.

3050 Construction Documents (3)
An overview and execution of working drawings with an emphasis on interior environments, building systems, and construction details for fabrication and installation. Studio 5 hours. Corequisite: IARC 3100 or department head approval. Laboratory/studio course fee will be assessed.

3090 Computer-Aided Design I (3)
Introduction to the fundamentals of two-dimensional (2d) computer drafting using AutoCad. Develop the requisite skills for implementing various basic commands needed to create presentation drawings, working drawings and details. Studio 5 hours. Prerequisite: IARC 1100 with a grade of C or better or department head approval. Laboratory/studio course fee will be assessed.

3100 Residential Interiors (3)
Advanced study of residential space planning criteria and the selection of furnishings, equipment, materials, and finishes for the residential market; design considerations for special populations (e.g., disabled, aged) explored. Studio 5 hours. Prerequisites: IARC 3000 and IARC 3150 with grades of C or better or department head approval. Laboratory/studio course fee will be assessed.

3150 Building Information Modeling (3)
Introduction to REVIT developing two-dimensional (2D) and three-dimensional (3D) computer drafting skills and the creation of construction documents and presentation drawings. Studio 5 hours. Prerequisite: IARC 1100 and IARC 2100 with grades of C or better or department head approval. Laboratory/studio course fee will be assessed.

3200 History of Design I (3)
The study of design characteristics of historical architecture, interiors, furniture and decorative arts including the dominant, socio-economic influences leading to the development of each style – Egyptian to Victorian. Prerequisite: Acceptance into the Interior Architecture major or department head approval.

3210 History of Design II (3)
The study of design characteristics of historical architecture, interiors, furniture and decorative arts including effects of the Industrial Revolution - Victorian to Modern. Prerequisite: IARC 3200 with a grade of C or better or department head approval.

3220 Codes and Specifications (3)
The study of the application of laws, codes, regulations, standards and practice that protect the health, safety and welfare of the public including specification guidelines. Prerequisite: IARC 2100 with a grade of C or better, or department head approval.

3230 History of American Domestic Architecture (3)
A comprehensive survey, period feature-by-feature, of the styles that have had the greatest impact on the development of American architecture. On demand.

3900 Applied Professionalism (3)
Preparation for real-world success in the design industry by developing essential skills including networking, team building, field shadowing and professional etiquette.

4000 Commercial Interiors II (3)
Advanced integration of Interior Design elements in commercial interior spaces as they relate to large-scale projects. Studio 5 hours. Prerequisite: IARC 3000 and IARC 3150 with grades of C or better or department head approval.

4050 Responsive Design (3)
Development of creative ideas in response to evolving global issues concerning an interior designer's ability to affect the health, safety and welfare of the public, as well as the environment. Studio 5 hours. Prerequisites: IARC 3100 and IARC 3220 with grades of C or better or department head approval. Laboratory/studio course fee will be assessed.

4051 Computer-Aided Design III (3)
Advanced use of modeling techniques for designing interiors in 3 dimensions (3d), including perspectives and renderings. Introduction of related CAD programs for 3d and presentations. Fall semester. Studio 5 hours. Prerequisite: Interior Design 3150 with a grade of C or better. Laboratory/Studio course fees will be assessed.

4100 Senior Thesis I (1)
Part I of Senior Thesis project. Students locate a building and choose a topic for research that leads to the creation of a design program and preliminary drawings. Studio 5 hours. Prerequisite: IARC 3100 with a grade of C or better or department head approval. Laboratory/studio course fee will be assessed.

4150 Senior Thesis II (3)
Part II of Senior Thesis project. Students finalize a design project that meets the criteria set forth in the program developed in IARC 4100. The design project is a culmination of all their acquired knowledge, skills, processes and theories of interior design. The project requirements include construction documents and a formal oral and visual presentation. Studio 5 hours. Prerequisite: IARC 4100 with a grade of C or better or department head approval.

4200 Senior Seminar (3)
Seminar on the practice of interior design within a professional context including development and completion of tools to gain professional employment. Corequisite: IARC 3100 with a grade of C or better or department head approval.

4210 Business Practices (3)
General characteristics of management terminology and procedures in the interior design field with a major emphasis placed on the ability to systematize and control the flow of operations, money, materials, and commitments. Prerequisite: IARC 4200 with a grade of C or better or department head approval.

4220 Aging in the Built Environment (3)
A critical examination of the interaction between the aging population and the built environment, including furnishings and finishes. On demand.

4230 Internship Preparation (3)
Preparation for the required field internship including creation of resume, dossier, and portfolios. Fall semester. Prerequisite: INTD 3100 with a grade of C or better or department head approval. Laboratory/studio course fee will be assessed.

4900r Internship (3)
Directed field experience providing a full-time work experience that gives students a better understanding of the real Working environment. Prerequisite: IARC 4150, IARC 4200 and IARC 4210 all with grades of C or better or department head approval.

4950r Departmental Honors (1-3 hours per term, 4 hours for two terms)
Students must submit an Individual Studies/Research Contract to the Records Office at the time of registration. On demand. See Departmental Honors.

4970r Research (1-4)
On demand. Prerequisite: approval of department head. Students must submit an Individual Studies/Research Contract to the Records Office at the time of registration.

4998r Individual Studies (1-4)
On demand. Prerequisite: approval of department head. Students must submit an Individual Studies/Research Contract to the Records Office at the time of registration.

4999r Group Studies (1-4)
On demand.

The University of Tennessee at Chattanooga

College of Health, Education, and Professional Studies

Bachelor of Science in *Interior Architecture*

2025-2026

YEAR	Term / Credit Hours	Drafting Studio	Support Studio	Design Lectures		General Education		
1	Fall 15	IARC 1000 Design Fundamentals	IARC 1050 Volume, Space, Form			Quantitative Reasoning	Writing and Communication	Humanities and Fine Arts (ART 1110)
	Spring 15	IARC 1100 Architectural Drafting	IARC 1150 Color Systems			Quantitative Reasoning (FIN 2010)	Writing and Communication (HIST 2100)	Humanities and Fine Arts
		Apply for Admission into the Interior Design Degree Program						
	Summer							
2	Fall 15	IARC 2000 Space Planning	IARC 2050 Ideation & Visualization	IARC 2200 Interior Materials	IARC 3900 Applied Professionalism		Humanities and Fine Arts	
	Spring 16	IARC 2100 Kitchen & Bath Planning	IARC 2220 Interior Systems Design	IARC 2150 Computer Application in Design	IARC 2210 Interior Textiles		Natural Science w/Lab	
	Summer							
3	Fall 15	IARC 3000 Commercial Interiors I	IARC 3150 Building Information Modeling	IARC 3200 History of Design I	IARC 3220 Codes & Specifications		Individual and Global Citizenship	
	Spring 16	IARC 3100 Residential Interiors	IARC 3050 Construction Documents	IARC 3210 History of Design II	IARC 2950 Designer Resources (1CH)		Behavioral & Social Science	Humanities and Fine Arts
	Summer	Portfolio Review						
4	Fall 14	IARC 4100 Senior Thesis I	IARC 4050 Responsive Design	IARC 4200 Senior Seminar			Natural Science (Non-lab) (ESC 1100)	Elective (1CH)
	Spring 12	IARC 4000 Commercial Interiors II	IARC 4150 Senior Thesis II	IARC 4210 Business Practices			Behavioral & Social Science	
	Summer 3	IARC 4900 – Internship						

Total Credit Hours: 120

LAPTOP COMPUTER POLICY

Electronic technology continues to have a major impact on the interior design profession. The UTC Interior Architecture and Design program is committed to the integration of computers throughout the design curriculum. Each student in the interior architecture and design program is required to purchase a laptop computer with the requirements listed below upon successful entrance into the interior architecture major for integration into second, third, and fourth year classes.

Computer Purchase Requirements:

MINIMUM Required Hardware

- CPU (processor): Intel i-series, Xeon, AMD Ryzen, Ryzen Threadripper PRO 2.5 GHz or higher.
- Video Display: 1920 x 1080 screen resolution required
- Graphics Card: NVIDIA GeForce GTX 900 series / Quadro M Series and newer – or – AMD Radeon RX 400 series or better
- Graphics Card Memory: 10 GB or more
- Operating System: Windows 11 and Windows 10 64-bit (version 2004) or newer
- Memory: 32 GB of RAM (more preferred)
- 500 GB Hard Drive minimum (1TB preferred)
- 15" screen minimum
- External mouse with at least 3 buttons

Required Storage: External Hard Drive (250 GB rec.), Cloud Storage, and Laptop Cloud Storage through UTC

If purchasing an Apple computer, you must have the appropriate software to boot into Windows and utilize the AutoDesk software.

Pre-Major Required Software

AutoCAD – confirm version with your IARC 1100 instructor
Windows – most current version (student purchase)
Microsoft Office Suite/Office 365 – most current version (Word, PowerPoint, Excel) – via UTC

Although a laptop is NOT required with the upgraded specifications at the freshmen level, you will need a laptop for your freshmen level studio courses.

Major Required Software

Revit – confirm version with your IARC 3150 instructor (year 3)
Sketchup – most current version (cloud-based or desktop)
Adobe Creative Suite – most current version (student purchase, year 2)
Windows – most current version (student purchase)
Microsoft Office Suite/Office 365 – most current version (Word, PowerPoint, Excel) – see link
https://www.utc.edu/information-technology/services/software-students.php

Note…any student who does not have, by the first day of the Fall Semester of their 2nd year, the required software and hardware as specified in this handbook will not be permitted to enroll in 2000, 3000 or 4000 level Interior Design classes. Finally, the laptop computer you purchase must meet the requirements of the UTC Interior Architecture & Design Program as described in this booklet.

Where to Purchase Laptop

As a student at the University of Tennessee at Chattanooga, you are eligible to purchase a computer system at discount prices from www.DELL.com. We have made every effort to obtain the best possible discount on computer systems. However, computer system prices fluctuate depending on supply and demand. Hence, these prices may not reflect the current market price. You may find lower prices through a mail order catalog or a computer store in your area. We recommend that you compare our prices with other sources in your area before making a purchase.

Students at UTC can purchase software from www.campusE.com or www.journeyed.com or www.academicsuperstore.com at educational discounts. Often, stores and websites will have sales or promotions. We encourage you to compare the educational price with other sales or promotions in your area.

Financing Your Purchase

If you are planning to finance your purchase, we recommend that you select the hardware that you prefer and purchase the required and recommended software at the same time. This way the entire purchase can be financed in one step.
The following information is provided to give you some financing options. These financing options are available whether you make your purchase through the University Computer Store or through another retailer.

Financial Aid

If you are applying for financial aid, check with the Financial Aid office at the University to see if the computer and software purchase can be included in your financial aid package.

Your Banking Institution

Contact your banking institution to see if their loan package is more competitive.

Interior Design Laptop Loan

For students with demonstrated financial need, the Interior Architecture & Design Program owns a laptop computer for loan. Successful applicants would keep the computer for the Fall and Spring semesters. Thereafter, they return the computer and are encouraged to purchase their own laptop. Loan applications are available in the Department of Interior Architecture & Design.

Insurance

Protect your investment with an insurance rider. Speak to your insurance agent about insuring your computer. Some insurance companies will include your computer under renter's insurance. If you or your parents have a homeowner's insurance policy, you may be able to insure your computer with an optional rider. Some computer manufacturers' offer extended warranties that cover damage or theft.

Common Questions

Has the system or software been limited because of educational pricing?
No. Your system and software will have the full capabilities of any sold to the general public. It has not been altered or limited in any form.

If I already have a system, can I buy the software separately?
Yes. Make sure the system meets the requirements.

If I don't buy a computer, is there one I can use?
The laptop is required for class. You will not be able to complete the assignments and projects in the required computer courses, required labs, and design studios without your own laptop. For students with demonstrated financial need, the Interior Design Program has a laptop computer available for loan.

I already own a desktop system. Do I still need to buy a laptop?
Yes. You are required to use a laptop computer in studios and classrooms.

Is there financing available?
Several local banks will finance computer equipment. In addition, several manufacturers have special educational financing available.

Should I insure my computer?
Yes. We strongly recommend that you purchase insurance for your computer. Neither the Interior Architecture Program nor the University of Tennessee at Chattanooga is liable for any theft or damage to personal equipment. It is your responsibility to safeguard your equipment. Keep your purchase receipt in a safe place: it contains the serial number of your computer and will be required for identification of lost goods and for warranty repairs.

Is the computer software mine or does it belong to the university?
It is a copyrighted licensed copy that belongs to the original manufacturer and sold to you for your use. No software may be copied for any reason other than to make a backup copy for your own use. The reproduction of software to sell, give to someone else or to use for any other purpose is a violation of the law. Please read each software vendors' license agreement carefully. It is illegal to use software purchased at educational discounts for commercial purposes.

Citations

Albion, P. (1998). Challenging the unquestioning rush towards adopting laptop programs in schools. Proceeding of the QSITE State Conference.
North, V. (2001). Introduction of a laptop computer requirement in an integrated design studio. Proceedings of the Interior Design Educators Council, USA, 60-61.
University of Tennessee College of Architecture and Design. (2004). Computer purchase handbook: 2004-2005 academic year. Retrieved October 22, 2004 from http://www.arch.utk.edu/digital.htm

INTERNSHIP

The interior design internship is an Interior Architecture and Design degree requirement, which gives the student the opportunity to apply design theory to a practical work experience. It provides an opportunity for one to confer with and to observe successful design firms. A large part of a student's learning about the profession of interior design can be gained through constant observation and awareness of the built environment and by actual experience gained from working with persons in the professional interior design field. A positive attitude coupled with the knowledge one receives during the internship experience can start the student toward a rewarding career in interior design.

For the intern experience, students are encouraged to seek the areas of application that they would hope to pursue as a future career. It is the hope and intention of the UTC Interior Architecture and Design Program that the student will participate in a wide variety of activities of the particular design firm and that they, in turn, will be of some service and assistance to the professional host employer.

The student receives three (3) semester hours of university academic credit for participation in the internship program (320 hours in-person). All correspondence between the student and the coordinator is treated in a strictly confidential manner.

It is important for the student to remember that once in the internship position, one is seldom considered a student. He/she has become a professional business person and the host design firm expects professionalism when dealing with their clientele and/or business associates. Confidentiality to the host design firm must be honored. It is considered inappropriate to discuss business dealings or design projects outside the host firm unless authorized to do so. The intern is in the professional world of design and must conduct himself/herself as an ethical business person.

Always remember that you are not only representing the University of Tennessee at Chattanooga and the Interior Architecture and Design Program, but you are also a part of the firm in which you are interning. You need to check with your host firm to determine if they have policies regarding dress codes, smoking, piercings/tattoos, confidentiality, work schedules and procedures to follow in working with clients.

Student Liability Insurance

It is a university policy that UTC students participating in internships shall purchase and provide evidence of $1 million worth of professional liability coverage. The intern must secure liability insurance through the University Bursar Office. The cost is approximately $10.00 and must be purchased twice if you are beginning your internship in May for a total of $20.00. If you begin your internship in June, then you only need to purchase this insurance once.

PROFESSIONAL DRESS POLICY

There are times throughout the Interior Architecture and Design program that students are required to wear "Professional Dress". This might be to present a project, to visit a showroom or to go on an interview. Building a professional wardrobe can be an expensive challenge; therefore we recommend starting slowly with a basic suit and adding one or two pieces to your wardrobe each semester. This will provide you with adequate professional clothing throughout the program and give you a wardrobe for your internship.

How To Dress For Success

Dressing for success isn't an exact science. That ensemble of black pants, black shirt, and dark tie might strike one client as hip and another as a bad riff on The Sopranos. The see-through blouse and tight pants might win style points on one listing presentation and smack club-wear at another appointment.

Even though dress-for-success rules vary, this much is certain: You get only one chance at first impressions. And in the world where khakis and polo shirts have become common even among once-formal bankers, a business suit can be the best bet.

Here are some rules for looking your best, courtesy of the Dress to Impress site run by Washington State University's Department of Apparel, Merchandising and Interior Design.

Professional Dress Tips - General

- Select apparel, fragrances, jewelry, hairstyle, etc. that do not detract from your professional image. The interviewer's attention should be focused on what you say and your qualifications.
- Make sure your hair is clean, neat and professionally styled.
- Apparel should be clean and neatly pressed.
- Apparel should fit well and remain in place while sitting and/or walking.
- Choose professional apparel that you like for which you receive positive feedback from people who are knowledgeable about the industry standard or specific company policy.
- Less is more. Keep your look simple and successful until you become accustomed to the environment and learn about the company's dress code.

Professional Dress Tips – Women:

- Select a skirted suit, pantsuit or tailored dress that draws the eye to your face.
- Skirts are traditionally knee-length – calf-length.
- Select blouses or sweaters that provide visual interest, but avoid transparent, tight fit, or ones that have low necklines, revealing waistlines or details that detract from your face as a focal point..
- Perfume should never be strong. A fragrance can cause an allergic reaction or offend the interviewer. When in doubt, do not wear perfume.
- Women in general wear too many accessories at the same time such as earrings, necklaces, and rings. These can accentuate your personality and can be an asset if worn in moderation. Avoid dangling earrings and wear no more than one ring per hand and a dress watch. Be sure all jewelry focuses on the face.

Professional Dress Tips – Men:

- Wear a matching suit in navy, black or gray (pinstripe or solid) or wear a navy blazer and gray dress slacks. They serve as a visual background that draws the eye to the face.
- Wear white or a light blue dress shirt that contrasts with the jacket and/or tie. Typically, arms should be covered to the wrist. Exposing arms by rolling up your sleeves is interpreted as less powerful and is less formal.
- Socks should be calf-length or above the calf. Choose natural-fiber blends that allow a flow of air and do not hold in perspiration and heat. Choose colors such as dark blue, black or gray.
- Wear conservative, clean, and polished shoes.
- Select a leather belt that visually blends or matches your shoes.
- Cologne should never be strong. A fragrance can cause an allergic reaction or offend the interviewer. When in doubt, do not wear cologne.
- Your briefcase/portfolio is part of visual effect; consider a simple portfolio as an effective substitute, and try to select a color that supports your visual effect.

Dressing On A Tight Budget

- Don't wait until you are pressed for time and have to make a hasty decision or a choice that is not in your budget. Remember that self-confidence is your primary goal when selecting your professional interview attire. Purchase clothing with multi-use potential.
- Invest in impressive, classic, well-made separates that can be combined for a 'professional' or 'casual Friday' look.
- Begin by selecting your best ‘neutral’ as a nucleus for a professional wardrobe. Colors like black, dark gray, and navy are versatile, but pearl gray, stone, steel blue, camel and celery are fashionable options that lend new dimensions to any working wardrobe. Your best neutral is dependent on personal coloring and personal style as well as your best visual impact.
- Purchase matching components. Having options such as wearing a skirt or pant with jacket or vest multiplies possible combinations.
- Use shirts/blouses/sweaters to create variety of visual effects.
- Consider investing in season-less fabrics that drape and travel well, such as lightweight stretch wool, washable matte jersey or a blend of cotton and rayon.

Research The Specific Dress Code

- To fine-tune the process, find out what the dress code is for the industry that you are interested in. When you research the company you will often get an idea of the dress code for employees. Ask career counselors, faculty, and professionals in your field of interest if you are unsure. Fields such as law, banking and accounting frequently have a stricter set of guidelines than advertising, retail and sales, which allow more casual dress. Even though suggested guidelines of professional dress may seem more formal than you would have imagined, consider what some career consultants recommend:
- The job seeker should dress for a position two levels higher than the one for which she/he is being interviewed. This may mean dressing more formally for the interview than you will once you are in the job.
- The level of formality you project shows that you understand the importance of the situation and respect the person you are meeting. When in doubt, making a conservative clothing choice for your interview is usually the safest.
- Once you’ve been hired, it’s a good idea to ask your boss or the human resources department for a copy of the organization’s dress code policy. Codes vary so don’t assume you can wear the same clothes you wore at your last job. Some companies allow blue jeans, sleeveless tops and open-toe sandals, but others don’t. Play it safe by adhering to the organization policy.

For more information and specific examples of “dos and don’ts” go to
http://amdt.wsu.edu/research/dti/index.htm

STUDENT ORGANIZATIONS

Purpose: The purpose of the alliance is to stay central to the goals and objectives of all design organizations that promote the profession of Interior Design.

Objectives: the objectives of this Chapter shall be:

- To promote further understanding of the Interior Design Profession through speakers, trips and other events
- To promote leadership, fellowship, cooperation and communication between professionals and students
- To facilitate the preparation of students to assume responsibility as future Interior Design professionals

Membership Eligibility Requirements: UTC interior architecture + design students may participate in the UTC IARC events as a member as long as they hold current membership in an organization that promotes the profession of interior design. (i.e. ASID, CSI, NKBA, IIDA, AIA, NEWH, etc) They must also pay a $10.00 alliance membership fee. The membership fee will allow membership from September 1 through August 31, and must be renewed every year, contingent on membership with a professional organization.

ASID

The American Society of Interior Designers (ASID) chapter at UTC offers students a chance to invest in their future as interior designers. With opportunities such as networking with professionals, involvement within the community, attending seminars, entering competitions and leadership roles, our student members have a chance to advance in the interior design profession while at U.T.C. www.asid.org

CSI

The student chapter of Construction Specification Institute (CSI) was developed to allow students to bridge the gap between the school environment and the professional world of commercial construction. Whether you're an undergraduate interior design major or an experienced construction professional reinventing your role in the industry, CSI has valuable contacts you can use. www.csinet.org

ADVISORY BOARD

The UTC Interior Architecture and Design Advisory Board is composed of regional design professionals, UTC interior architecture and design faculty and students. The Board meets on a regular basis for ongoing program development. Members of the Board also participate in classes and competitions serving as professional jurors.

STUDENT CODE OF CONDUCT

Dishonesty involved in the pursuit of academic achievement, whether cheating on an examination, plagiarizing on a paper, plagiarizing project ideas, or not doing one's own work, is a gross violation of academic integrity. The university's policy regarding acts of academic dishonesty or misconduct is detailed in the UTC student handbook. These include the possible penalty of "F" for the course.

Unacceptable conduct includes, but is not limited to the following:

- Cell phones going off in class – turn phones off
- Talking on cell phone in class (even in studios)
- Text messaging in class
- Checking email or social media in class – computers are for classroom activities only
- Doing homework for other classes in class
- Bringing children to class – this is against University policy
- Discussing grievances in front of class or in hall – make appointments to talk with professors
- Dominate instructors' time in class – it is important that all students get equal time.
- Excessive absences
- Arriving tardy to class – this is disruptive
- Coming to class unprepared – always check Canvas before class for class updates
- Taking long breaks during studios – 5-10 minutes is acceptable
- Eating and drinking in class without knowing the professor's policy
- Turning in projects late – this not only effects the grade of the late project, but puts stress on subsequent work – time management is an integral key to successfully completing each course

STUDENT GRIEVANCE PROCEDURES

If you have a concern about a course, you should always speak to the instructor as soon as possible. Faculty are expected to evaluate student performance honestly and professionally, based solely on academic considerations and not on opinions or conduct in matters unrelated to academic standards. Students are responsible for meeting the academic standards and requirements of each course in which they are enrolled. It is the prerogative and responsibility of each member of the faculty to determine the final course grade for each student according to criteria clearly defined and explained in the syllabus, course rubrics, etc. Individual assignment grades may not be appealed, except as part of a final course grade appeal. For further guidance, please refer to Academic Regulations: Grade Appeal Process.

IMPORTANT ACRONYMS

AFH	Architecture for Humanity
AIA	American Institute of Architects
ASID	American Society of Interior Designers
CIDA	Council for Interior Design Accreditation
CKD	Certified Kitchen Designer
CSI	Construction Specification Institute
IDEC	Interior Design Educators Council
IIDA	International Interior Design Association
LEED	Leadership in Energy and Environmental Design
NASAD	National Association of Schools of Art & Design
NCIDQ	National Council for Interior Design Qualification
NHBA	National Home Builders Association
NKBA	National Kitchen & Bath Association
NOMA	National Organization of Minority Architects

IMPORTANT LINKS

UTC	www.utc.edu
UTC Interior Architecture & Design	http://www.utc.edu/interior-design/

FINAL NOTES

Attention: If you are a student with a disability (e.g. physical, learning, psychiatric, vision, hearing, etc.) and think that you might need special assistance or a special accommodation in this class or any other class, call the Disability Resource Center (DRC) at 425-4006 or come by the office, 102 Frist Hall. http://www.utc.edu/disability-resource-center/

The Office of Student Outreach & Support (SOS) advocates and supports students experiencing challenges in their personal and/or academic lives. SOS staff help students navigate University administrative processes; connect with University and community resources; and develop coping, resiliency, and self-advocacy skills. Referrals can be made by students, faculty, and staff. Additionally, students can refer themselves as needed. To make a referral, submit a Community Member of Concern Referral Form at www.utc.edu/soc. Individuals may also contact SOS by e-mailing sos@utc.edu or calling (423) 425-4301.

The Honor System is designed to foster a campus-wide climate of honesty and integrity in order to insure students derive the maximum possible benefit from their work at The University of Tennessee at Chattanooga. The student becomes subject to the rules and regulations of the Honor Code upon registration. Each student is obligated to exert every effort to insure the Honor Code is upheld by himself/herself and others. An incidence of academic dishonesty such as cheating or plagiarism will be addressed according to the UTC Honor Code violation procedure. Please see the UTC Student Handbook for further information. Please see the appendix in the UTC Student Handbook for a detailed statement on plagiarism. The Library has created a guide to plagiarism to help students understand and avoid plagiarism.

To enhance student services, the University will use your UTC email address (utcid@mocs.utc.edu) for communications. Please check your UTC email on a regular basis. If you have problems with accessing your email account, contact the Help Desk at (423)425-4000.

The Interior Architecture and Design Department reserves the right to retain student work for the upcoming CIDA site visit. It is the responsibility of the student to photograph or duplicate projects for portfolios before graduation. All projects can be returned to the student after the CIDA site visit. In order to receive a notification, it is the responsibility of the student to maintain current contact information with the UTC Interior Architecture Program. The Interior Architecture and Design Program reserves the right to dispose of any project not picked up within 6 months of the CIDA site visit.