

Department	INTERIOR DESIGN
Study programme	BACHELOR
Course year	2ND YEAR
Semester	AUTUMN
Study year	2024/2025

MANDATORY	Mandatory courses
FREE CHOICE	Free choice courses*
ELECTIVE	Elective courses can be chosen only after required programme of department courses is approved by the department

DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
MākZ7764	Interior design	6
MākZ3751	Computer software studies	2
MākZ3846	Materials, methods and technology	2
	Ergonomics	2
MākZ1677	Anatomy	2
MākZ5125	Creative Methods in Art Pedagogy	3
MākZ6D23	Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism	3

*As theoretical lectures are delivered to the students of the Art Academy of Latvia in Latvian, some theoretical subjects in English are offered separately to the visiting students.

ELECTIVE COURSES

The list of courses will be published during the first week of semester start!

Online registration for elective courses is open during the first two weeks of semester start. Each course is for limited number of students. To start the course at least 5 students must be registered for it. If less than 5 students are registered, course won't be available.

DEPARTMENT COURSES

COURSE TITLE	DESCRIPTION	LECTURER
Interior design	During the course, students gain an in-depth understanding of the interrelationships between interior solutions and architecture. Students must work on the specifics and limitations of a particular situation to improve it both functionally and aesthetically. The main tasks of the course are convincing, professional work with the client-lecturer, clear idea formulation, and justified interior design layout and use of materials.	Marija Dambe, Florian Betat
Computer software studies	The architectural, interior design and construction process requires the selection and appropriate use of specialised computer-aided design software solutions. These solutions are also referred to as BIM design authoring software. The aim of the course is to give students a first insight into the BIM design process - tools to be used, solutions for the design process working methodology. As well as different visual communication solutions - spatial model visualisation and virtual, interactive 3D spatial model presentation. The BIM design solution chosen for this course is Archicad, a computer aided design software developed by GRAPHISOFT. The chosen visual communication solutions are ENSCAPE by chaos and Twinmotion by EPIC games.	Mārtiņš Valters
Materials, methods and technology	The course provides basic knowledge in the use of materials and technologies and their specificities in the field of interior design, the impact of materials on the space and its user. The course is based on the understanding of different typologies and specifications of materials and the ability to apply them accordingly, taking into account sustainability aspects. The course is held in collaboration with industry.	Holgers Elers
Ergonomics	The aim of the course is to introduce the basic principles and industry standards of ergonomics of space.	
Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism	The course is dedicated to understanding of some important special features of art and culture of the region where Latvia (and the LAA students) belongs to – Eastern Europe. History and interpretation of the culture of the region during Soviet rule is yet to be written but it is important for the aspiring artists, designers, curators and art critics who live and work here understand its speciality and uniqueness in Europe. The course starts from the wide historical and cultural introduction to the subject and then continues with a discussion of on several important cases of contemporary art and underground cultural scene in USSR (Russia, Latvia), Czechoslovakia and Poland. In the middle of the course there will be another wide introduction – this time to the post-Soviet period. Second part of the course will be dedicated to the changes which happened in contemporary art and underground culture of the region after 1991.	Kirils Kobrins
Anatomy	Digitalized and interactive anatomy for art and design students to improve their drawing, painting, and sketching skills in anatomy. Based on Anatomy Next — anatomy learning tools for students and teachers. Anatomy Next is a very successful, world-known	Uldis Zariņš

	educational technology start-up to help students learn anatomy faster and more efficiently.	
Creative Methods in Art Pedagogy	The course prepares students for planning and conducting art-based visual arts classes for school age children. Such an experience can be useful in teaching for both - formal and non-formal education. Graduates will gain theoretical knowledge and practical experience in transforming an idea based on creative practice (art or design) into a teaching practice.	Ilze Vītola