OBJECTIVES

This activity is designed to give 4-H members an opportunity to:

- develop the following targeted life skills:
  - decision making
  - team work
  - self-esteem
  - problem solving
  - critical thinking
  - planning/organizing
  - cooperation
  - accepting differences
  - contributing to group effort

- learn to recognize and use a color scheme in design solutions.
- learn to select and place appropriate furnishings within designated space restrictions.
- learn to justify solutions for selections based on knowledge of Interior Design.
- learn to stay within a budget when selecting home furnishings

Opportunities will be provided for faculty to share information about related college degrees in interior design:

- Associate Degree in Interior Design (typically 2-3 years)
- Bachelor Degree in Interior Design (typically 4-5 years)
- Master Degree in Interior Design (typically 5-7 years total bachelor + master)

Opportunities will be provided for faculty to share information about related careers in interior design: see http://careersininteriordesign.com/

- Residential Design
- Contract Design (health care, hospitality, retail, work spaces, educational facilities)
- Historic Preservation
- Theatrical Set Design
- Exhibition Design
- Product Line Representative
- Governmental Agencies
- Design Journalism

ELIGIBILITY

Each county may enter one team comprised of three or four senior 4-H members in this activity at the Arkansas 4-H O-Rama.
DESIGN PROJECT ACTIVITY

County teams will use the following guidelines to design an apartment for a young professional and develop a presentation to justify their decisions. The presentation will be judged at the State 4-H O-Rama. Presentation boards should be utilized to describe and present your team’s room design. Presentation may include a physical 3-D room model or computer generated model. However a model is not required, must have design boards. Each team can have 1 to 3 design boards. At least 1 board is required. Teams with less than 3 boards will not be penalized. Each member is expected to participate in the presentation.

SCENARIO

Penelope just graduated from college with a degree graphic design. She is moving into a recently renovated loft-style apartment building that focuses on environmentally sensitive/sustainable living practices. The apartments come with an efficient kitchen, laundry, and bathroom but all other furnishings, storage components and spatial dividers are to be provided by the tenant. The space must accommodate the following.

- Lounge space for 3 people
- Television
- Computer work area (minimum 4 lineal feet)
- Book and magazine storage
- Dining for 3-4 people (can be table or bar seating)
- Additional preparation work surface for kitchen
- Wardrobe unit that combines clothes hanging and drawer storage (approximately 6-8’)
- Sleeping space to accommodate a queen-sized bed

The client has a budget of $5,000 and already has a bed she plans to reuse. She is also interested in using some salvaged and upcycled furniture to augment her new purchases. Functional spaces do not have to be divided with traditional doors and walls.

PRESENTATION AT STATE O-RAMA

Each team will have up to 10 minutes to present their solution and justify their selections in front of a panel of judges. Display boards must be used to visually present floor plans, floor and wall finishes, and other sample materials used to solve the interior design problem and convey selections and decisions to the judges. Three copies of the completed “Keeping Track of Your Costs” Report Form are to be turned in to the judging panel. Dress for competition is business casual. No shorts or jeans.

SCORING

Scoring is based on the interior design score card and follows the guidelines provided.

AWARDS

Individual trophies will be given to each member of the first place team. Each member of the second, third, fourth, and fifth place teams will receive ribbons. This judging contest does not recognize a high point individual.
REFERENCES

- Commercial Sites:
  - [www.bobvila.com](http://www.bobvila.com) (Bob Vila)
  - [www.build.com](http://www.build.com) (Build.com)
  - [www.homedefeat.com](http://www.homedefeat.com) (The Home Depot)
  - [www.hometime.com](http://www.hometime.com) (Hometime)
  - [www.lowes.com](http://www.lowes.com) (Lowes)
  - [http://www.sparksengineering.com/](http://www.sparksengineering.com/) (Sparks Engineering Service)

- Furniture and interior furnishings
  - [http://www.furniture.com/](http://www.furniture.com/) (Furniture)
  - [http://www.homeappliances.com/](http://www.homeappliances.com/) (Home appliances)

- Furniture companies & retail stores (some with online product catalogs)
  - [http://www.crateandbarrel.com/](http://www.crateandbarrel.com/) (Crate and Barrel)
  - [http://www.cb2.com/](http://www.cb2.com/) (Crate and Barrel)
  - [http://www.restorationhardware.com/](http://www.restorationhardware.com/) (Restoration Hardware)
  - [http://www.spiegel.com/](http://www.spiegel.com/) (Spiegel Catalog)

RECOMMENDATIONS FOR TRAINING

- Visit retail stores and decorating centers that handle furniture, accessories, paint, carpet, wall and window coverings. Study and compare design, quality, and cost of individual items as well as combinations and schemes put together by professional designers.
- Look through home decorating magazines to study and evaluate room settings.
- Practice putting color schemes together using fabrics, floor finish, and wall finish samples.
- Look through catalogues to determine different price ranges for interior finishes and furnishings.

PREPARED BY

Judy Bloesch, CEA FCS
Jean Ince, CEA Staff Chair
Priscella Thomas-Scott, 4-H Events Coordinator

Kristen Gilley, CEA FCS
Pia Woods, CEA 4-H/FCS
<table>
<thead>
<tr>
<th>Design Solution</th>
<th>Possible Score</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Responsiveness to Client and Scenario</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Furniture Arrangement and Traffic Paths</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Furniture and Material Selection</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Color Scheme</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Budget Strategy</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Applied principles of design - balance, proportion, etc.</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Access to light and views</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Design Presentation</th>
<th>Possible Score</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neatness and overall appearance of the board</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Furnishings included and labeled</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Finishes included and labeled (floor, wall, ceiling)</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Drawings are neat and accurate</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Team members were able to correctly answer questions</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>All team members participated</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Presentation skills</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100</strong></td>
<td></td>
</tr>
</tbody>
</table>

| Design Solution | 100 |
| Design Presentation | 100 |
| **Total**       | **200** |
Good design incorporates thoughtful arrangement or clear plan. Design is described as the selection and arrangement of material to create order and beauty. Interior design refers to the inside space of a room or building. It is the art that deals with the organization, selection, and arrangement of the elements of design.

**The Elements of Design:**

**Lines:** Lines may be straight, curved, or a combination of both. When you enter a room, lines help to make it easier for you to look from one part of the room to another.
- Long horizontal lines can make a piece of furniture seem restful.
- Vertical lines seem to be more formal.
- Diagonal lines create action and movement.
- Objects in a room can be made to look taller or wider with the direction of lines. For example, vertical stripes at a tall window will make it look taller.

**Space:** Space is an essential element of any design. Your personal space is limited by walls, windows, fabrics, furniture, and other objects. The challenge is to use space effectively, especially in high traffic areas.

**Color:** Use color to an advantage in planning a scheme for your room according to one of these blendings:
- Monochromatic: when one color is used in shades, tints, and tones.
- Complementary: using two colors opposite of each other on the color wheel, such as red and green.
- Analogous: when adjoining or related colors are used, such as yellow and yellow-green.
Where do I start?
There are many different ways to decide how you want to decorate your room. If you have a clear idea in mind, you might just start shopping for materials. If you like to use a computer, you might start exploring a design program like Google SketchUp, [http://www.sketchup.com/](http://www.sketchup.com/)

Or you might try the following approach and let your imagination flow. Look at the interior design magazines like:
- Interior Design
- Metropolis
- Dwell
- Better Homes & Gardens
- House Beautiful
- Martha Stewart Living

You could watch some home makeover shows (search [www.hgtv.com](http://www.hgtv.com) or [www.diynetwork.com](http://www.diynetwork.com)) on television, like:
- Love It or List It
- Design on a Dime
- Fixer Upper
- Rehab Addict
- Income Property
- Property Brothers

Sometimes, inspiration comes through nature, a piece of art, or finding one piece of fabric that you could build a room around.

It is also a good idea to check your local library for books on home design. You could even check the yellow pages for a local interior designer or decorator.

Once you have something in mind, begin your board by finding your paint, fabric, and flooring samples. You can also cut pieces of furniture out of magazines that you would like to see in your room. Explore many options and furniture arrangements to make sure that you will have enough room for your items.
Helpful Hints

Provide a floor plan to explain your ideas

Colors, patterns, textures and finishes for floor and wall finishes (paint, wallpaper, fabric, etc.) are important aspects of the design solution.

Consider a range of activities and the flexibility of the furniture and other features.

Use existing features to their best advantage.

Stay within allotted budget (Turn in three completed copies of the “Keeping Track of Your Costs” Report Form)

Furniture Arrangement

✓ Have circulation paths been developed?
✓ Has one well-chosen center of interest been made the important, yet not completely dominating, focal point in the room?
✓ Is there an existing focal point such as a glass wall, a fireplace, or a painting you admire? In large rooms you may want to group your furniture and have several “focal points.”
✓ Is the lounge furniture arranged to be comfortable, conveniently arranged, out of line of traffic, and open enough to be inviting?
✓ Are other areas of activity clearly defined, conveniently located, and well arranged with all necessary items?
Furniture Arrangement (cont’d)

- The general rule of thumb is "large furniture for large rooms, small furniture for small rooms." Compare the size of the room to the size of the furniture.
- Place the largest pieces of furniture on the largest walls.
- Balance the distribution of furniture in the room. Do not place heavy items all in one end.
- Avoid using pieces that are "all legs." Use some pieces which go to the floor and some which are off the floor.
- Plan for easy access to all areas of the room with at least 30 inches for traffic, 36 inches at doorways to allow passing, and 36 inches or more in front of drawer units.
- To make a long room look shorter, do two things: paint the far end wall a strong color and place a large piece of furniture in front of the accent wall, facing the main entrance. Use as many multiple-use pieces of furniture as possible to gain storage and have flexibility.
- Divide large rooms with area rugs and furniture groupings.
- Avoid placing seating toward large windows that have light glare. Group chairs and sofas to encourage conversation by placing them no more than eight feet apart. People are more comfortable talking in a normal tone of voice. Place a coffee table 15 to 18 inches away from seating to allow knee room.
- The television set is sometimes the hardest thing to place, often competing with a fireplace as focal point in the same room! It should be easy to see but not necessarily the focal point. Televisions should be placed at a comfortable height for viewing.
Furniture Arrangement (cont’d)

- Is furniture placed to take the best advantage of space and not pushed tightly into a corner?
- Does furniture block windows?
- Where windows are near the floor, does furniture allow passage?
- Does the room have balance? Is there a feeling of unity?
- Are high and low pieces pleasingly distributed?
- Are round and rectangular pieces pleasingly distributed?
- Are occasional chairs placed at convenient points to be moved easily into various groupings?
- Is lighting adequate and conveniently located?
- Does the living room have a feeling of comfort and interest? Provide for required activities such as for music, reading, writing, and conversation, without being crowded or cluttered?
- Are dining areas arranged for convenience? Are there surfaces for serving?
- An attractive entrance is most important. Remember the saying “Your first impression is the greatest?”
- A beautiful table or console provides an entryway focal point.
- Use a decorative mirror over the entrance table or console. It will give you a last minute glance before you open the door or as you leave the house. Carefully place mirrors to capitalize on items being reflected.
- If there is room in the entry, a bench is wonderful for packages or sitting while putting on boots.
- Place a sofa table behind a sofa for good lighting and an interesting place for accessories. This saves space at the ends of the sofa in a small room.
- Use glass-topped tables to highlight a rug.
- Allow at least 60 inches between a dining table and walls so that anyone serving food has enough room to walk around.
- Consider the required space if a dining table has leafs or extensions.
- A round or square table looks best in a square room. An oval or rectangular table looks best in a rectangular room. People sitting at a round table feel equal and can see everyone.
- Position the bed first so that it does not divide the room visually. Do not place the headboard in front of a window.
- In an average or small bedroom, center the head of the bed against the longest wall. Leave at least 30 inches on each side of the bed for easier bed making.
- A single bed may be placed lengthwise against the wall to save space.
- Provide storage by adding decorative double-duty pieces such as bookcases, etageres or chests.
- Use three drawer commode chests by bed for more surface and drawer space.
- Lamps for reading and seeing into drawers are essential.
- Table lamps should be tall enough to shed light on a book held in the lap or when lying down in bed. Translucent shades are best.
DESIGN BOARD and PRESENTATION GUIDELINES

Design Board
A design board is the tool you will use to display your design proposal. Each team must have at least 1 design board, and may have a maximum of 3 design boards. Teams with fewer than 3 boards will not be penalized.

The board you mount your materials and drawings on must be:
- Stiff illustration board or poster board (poster board or thinner boards may need to be carefully glued to a cardboard backing in order to make them rigid).
- A neutral color (white, black, or gray).
- 14” x 22”.

Your design board should include:
1. Material finishes and color scheme.
2. Floor plan with furniture arrangement.
3. Any other drawings you would like to make such as perspective sketches or wall elevations.
4. List of your team member names and your county on the back of the board.

Below is a more detailed description of the design board requirements and a little advice.
- **Floor Plan with Furniture Arrangement** - Use a ¼” = 1'-0” scaled floor plan to create a presentation drawing of the design solution. Include appropriate symbols for furniture and accessories. Color may be added to communicate your design intentions.
- **Floors, Walls, and Ceiling Finishes** - Use sample swatches of carpet, flooring samples, paint samples, wall treatments, etc. (free at most building supply stores). Mount these to board to show what type finish materials you will use. YOU MUST HAVE 1 EXAMPLE OF EACH: FLOOR AND WALL. You may have more. (Example: ceilings or two different wall treatments in one room.)
- **Fabrics** - Include minimum of two swatches of fabric that will be used in the room. (Example: upholstery, pillows, bedding, curtains, etc.) Fabric should be either cut with pinking shears or wrapped around a flat board. To wrap fabric, cut a square from poster board or cardboard. Wrap fabric around this square gluing or taping raw edges to the back of the square.
• **Additional Items** - You may use pictures from magazines to illustrate your ideas. (Great for furniture, accessories, lighting, etc.). Cut them out and use them on the board. You may also include additional drawings such as wall elevations or perspective sketches, but these are not required.

• **Labels** - Label board (example: Bedroom) and any swatches of fabric, paint or floor samples for their use. (Example: Window Treatment, Bedding, etc.) Label the floor plan scale as ¼” – 1'-0". It’s best if labels are mounted on the board and not on the fabric.

• **Arrangement of Items** – Items on board should form nice, clean lines when looking at the board. Neatness of the board will be judged. Look at the board from all angles. Place the material finish samples on the board in the following order:
  — Top - Place things at the top of the board that will be at the top of the room (examples - ceiling paint, window treatments).
  — Middle - Place wall and trim materials/colors in the middle.
  — Bottom - Place things at the bottom of the board that will be towards the bottom of the room (examples - flooring, bed covers, chair, bedskirt).
  — Don’t overcrowd your board, simple is better.
  — When you are happy with the board, securely glue the items in place.

Material finish samples, and your floor plan should be securely and cleanly mounted to the board.

*Above: Examples of two Design Boards showing Samples of Material Finishes*
Above: Example of a Design Board showing Samples of Material Finishes, a Floor Plan, Furniture, and a Perspective Drawing

Above: Example of a Rendered Floor Plan showing Furniture Arrangement
Design Model
You may also include a 3-dimensional physical model with your presentation. If you choose to do this, it should be made to scale, such as ¼” = 1'-0". You will *not* be penalized if you do not include a 3-d model.

Design Presentation
Presentation skills will be judged.

Explain
— Who you designed the room for based on the given design scenario.
— The materials, textures and finishes you are using on each major surface in the room. (Example: carpet, tile, wallpaper or paint samples on your Design Board)
— The type of color scheme you are using in the room (monochromatic, complementary, or analogous).
— The furniture arrangement and about the traffic patterns of the room.
— How you applied the principles of design to your plan.
— How the fabrics you chose will be used in the room

Below is a Sample Script for a Presentation
Prepare your presentation and emphasize the reasoning behind your team’s solution. This is a sample to assist you in the process:

“The apartment was designed for ________.” [insert client name and identity]
“The solution features a [insert specific scheme] color scheme of __________.” [insert specific colors]
“The furniture placement allows for ______.” [insert important design rationale such as a view to the outdoors, a separation of activity areas, or other considerations made by your design team]
“The finishes in the space feature ______.” [summarize your selections]
“The design solution also takes advantage of ______.” [Your team could identify the important existing features.]
“The design solution utilizes ______.” [principles of design].
“Are there any questions?”

*(Remember: this is an example script only. Do not use this exact wording for the presentation.)*

Make sure you have your team member's names and county on the back of the board.
Labels for Design Board *(You may carefully cut out the labels and use them on your design board.)*

<table>
<thead>
<tr>
<th>FLOOR FINISH</th>
<th>PAINT</th>
<th>BOOKCASE</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLOOR FINISH</td>
<td>PAINT</td>
<td>LAMP</td>
</tr>
<tr>
<td>WALL FINISH</td>
<td>PAINT</td>
<td>LAMP</td>
</tr>
<tr>
<td>WALL FINISH</td>
<td>PAINT</td>
<td>CURTAIN</td>
</tr>
<tr>
<td>CEILING FINISH</td>
<td>CHAIR</td>
<td>CURTAIN</td>
</tr>
<tr>
<td>CEILING FINISH</td>
<td>CHAIR</td>
<td>ACCESSORIES</td>
</tr>
<tr>
<td>CARPET</td>
<td>LOUNGE CHAIR</td>
<td>ACCESSORIES</td>
</tr>
<tr>
<td>CARPET</td>
<td>LOUNGE CHAIR</td>
<td>LIGHT FIXTURE</td>
</tr>
<tr>
<td>RUG</td>
<td>CHAISE LOUNGE</td>
<td>LIGHT FIXTURE</td>
</tr>
<tr>
<td>RUG</td>
<td>BENCH</td>
<td>COUNTERTOP</td>
</tr>
<tr>
<td>RUG</td>
<td>STOOL</td>
<td>COUNTERTOP</td>
</tr>
<tr>
<td>MIRROR</td>
<td>STOOL</td>
<td>CABINET</td>
</tr>
<tr>
<td>MIRROR</td>
<td>SOFA</td>
<td>CABINETS</td>
</tr>
<tr>
<td>BEDDING</td>
<td>SOFA</td>
<td>VANITY</td>
</tr>
<tr>
<td>BEDDING</td>
<td>LOVESEAT</td>
<td>WINDOW TREATMENT</td>
</tr>
<tr>
<td>TRIM</td>
<td>LOVESEAT</td>
<td>WINDOW TREATMENT</td>
</tr>
<tr>
<td>TRIM</td>
<td>OTTOMAN</td>
<td>WINDOW TREATMENT</td>
</tr>
<tr>
<td>DRESSER</td>
<td>OTTOMAN</td>
<td>UPHOLSTERY</td>
</tr>
<tr>
<td>DRESSER</td>
<td>TABLE</td>
<td>UPHOLSTERY</td>
</tr>
<tr>
<td>BEDSIDE TABLE</td>
<td>COFFEE TABLE</td>
<td>UPHOLSTERY</td>
</tr>
<tr>
<td>LOW CABINET</td>
<td>END TABLE</td>
<td>FURNITURE FINISH</td>
</tr>
<tr>
<td>HIGH CABINET</td>
<td>END TABLE</td>
<td>FURNITURE FINISH</td>
</tr>
</tbody>
</table>
Labels for Design Board *(You may carefully cut out the labels and use them on your design board.)*

<table>
<thead>
<tr>
<th>Labels</th>
<th>Scale</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLOOR PLAN</td>
<td>¼” = 1’-0”</td>
</tr>
<tr>
<td>FLOOR PLAN</td>
<td>¼” = 1’-0”</td>
</tr>
<tr>
<td>BEDROOM</td>
<td>LIVING AREA</td>
</tr>
<tr>
<td>BEDROOM</td>
<td>LIVING AREA</td>
</tr>
<tr>
<td>SLEEPING AREA</td>
<td>DINING AREA</td>
</tr>
<tr>
<td>SLEEPING AREA</td>
<td>DINING AREA</td>
</tr>
<tr>
<td>CLOSET</td>
<td>KITCHEN</td>
</tr>
<tr>
<td>CLOSET</td>
<td>KITCHEN</td>
</tr>
<tr>
<td>CLOSET</td>
<td>WASH/DRY</td>
</tr>
<tr>
<td>BATHROOM</td>
<td>REF.</td>
</tr>
<tr>
<td>BATHROOM</td>
<td>RANGE</td>
</tr>
<tr>
<td>LIVING AREA</td>
<td>STORAGE</td>
</tr>
<tr>
<td>LIVING AREA</td>
<td>STORAGE</td>
</tr>
<tr>
<td>DINING AREA</td>
<td>PANTRY</td>
</tr>
<tr>
<td>EATING AREA</td>
<td></td>
</tr>
<tr>
<td>KITCHEN</td>
<td></td>
</tr>
<tr>
<td>KITCHEN</td>
<td></td>
</tr>
<tr>
<td>BALCONY</td>
<td></td>
</tr>
</tbody>
</table>
NOTES:

- Apartment is on 2nd floor of a two-level building.
- All apartments face a beautiful courtyard with pool.
- Resident can choose a north, south, east, or west facing apartment.
- Any vertical divisions of space must be removable (no permanent walls & doors can be built)