



LONDON
COLLEGE
— OF ARTS —
MALTA

BACHELOR'S DEGREE IN INTERIOR DESIGN (B.ID)

Shape Your Future by Designing the World Around You.



MFHEA
ACCREDITED
Higher Education
Institution
License: 2024-024





ABOUT THE LONDON COLLEGE OF ARTS MALTA

Founded with a vision to provide world-class design education, we offer a range of programs designed to equip students with the skills and knowledge needed to excel in today's dynamic global market.

All our qualifications, ranging from the level 5 undergraduate diplomas to the Bachelor's degrees, are European-accredited and recognised worldwide for immigration and higher education. We follow the guidelines set by our regulator, the Malta Further & Higher Education Authority (MFHEA). Our courses are aligned with the Malta Qualifications Framework and the European Qualifications Framework.

LCA offers a wide range of design degrees in Fashion and Interior Design, combining creativity with the growing digital world. Accredited by MFHEA, our programs attract students from across the globe. With live online lectures and expert mentorship, our European-accredited qualifications are accessible and industry-relevant.

Rooted in European heritage, we offer accredited programs in top design destinations. Our industry-driven courses prepare students for real-world success, shaping skilled and responsible professionals with a focus on sustainability.



OUR MISSION:

Empowering individuals with design education that fosters leadership, strategic thinking, and practical skills in an inclusive environment for career success.

OUR VISION:

To be a leading institution recognized for excellence in design education, known for producing impactful leaders who drive innovation and success in their fields.

PROGRAM DESCRIPTION

The Bachelor Degree in Interior Design (BID) program equips learners with the skills to design and produce functional and comfortable spaces. This includes comprehending client requirements and incorporating them into the project, as well as considering industry standards and market conditions to create usable spaces. Interior designers are creative leaders who uplift society with their analytical thinking and problem-solving abilities, not just in choosing furniture but also in creating better experiences in any place. When designing a space, designers consider the intended user and the area's functioning while selecting the appropriate materials and styles to complement each other. This program explains the importance of designers in society by starting with fundamental design principles and going through the evolution of styles and design, space planning, followed by a creative portfolio to showcase their works.



Credits : 180 ECTS



Mode of Study: Online



Level 6



Intakes: September, February and May



Awarded by
London College of Arts
Malta (LCA)





MODE OF ASSESSMENT

Assessment will be through a range of different types of coursework. Across the modules of this program, the range of coursework assessments will generally include but are not limited to Essays, Case studies, Individual reflective learning logs, Portfolios, Group presentations, Critical reflections, group/teamwork, Posters, Mood Boards, Drawing sheets, Presentations, Project proposal, Project reports

ENTRY REQUIREMENTS

Eligibility Criteria for a Bachelor's Degree in Interior Design:.

High school certificate or equivalent
(e.g., MQF Level 4)

Minimum age: 18 years.

English proficiency: IELTS 6.0+ (waived for native speakers or those educated in English).

Digital literacy: Basic computing skills in word processing, spreadsheets, presentations, and internet usage.

Creative interest in art, design, 3D modeling, or space planning.

Mature learners: 3+ years of work experience.

Transfer learners: Eligible for RPL at Level 5 with prior accredited qualifications.

PROGRAM MODULES

YEAR 1

Semester 1

- BID401: Basic Principles and Processes in Interior Design
- BID402: Basic Design and Drawing Graphics
- BID403: Design History and Context

Semester 2

- BID404: Critical Thinking and Concept Advancing
- BID405: Interior Materials

YEAR 2

Semester 3

- BID501: Computer-Aided Design 1
- BID502: Space Planning and Building Elements

Semester 4

- BID503: Furniture and Ergonomic Design
- BID504: Interior Retail Design

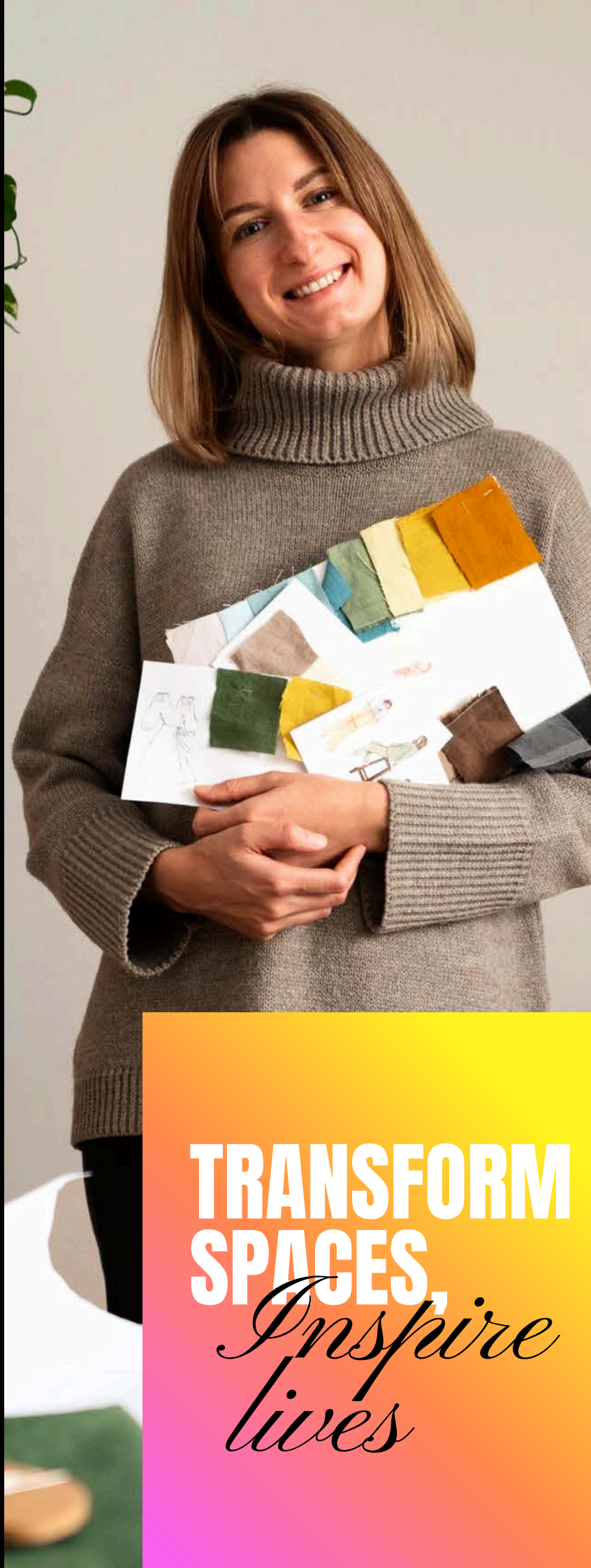
YEAR 3

Semester 5

- BID601: Environmental Control and Sustainable Development
- BID602: Computer-Aided Design 2

Semester 6

- BID603: Professional Practice and Role of Interior Designer
- BID604: Estimating and Costing



**TRANSFORM
SPACES,**
*Inspire
lives*

MODULE DESCRIPTION

YEAR 1

Semester 1

BID401: Basic Principles and Processes in Interior Design

This module builds a foundational understanding of design, emphasizing drawing as a tool for visual communication. It introduces key principles of 3D design, visual research, and concept development, while encouraging exploration of decoration, planting, ambiance, and layout in response to a design brief.

BID402: Basic Design and Drawing Graphics

This module provides learners with essential manual and digital drawing skills, while exploring orthographic techniques for effective design communication. It emphasizes strategies like mind mapping and conceptualization to initiate design, and fosters practical understanding of space assessment and briefing processes.

BID403: Design History and Context

This module introduces learners to the historical and contextual foundations of their discipline while fostering critical thinking and structured inquiry. It also encourages curiosity and personal exploration within the evolution of artistic practices.



MODULE DESCRIPTION

YEAR 1

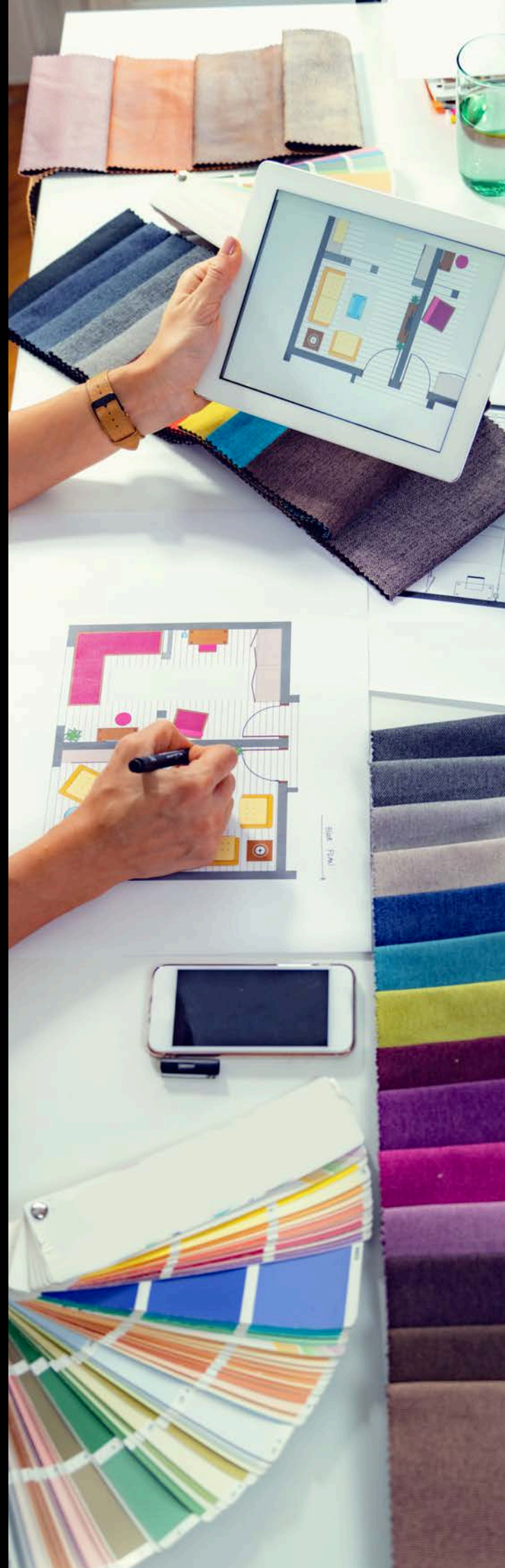
Semester 2

BID404: Critical Thinking and Concept Advancing

This module develops critical thinking, research, and creative problem-solving skills to support concept development in product design. It emphasizes contextual analysis, user-centered design, and effective visual communication through sketching, diagrams, and professional design boards.

BID405: Interior Materials

This module explores surface finishes and their applications in interior design, focusing on material properties and their impact on functionality and aesthetics. Learners will also examine factors such as cost, regulations, sustainability, and technological advancements.



MODULE DESCRIPTION

YEAR 2

Semester 3

Computer-Aided Design 1

This module strengthens skills in 2D drawing techniques to support design generation and technical development within the field. It emphasizes the role of 2D artwork in shaping interior spaces while fostering an understanding of industry tools, processes, and practical constraints.

BID502: Space Planning and Building Elements

This module focuses on developing spatial planning skills, guiding learners from initial sketches to finalized layouts that meet client needs. It emphasizes understanding scale, function, and design options to effectively plan spaces of various sizes and purposes.

Semester 4

Furniture and Ergonomic Design – BID503

This module enhances understanding of furniture and accessories across styles and markets, exploring their historical evolution and key design movements. Learners will study materials, manufacturing techniques, and supplier options to develop and adapt design schemes that meet client needs effectively.

Interior Retail Design – BID504

This module covers retail design strategies, focusing on circulation, layout, and planning, while encouraging exploration of specialized or interdisciplinary design. Learners will develop analytical and conceptual skills throughout all design stages.



MODULE DESCRIPTION

YEAR 3

Semester 5

BID601: Environmental Control and Sustainable Development

This module equips learners to design eco-friendly alternatives for products and packaging, fostering environmental and social awareness. It emphasizes identifying harmful products, developing sustainable solutions, and understanding the impact of product disposal on ecosystems.

BID602: Computer-Aided Design 2

This module advances proficiency in 3D modeling techniques for creating game assets, expanding technical skills and practical knowledge. It emphasizes understanding the role of 3D work in game development, including hardware constraints and professional workflows.

Semester 6

BID603: Professional Practice and Role of Interior Designer

This course provides a comprehensive understanding of the interior design industry, focusing on career opportunities and strategies for success in professional practice or entrepreneurship. It also develops personal growth, project budgeting, and estimation skills essential for career advancement.

BID604: Estimating and Costing

This module covers retail design strategies, focusing on circulation, layout, and planning, while encouraging exploration of specialized or interdisciplinary design. Learners will develop analytical and conceptual skills throughout all design stages.





DESIGN YOUR FUTURE

In Style, Space, and Beauty

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