Board of Interior Design
Syllabi for the Interior Design Licensure Examination

PREAMBLE

1. The following syllabi are intended to provide guidance to candidates taking the Interior Design Licensure Examination. They consist of six major areas which will test the competencies of candidates in preparation for the practice of the profession in interior design.

2. The subject areas with their corresponding weights include the following:

   (a) Interior design 45%
   (b) Furniture design and construction 15%
   (c) Materials of decoration 10%
   (d) History of arts and period styles 10%
   (e) Building construction 10%
   (f) Professional practice and ethics 10%

3. These syllabi shall be distributed to all schools of interior design in the country.

Area A

INTERIOR DESIGN

A. Rationale and Description

1. Application of design theories and principles in interior planning, involving the relationships of the different elements of design, in accordance with design trends as well as the personal requirements of the clients in creating an effective environment towards the improvement of the quality of life.

   (a) design concept and analysis
   (b) theory of design
   (c) space planning
   (d) furniture design
   (e) draperies, wall covering and carpets
   (f) accessories
   (g) ceiling and lighting design
   (h) color scheme

2. Application of tools and techniques in the graphic presentation of solutions to various types of interior design problems.

B. Scope

1. Interior design problems in the following types of buildings and structures;
(a) Residential houses and condominiums
(b) Offices and commercial establishments/specialty shops
(c) Hotels and club houses
(d) Industrial establishments
(e) Institutional buildings
(f) Other buildings and structures with special interior design requirements

2. Emphasis on surface finishes, materials, color scheme, ceiling, and lighting design.

Area B

FURNITURE DESIGN AND CONSTRUCTION

A. Rationale and Description

Application of theory and principles in design and construction of furniture, including the use of basic furniture materials and finishes.

B. Scope

Furniture basic materials; their characteristics; types and methods of finishes; production of shop drawings (including full sizing and detailing of joineries and spot designed details), including preparation of specifications and cost estimates; standard measurements in relation to human scale.

1. Basic Materials

Characteristics, importance, and origin or raw materials, including the following;

(a) Wood (different kinds of soft and hardwood)
(b) Steel and metal (pipes and bars)
(c) Simulated materials
(d) Laminates (treatments, patterns, installation)
(e) Indigenous material (origin, characteristics)
(f) Upholstery materials (textile, foam, synthetics)

2. Finishes

Lacquer, paints, masonry, chemical coats, synthetics, plastering, special treatments, and latest trends in finishing materials and procedures.

3. Standard Measurements and Anthropometrics

Sizes of furniture and fixtures in proportion to human scale; space and distances

4. Furniture Parts and Terminology

Styles, use and purpose, characteristics

5. Standard Requirements

6. Designing and Construction Details
Various types of materials (wood, metal, glass, upholstery, simulated with other materials or with laminates and veneers for standard furniture and special designated pieces

Area C

MATERIALS OF DECORATION

A. Rationale and Description

Analysis of hard and soft materials as an important aspect of interior design; application of methods and techniques in installation, fabrication, and production of a total design piece; preparation of specifications and cost estimates.

B. Scope

1. Wood
   Woodcraft, construction and structure, uses and function

2. Textile
   Finish, characteristics, construction and weave, origin and period

3. Wall covering
   Wallpaper, paints, coverage

4. Floor covering
   Carpets, rugs, resilient floor covering, tiles or floor covering, coverage

5. Ceramics
   Types of origin, characteristics, design

6. Glasswares
   Types, origin, design or treatment

7. Lighting
   Importance or function, types of or sources, effects, technological developments, measurements

8. Window and Door Treatments
   Curtains, shades, blinds and its accessories

9. Accessories
   Hardware, fixtures, artificial and natural plants

10. Artworks
Area D
HISTORY OF ARTS AND PERIOD STYLES

A. Rationale and Description

Identification, differentiation, comparison, classification of various period styles in relation to historical origin and classical characteristics and their influences in interior design.

B. Scope

1. Period and Art History
2. Classical Terminology
3. Classical Details and Ornamentation
4. Great Works of Great Artists
5. Architectural Land Marks
6. Interior and Furniture
7. Philippine Arts and Styles

Historical origin and influences, design terminologies, furniture, arts, artifacts, and architectural style.

Area E
BUILDING CONSTRUCTION

A. Rationale and Description

Application of basic construction methods and techniques,

B. Scope

Construction detail problems in interiors of building and structures:

1. Bathrooms and kitchen
2. Lobbies
3. Living/dining areas
4. Cabinets and closets
5. Details (stairs, ceilings, doors and windows, etc.)
6. Others areas requiring interior construction

Area F
PROFESSIONAL PRACTICE AND ETHICS

A. Rationale and Description
Analysis and application of the various statutes, codes, and regulations governing the practice of interior design in the Philippines; understanding of the responsibilities of the profession and related aspects of business and management.

B. Scope

1. Certification of interior designers and standards of professional practice Statutes regulating the practice of interior design in the Philippines; professional organization of interior designers; code of ethics, spectrum of responsibilities, services, and charges

2. Aspects of the practice of interior design Operating divisions of interior design practice, including development, production, administration and management, legal and business-related aspects.