

# DEPARTMENT OF DESIGN AND ENVIRONMENTS

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The Department of Design and Environments is composed of three program areas: 1) Interior Architecture and Design, 2) Landscape Architecture, and 3) Virtual Technology and Design. The programs are central to the mission and priorities of the university with emphasis on providing innovative thinking, community engagement, and transformative education. With hands-on studio programming, students become adept at problem solving through the design process.

The department supports the university's vision through expanding the institution's reach and capacity for economic impact and accessibility to qualified students of all backgrounds. The department is also integral to the College of Art and Architecture's Vision and Mission:

## Vision

The College of Art and Architecture strives to empower the next generation of artists and designers to positively impact a rapidly changing world and one of the fastest growing states in the nation. We design with communities and industry partners, we conduct hands-on research, and we infuse our work with empathy, storytelling, placemaking and the utmost creativity.

## Mission

Delivering on the university's land-grant mission, the College of Art and Architecture contributes to the well-being of statewide and global communities through innovative design education that safeguards sustainability, economic resiliency, cultural vibrancy and the common good. Our faculty and graduates' leading-edge work emerges from an arts foundation and strong commitment to design integration – and results in built, cultural, natural, and virtual environments that enrich our communities and our world.

The department continues the statewide mission of two of the three program areas to positively impact communities through service-learning/community outreach projects focusing on enhancing life quality through design: it prepares undergraduate and graduate students poised to enter a thriving and competitive creative economy, and the interior architecture and design, landscape architecture, and virtual technology and design job markets.

Faculty are an integral part of student preparation, offering rigorous discipline specific instruction and expertise in creative problem solving and “making” in design studios, virtual laboratories, and the classroom, developing transformative “real-world” learning experiences for students, and engaging in research focused on: environment and behavioral considerations of the built environment; the health, welfare, and safety of building and landscape users; the importance of interior and exterior materials; issues of sustainability; social consciousness; the power of rapidly changing technologies and human interface; scientific data modeling; and innovative AI design.

Students are supported by faculty in developing required skills delivered through two professional curriculums and an evolving one. Students will participate in small- and large-scale research projects, service-learning opportunities, and entrepreneurial endeavors.

The programs within the Department of Design and Environments offer three undergraduate degrees and one graduate degree with a

total of approximately 260 students majoring in programs within the department. They have national accreditations from: 1) the Council for Interior Design Accreditation (CIDA), 2) the Landscape Architecture Accrediting Board (LAAB), and 3) the National Association of Schools of Art and Design (NASAD). The programs in the Department of Design and Environments also instruct students outside of the department (students completing minors) and offers some general education coursework in the International, American Diversity, and Approved Senior Experience categories.

## Degrees, Minors and Certificates within the Department

- Bachelor of Interior Architecture and Design (B.I.A.D, CIDA accredited—the primary professional accreditation for the program—and is included in the institutional NASAD accreditation)
- Interior Architecture and Design Minor (18 credits)
- Bachelor of Science in Environmental Design (B.S.E.D.)
- Master of Landscape Architecture (M.L.A, LAAB accredited degree)
- Landscape Architecture Minor (18 credits)
- Bachelor of Science in Virtual Technology and Design (B.S.V.T.D., included in the institutional NASAD accreditation)
- Virtual Technologies Undergraduate Academic Certificate (12 credits)

The Interior Architecture and Design Program (IAD) has statewide responsibility for Interior Design education. Students learn to enhance life quality for all people through innovative, environmentally responsive, socially conscious, and culturally relevant design rooted in structural, scientific, architectural and design principles. Students learn to design interiors that protect the health, safety, and welfare of occupants, and work with real-world partners to develop design solutions addressing critical needs and problems. One hundred percent of IAD students participate in community engagement and service-learning projects, which translates to first-hand knowledge: tools and experience highly sought after in the workplace. The program offers the first two years of the degree at the U of I Boise Center, and students also can complete a seamless B.I.A.D./M.Arch degree as well.

The University of Idaho Landscape Architecture program draws students from around the world to study in one of the most diverse bioregions in the nation. Design studios present real-world projects where students and faculty work with community members to develop integrated design solutions that preserve and enhance rural and urban landscapes throughout Idaho and beyond. The program has statewide responsibility for landscape architecture education, and both undergraduate and graduate students are sought after in both the Intermountain West and Pacific Northwest regions by leaders in the landscape industry.

Virtual Technology and Design (VTD) graduates can apply their skills to a wide range of sectoral activities. In addition to a deep knowledge of digital tools and virtual technologies, VTD graduates are well trained to design and create applications for real life problems. The VTD program has been successful at teaching project management and leadership skills to students who will be involved in company projects in relationship to innovation, growth, and new business models. Graduates are storytellers capable of using the spectrum of digital media from flat to three dimensional models as well as immersive environments.

VTD graduates working at digital studios and large companies often create working demos and prototypes to communicate and present

ideas and concepts. The content of products graduates develop range from education about safety, sustainable solutions to learn about environmental issues, apps and games for studios, gaming companies, or entertainment. Their work can be found in virtual reality, animation studios, video gaming, or internet companies. They have developed digital twins for simulation and training in the aerospace, maritime, and energy utility sectors. Students are sought after in urban areas located in the Western states.

### **Majors**

- Interior Architecture and Design (B.I.A.D.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/interior-architecture-design-biad/#requirements-text>)
- Environmental Design (B.S.E.D.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/environmental-design-bsed/#requirements-text>)
- Virtual Technology and Design (B.S.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/virtual-technology-design-bs/>)

### **Minors**

- Interior Architecture and Design Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/interior-architecture-design-minor/>)
- Landscape Architecture Minor (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/landscape-architecture-minor/>)

### **Certificates**

- Virtual Technologies Undergraduate Certificate (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/virtual-technologies-undergraduate-certificate/>)

### **Design and Environments Graduate Program**

- Landscape Architecture (M.L.A.) (<https://catalog.uidaho.edu/colleges-related-units/art-architecture/design-environments/landscape-architecture-mla/#requirements-text>)