



AUREA

School of Art, Design and Architecture

Address: Formanites Housing Scheme, Opposite DHA - Phase V, Kamahan Road, Lahore

Contact: 04236447111 | **Mobile:** +923379615216 | **Email:** info@aurea.leads.edu.pk | **Website:** aurea.leads.edu.pk



4: Interior Design

Interior Design is a dynamic and interdisciplinary field that merges creativity, spatial innovation, and human-centered problem solving to shape interior environments that enhance the quality of life. From traditional architectural detailing, furniture, and craft practices to advanced digital modeling, sustainable materials, and smart environments, Interior Design develops solutions that balance aesthetics, functionality, and social impact. The discipline emphasizes research-driven design, spatial experimentation, and critical thinking, enabling students to cultivate a distinctive design language while responding to cultural, environmental, and technological contexts.

In Pakistan and South Asia, the growing real estate, hospitality, retail, and cultural industries, along with artisan networks and entrepreneurial ventures, provide significant opportunities for designers to influence both local and global markets. Internationally, interior designers contribute to residential, commercial, hospitality, cultural, and public space design, as well as to innovative practices in exhibition and set design. Graduates can pursue careers as interior designers, spatial consultants, furniture designers, lighting specialists, exhibition designers, or creative consultants in design and architecture industries.

Emerging tools, including parametric modeling, VR/AR-based spatial visualization, and AI-assisted design platforms, are expanding possibilities for immersive prototyping, customization, and interactive spatial experiences. The Interior Design program is closely aligned with interdisciplinary practices, connecting spatial innovation with sustainability, cultural heritage, and technological exploration. By combining rigorous conceptual frameworks with hands-on material and production skills, students are prepared to create meaningful, socially responsible, and globally relevant interior design solutions.

Interior Design Education in Pakistan

Interior Design is a vibrant and interdisciplinary field that merges creativity, spatial innovation, and human-centered problem solving to shape functional, aesthetic, and experiential interior environments. From traditional architectural detailing, furniture design, and craftsmanship to advanced digital visualization, sustainable materials, and smart interior systems, Interior Design cultivates innovative solutions that balance beauty, functionality, and social impact.

The discipline emphasizes research-driven design, prototyping, and critical thinking, enabling students to develop a distinctive design language while responding to cultural, environmental, and technological contexts. In Pakistan and South Asia, the growing real estate, hospitality, retail, and cultural sectors, alongside artisan networks and entrepreneurial ventures, present significant opportunities for designers to shape both local and global markets. Internationally, interior designers contribute to residential, commercial, hospitality, cultural, and public space design, as well as to exhibition, furniture, and set design industries.

Graduates can pursue careers as interior designers, spatial consultants, furniture and lighting designers, exhibition designers, or creative consultants in design and architecture industries.

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4: Bachelor of Design (B. Des) In Interior Design

The Bachelor of Design (B. Des) in Product Design offers a comprehensive curriculum that integrates design studio practice, research, materials exploration, and human-centered innovation. Students are trained to develop strong creative, analytical, and problem-solving skills, enabling them to design meaningful and functional products across physical, digital, and interactive forms. The program emphasizes socially responsible, sustainable, and context-aware approaches, encouraging students to address cultural, environmental, and technological challenges through thoughtful design solutions.

The curriculum combines research-led inquiry with hands-on studio exploration, fostering experimentation, collaboration, and interdisciplinary problem-solving. Students engage with product ideation, materials study, prototyping, digital fabrication, and user experience design, while also exploring emerging fields such as interactive systems, smart products, and AI-assisted design. By balancing technical mastery with conceptual innovation, students are encouraged to create products and systems that are both functional and culturally relevant, grounded in principles of sustainability, usability, and critical awareness.

Aligned with the Bachelor of Design in Cultural Innovation & Heritage and connected to programs such as Visual Communication Design and Animation & VFX, this degree situates Product Design within a broader interdisciplinary framework. This versatility ensures graduates can navigate diverse creative and professional landscapes, from industrial and consumer product design to design strategy, innovation consulting, and entrepreneurial ventures. With its focus on cultural engagement, sustainability, and global design standards, the Product Design program prepares students to thrive as designers, innovators, and creative leaders, both within Pakistan and internationally.

Program Aims & Objectives

1. To prepare students for careers in interior design, spatial design, furniture and lighting design, exhibition and set design, and related creative industries.
2. To provide a balanced curriculum that integrates interior design theory, research, and studio-based hands-on practice.
3. To build a strong multidisciplinary foundation in space planning, architectural detailing, materials and finishes, furniture design, lighting systems, and digital visualization tools.
4. To encourage critical thinking, experimentation, and creative problem-solving in spatial, cultural, and social contexts.
5. To equip students to apply design research, human-centered principles, and innovative practices to real-world spatial, environmental, and cultural challenges.
6. To develop technical and creative skills across traditional craftsmanship, advanced construction methods, digital platforms, and emerging spatial technologies.
7. To emphasize storytelling, cultural narratives, user experience, and engagement with contemporary interior design practices.
8. To foster collaboration, independent inquiry, and teamwork in studio and cross-disciplinary environments.
9. To integrate innovative methods, sustainable materials, and technologies into interior design practice, from analog model-making to digital simulation and smart interior systems.
10. To promote innovation, adaptability, and professional readiness for local and global interior design, architecture, and creative sectors.

Program Learning Outcomes

1. To prepare students for global careers in interior design, spatial design, furniture and lighting design, exhibition and set design, and related creative industries.
2. To balance studio practice, interior design theory, and research-driven innovation.
3. To build strong foundations in space planning, architectural detailing, materials and finishes, furniture and lighting design, and digital visualization tools.
4. To foster creative problem-solving, user-centered thinking, and cultural awareness in interior design.
5. To train students in interior design strategy, brand development, and sustainable project planning.
6. To engage with contemporary interior design trends, sustainability, and industry practices.
7. To develop skills in spatial communication, visual presentation, and critical analysis.
8. To encourage experimentation across traditional craftsmanship, digital platforms, immersive media, and smart interior systems.
9. To nurture leadership in spatial innovation, material development, and design entrepreneurship.
10. To integrate global and local perspectives in interior design research and practice.
11. To connect students with industry networks, professional internships, residencies, and collaborative projects.
12. To align the curriculum with international standards of interior design education.
13. To prepare graduates to become interior designers, spatial consultants, furniture and lighting designers, exhibition designers, and creative entrepreneurs.

Career Prospects

The program aims to equip students with advanced theoretical knowledge and hands-on expertise in product design, preparing them to address real-world challenges, engage critically with cultural, technological, and sustainable design practices, and build careers as product designers, design strategists, innovators, and creative leaders.

- Product Designer
- Industrial Designer
- Furniture Designer
- Product Developer
- UX/UI and Experience Designer
- Humanitarian & Service Designer
- Health & Medical Designer
- Toy & Game Designer
- Design Entrepreneur / Studio Founder
- Design Researcher
- Exhibition & Experience Designer
- Creative Producer
- Design Consultant
- Cultural & Heritage Product Designer
- Design Policy Advisor / Arts Administrator
- Independent Entrepreneur (creative startups, studios, incubators)

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The Bachelor of Design (B. Des) in Interior Design has been developed in accordance with the Higher Education Commission's Undergraduate Education Policy V-1.1 (2023), which is mandatory for all Higher Education Institutions in Pakistan from Fall 2023 onwards.

Semester 1 (Foundation Year)				
Integrated Foundation Year				
	Course Title	Credit Hours	Course Category	Code
1	History of Art, Design & Architecture	3(3+0)	Major	ART-101
2	Sketching, Space & Form	3(1+2)	Major	FYD-102
3	Foundational Theory Elective – I	3(3+0)	General Education	GEN-103
4	Technical Writing	3(3+0)	General Education	GEN-161
5	Digital Studio: Tools & Techniques	3(0+3)	Interdisciplinary	IDS-105
6	Foundational Studio Elective – I	3(1+2)	Interdisciplinary	IDS-106
Total Credit Hours		11(Theory)+7(Studio) = 18		

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Semester 2 (Foundation Year)

Integrated Foundation Year

	Course Title	Credit Hours	Course Category	Code
1	History of Modern Art, Design & Architecture	3(3+0)	Major	ART-107
2	Interior Digital Studio: Tools & Techniques	3(0+3)	Major	IND-108
3	Foundational Theory Elective - II	3(3+0)	General Education	GEN-109
4	AI & Prompting in Creative Practice	3(1+2)	General Education	GEN-110
5	Pakistan Studies	2(2+0)	General Education	GEN-111
6	Fehm-e-Quran – I	1(1+0)	General Education	GEN-112
7	Foundational Studio Elective – II	3(1+2)	Interdisciplinary	IDS-113
Total Credit Hours		11(Theory)+7(Studio) = 18		

Semester 3 - 2nd Year

	Course Title	Credit Hours	Course Category	Code
1	Theory Elective – I	3(3+0)	Major	IND-201
2	Soundscapes in Design Practice	3(0+3)	Major	SND-202
3	Introduction to Interior Design Lab	3(1+2)	Major	IND-203
4	Islamiyat	2(2+0)	General Education	GEN-204
5	Colonial & Postcolonial Visual Culture	3(3+0)	General Education	GEN-205
6	Fehm-e-Quran – II	1(1+0)	General Education	GEN-206
7	Design, Modeling & Prototyping	3(1+2)	Interdisciplinary	IDS-207
Total Credit Hours		11(Theory)+7(Studio) = 18		

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Semester 4 – 2nd Year

	Course Title	Credit Hours	Course Category	Code
1	Introduction to Research Methodologies	3(3+0)	Major	RSD-208
2	Interior Design Lab	3(1+2)	Major	IND-209
3	Studio Elective – I	3(1+2)	General Education	GEN-210
4	Ethics & AI in Creative Practice	3(0+3)	General Education	GEN-211
5	Theory Elective - II	3(3+0)	General Education	GEN-212
6	Sustainable Materials & Production	3(1+2)	Interdisciplinary	IDS-213
Total Credit Hours		9(Theory)+9(Studio) = 18		

Semester 5 – 3rd Year

	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design - I	3(3+0)	Major	RSD-301
2	Global Internship Studio	3(0+3)	Major/Internship	GIS-302
3	Market Driven Certificate – I	1(0+1)	Major	IND-303
4	Market Driven Certificate – II	1(0+1)	Major	IND-304
5	Market Driven Certificate – III	1(0+1)	Major	IND-305
6	Site Planning & Landscape Systems	3(1+2)	Major	IND-306
7	Specialization Studio – I	3(0+3)	Major	IND-307
8	Theory Elective – IV	3(0+3)	Interdisciplinary	IDS-308
Total Credit Hours		4(Theory) +14(Studio) = 18		

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Semester 6 – 3rd Year

	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design - II	3(3+0)	Major	RSD-309
2	Specialization Studio – II	3(0+3)	Major	IND-310
3	Interior Design Project (Mini Thesis)	6(2+4)	Major	IND-311
4	Creative Entrepreneurship	3(0+3)	General Education	GEN-312
5	Studio Elective - II	3(1+2)	Interdisciplinary	IDS-313
Total Credit Hours		6(Theory) +12(Studio) = 18		

Semester 7 – 4th Year

	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design – III	6(6+0)	Major	RSD-401
2	Designing Displays: Curatorial Thinking	3(0+3)	Major	CUR-402
3	Specialization Studio - III	6(2+4)	Major	IND-403
Total Credit Hours		8(Theory) +7(Studio) = 15		

Semester 8 – 4th Year

	Course Title	Credit Hours	Course Category	Code
1	Research Display and Integration	3(3+0)	Major	RSD-404
2	Final Project (Thesis Display)	12(0+12)	Major	IND-405
Total Credit Hours		3(Theory) +12(Studio) = 15		

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Program Duration: Minimum: 4 Years | Maximum: 6 Years

Degree Requirements

- General Education (GE): 13 courses | 33 credit hours
- Interdisciplinary: 7 Courses | 21 Credit Hours
- Major (Core + Electives + Mandatory): 24 courses | 84 credit hours
- Capstone (Thesis + Internship) Along with Research Paper
- Total: 44 courses | 138 credit hours

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Pool of Electives

Theory Electives

	Course Title	Credit Hours	Course Category	Code
1	Histories of Technology, Media and AI (Theory)	3(3+0)	General Education	
2	Semiotic Thinking in Visual Culture (Theory)	3(3+0)	General Education	
3	Environmental Policy & Law	3(3+0)	General Education	
4	Nature, Environment & Society	3(3+0)	General Education	
5	South Asian Art & Visual Traditions	3(3+0)	General Education	
6	Politics of Representation (Theory)	3(3+0)	Interdisciplinary	
7	Performance Documentation (Theory)	3(3+0)	Interdisciplinary	
8	Time-Based Media (Theory)	3(3+0)	Major	
9	Global Perspectives in Visuality (Theory)	3(3+0)	Major	

Studio Electives

	Course Title	Credit Hours	Course Category	Code
1	Experimental Drawing Studio	3(1+2)	Interdisciplinary	
2	Scientific Illustration (Studio)	3(1+2)	Interdisciplinary	
3	Climate Responsive Design	3(1+2)	Interdisciplinary	
4	Digital Heritage & Archiving	3(1+2)	Interdisciplinary	
5	Visual Studies Portfolio	3(1+2)	Interdisciplinary	
6	3D Studio	3(1+2)	Interdisciplinary	
7	Zero Waste Studio	3(1+2)	General Education	
8	Workshop: Light, Space & Motion	3(1+2)	General Education	
9	Workshop: Designing with Nature	3(1+2)	General Education	