



Australian Government

MSFID6013 Design interiors for hospitality environments

Release: 1

MSFID6013 Design interiors for hospitality environments

Modification History

Release 1. Supersedes and is equivalent to MSFID6004 Design interiors for hospitality environments.

Application

This unit describes the skills and knowledge required to follow a design process for the formulation of creative interior design solutions to potentially complex requirements in hospitality environments such as bars, restaurants, hotels and function centres.

This unit applies to interior designers.

Licensing, legislative or certification requirements may apply to this unit and relevant state/territory and local government agencies should be consulted to determine any necessary certification or licensing for undertaking interior decoration and design work. Access to construction sites requires certification of general induction training specified by the National Code of Practice for Induction for Construction Work (ASCC 2007).

Pre-requisite Unit

N/A

Unit Sector

Interior Decoration and Design

Elements and Performance Criteria

Elements	Performance Criteria
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Analyse the project brief	1.1 Evaluate project specifications, parameters and constraints, and confirm with client 1.2 Select work resources based on project requirements 1.3 Identify key project stakeholders and establish required communication protocols
2. Conduct project research	2.1 Identify and assess aspects of the space that impact on potential solutions through site analysis and measurement 2.2 Clarify the intended function of the space and explore with client 2.3 Research and evaluate contextual information relating to the brief

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<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
	2.4 Determine functional and planning issues specific to the site and client requirements 2.5 Identify issues relating to the hospitality environment and determine their implications for the design project 2.6 Organise and present research material that informs response to the brief using relevant software 2.7 Develop and document project plan identifying key steps and responsibilities
3. Develop design concepts	3.1 Generate multiple ideas and concepts that are sympathetic to the design brief 3.2 Explore, integrate and refine different options through a process of reflection and testing 3.3 Identify and address access issues relating the project in design solution 3.4 Assess environmental implications of the project and review design concepts to ensure maximum energy efficiency is achieved in solution 3.5 Test viability of interrelated ideas in a holistic way 3.6 Present concepts to the client using support documentation and tools suited to the scope of the project
4. Design the space	4.1 Translate ideas into three dimensional (3D) space satisfying functional criteria 4.2 Explore evidence of 3D notions through modelling 4.3 Present idea with the greatest potential for success to promote the design's acceptance using both 2D and 3D representations 4.4 Seek client feedback, agree to and record amendments, and revise and refine ideas 4.5 Select a materials palette that enhances spatial ideas 4.6 Modify design in response to critical feedback without losing integrity of the design intention
5. Revise and refine solution	5.1 Assess ergonomic and anthropometric principles in respect to the space and the intended products 5.2 Further review and resolve spatial planning in response to client feedback 5.3 Select materials, colours, finishes, fixtures and fittings appropriate

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	to the concept and brief parameters 5.4 Receive feedback through consultation with the client and incorporate into design solution.
6. Prepare a fully rendered client presentation	6.1 Choose presentation method, techniques and media based on suitability for the design solution 6.2 Prepare documentation, drawings and material selections that are consistent with the design intent 6.3 Complete work to plan and within brief constraints 6.4 Analyse client feedback and response to determine success in achieving client satisfaction 6.5 Evaluate work through feedback and own reflection, and identify potential improvements for use in future projects

Foundation Skills

The Foundation Skills describe those required skills (such as, language, literacy, numeracy and employment skills) that are essential to performance:

- technology skills to research and present design information and drawings using digital media.

Other foundation skills essential to performance are explicit in the performance criteria of this unit of competency.

Unit Mapping Information

Supersedes and is equivalent to MSFID6004 Design interiors for hospitality environments

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=0601ab95-583a-4e93-b2d4-cfb27b03ed73>