

Curriculum Structure for the Interior Design Credit Program of the University of Taipei

*Approved by the Department of Urban Development 1st Department level Curriculum Committee Meeting on May 6, 2024
2nd Semester, Academic Year 2024*

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I. Purpose of Establishment

The Interior Design Credit Program is designed to help students expand their knowledge base and explore various academic disciplines, preparing them to meet the multifaceted demands of contemporary society and the workplace. This program is established to provide students with more comprehensive and interdisciplinary learning, with the aim of developing students into versatile individuals with interdisciplinary thinking and professional design skills and enabling them to tackle future challenges effectively. The program provides students with a unique learning opportunity, enhancing their artistic awareness and practical design skills. The curriculum covers various fields, including engineering, art, design, human factors, and regulations. This program helps students combine different areas of expertise, promoting cross-disciplinary thinking and boosting their competitiveness in the job market.

II. Course Objectives and Features

1. Objectives of Curriculum

- (1) To cultivate students with professional knowledge and skills in the field of interior design, as well as interdisciplinary integration abilities. This program combines students' professional backgrounds with relevant knowledge, developing digital skills through comprehensive courses, enabling students to become emerging talents in the design profession.
- (2) Aligning with the development positioning of the university, this program aims to enhance students' innovative abilities in the field of interior design. It provides interdisciplinary training, deepens design thinking, and strengthens the application of professional techniques. The curriculum emphasizes a balance between theory and practice, preparing students to become proficient and practical designers.

2. Features of Curriculum

- (1) **Emphasis on Interdisciplinary and Diverse Integration:** This program fully integrates the exceptional faculty from our university in fields such as design, visual arts, and urban planning, offering students diverse and interdisciplinary learning opportunities. The aim

is to cultivate interior designers with a rich professional background.

- (2) **Emphasis on Practice and Innovation:** This program focuses on the latest trends and innovative topics in the field of interior design. Students will gain an in-depth understanding of current design issues and have the opportunity to participate in practical projects, fostering innovative thinking and problem-solving skills.
- (3) **Practice-Oriented and Design Internship:** This program emphasizes practical education, providing students with ample interior design internship experiences. Students will apply their learned design skills and gain a deeper understanding of the operations and demands of the interior design industry.

III. Core Competencies

1. Possess interdisciplinary integrated design knowledge and creative skills.
2. Possess design innovation and a sense of social responsibility.
3. Possess professional competitiveness in the design field.

IV. Academic Regulations and Enrollment Notes *(Refer to the "Implementation Guidelines for the Interior Design Credit Program of the University of Taipei".)*

V. Credits Planning Table

Required Courses	Elective Courses	Total Courses
11	4	15

VI. Required Courses

Course Title in Chinese	Course Title in English	Credits	Hours	Remarks
電腦輔助設計	Computer-Aided Design	3	3	Center of General Education
室內設計實務(1)	Interior Design Practice (Part 1)	2	2	Department of Urban Development
室內設計實務(2)	Interior Design Practice (Part 2)	2	2	Department of Urban Development
室內設計實務(3)	Interior Design Practice (Part 3)	2	2	Department of Urban Development
室內設計實務(4)	Interior Design Practice (Part 4)	2	2	Department of Urban Development

VII. Elective Courses (Must take at least 4 Credits)

Course Title in Chinese	Course Title in English	Credits	Hours	Remarks
室內設計法規與實務	Interior Design Regulations and Practices	2	2	Department of Urban Development
環境控制	Interior Environmental Control	2	2	Department of Urban Development
應用色彩學	Color Theory and Applications	3	3	Department of Visual Arts
素描	Drawing	2	2	Department of Visual Arts
建築史	Architectural History	2	2	Center of General Education

Notes:

1. The Computer-Aided Design (電腦輔助設計) course can be waived by combining the Computer Graphics I (電腦繪圖 I) and Computer Graphics II (電腦繪圖 II) courses offered by the Department of Visual Arts (*both courses must be completed*).
2. The Architectural History (建築史) course can be waived by completing the History of Western Art I (西洋美術史 I) course offered by the Department of Visual Arts.