



Australian Government

MSFID6005 Design for retail interiors

Release: 1

MSFID6005 Design for retail interiors

Modification History

Release 1 - New unit of competency

Application

This unit of competency covers applying researched information to formulate creative and complex interior design solutions to retail environments, such as large department stores or supermarkets, satisfying the physiological, psychological, social, cultural and environmental requirements of the brief.

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

Competency Field

Unit Sector

Interior Decoration and Design

Elements and Performance Criteria

Elements describe the essential outcomes.

Performance criteria describe the performance needed to demonstrate achievement of the element.

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|-----------------------------|---|
| 1 Analyse the project brief | 1.1 Applicable work health and safety (WHS), legislative and organisational requirements relevant to designing for retail environments are verified and complied with |
| | 1.2 Project brief is reviewed, confirmed and clarified with client |
| | 1.3 Key requirements for the project are assessed and confirmed and constraints determined |
| | 1.4 Resources are selected appropriate to work requirements and checked for operational effectiveness |
| | 1.5 Communication with others in the design project is |

		established and maintained
	1.6	Relevant research is conducted to gain all information which may be used to inform the design process
	1.7	All required information is accessed and interpreted to inform the design process
2	Conduct project research	
	2.1	Site analysis is conducted to assess the requirements of the spaces requiring work
	2.2	Intended function of the space is ascertained from the client
	2.3	Contextual information relating to the brief is researched and evaluated
	2.4	Functional and planning issues are determined specific to the site and client requirements
	2.5	Issues relating to the retail environment are identified and their implications for the design project determined
	2.6	Research material is organised and presented in the form of a design proposal
	2.7	Project is planned to make effective use of time and available resources
3	Develop design concepts	
	3.1	Multiple ideas and concepts are generated in a creative and diverse manner that is sympathetic to the design brief
	3.2	Concepts are presented through sketches, mood boards, concept boards and concept models
	3.3	Viability of concepts are assessed in conjunction with others
	3.4	Environmental aspects of the project are assessed and design concepts reviewed to ensure maximum energy efficiency is achieved in solution
	3.5	Access issues relating the project are identified and addressed in design solution
4	Design the space	
	4.1	Ideas are translated into 3-D space satisfying functional criteria
	4.2	Evidence of 3-D notions are explored through modelling
	4.3	Idea with the greatest potential for success is presented to

- promote the design's acceptance using both 2-D and 3-D representations
- 4.4 Client feedback is sought, amendments are agreed to and recorded, and ideas are revised and refined
 - 4.5 A materials palette is selected to enhance spatial ideas
 - 4.6 Design is modified in response to critical feedback without losing integrity of the design intention
- 5 Revise and refine solution
- 5.1 Ergonomic and anthropometric principles are assessed in respect to the space and the intended products
 - 5.2 Spatial planning is further revised and resolved in response to client feedback
 - 5.3 Materials, colours, finishes, fixtures and fittings are selected appropriate to the concept and brief parameters
 - 5.4 Feedback is received through consultation with the client and incorporated into design solution
- 6 Prepare a fully rendered client presentation
- 6.1 Resource requirements are identified for presentation
 - 6.2 Final design solution is communicated effectively and creatively using a range of techniques and media
 - 6.3 Documentation drawings and material selections are prepared that are consistent with, and that best communicate, the design intent
 - 6.4 Work is completed to plan and within brief constraints
 - 6.5 Client feedback and response is analysed to determine success in achieving client satisfaction
 - 6.6 Own performance in the design process is examined to identify strengths and weaknesses
 - 6.7 Areas for improvement are identified

Foundation Skills

Foundation skills essential to performance are explicit in the performance criteria of this unit of competency. Detail on appropriate performance levels for each furnishing unit of competency in reading, writing, oral communication and numeracy utilising the Australian Core Skills Framework (ACSF) are provided in the Furnishing Training Package Implementation Guide.

Range of Conditions

Specifies different work environments and conditions that may affect performance. Essential operating conditions that may be present (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) are included. Range is restricted to essential operating conditions and any other variables essential to the work environment.

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|-------------------------------------|--|
| Unit context includes: | <ul style="list-style-type: none">• WHS requirements, including legislation, building codes, material safety management systems, hazardous and dangerous goods codes, and local safe operating procedures or equivalent• work is carried out in accordance with legislative obligations, environmental legislation, relevant health regulations, manual handling procedures, Liveable and Accessible Housing Design guidelines, and organisation insurance requirements |
| Retail environments include: | <ul style="list-style-type: none">• supermarkets• department stores• specialised chain stores |
| Project brief includes: | <ul style="list-style-type: none">• client needs and objectives• client aims and objectives, and criteria for evaluation• milestones• organisational or personal profiles and aims• image requirements and function• target market• budget• timeline• consultation requirements• colour requirements |
| Clients include: | <ul style="list-style-type: none">• suppliers• manufacturers• private clients• retailers |
| Resources include: | <ul style="list-style-type: none">• computers• computer software• design software |

	• computer-aided design (CAD) software • colour boards • storyboards • swatches • product based colour systems, such as Munsell or similar • colour matching system, such as Pantone Matching System (PMS) • journals (directions magazines) • artistic equipment and products • model making equipment
Relevant research includes:	• similar products and typologies • materials • social and cultural influences • site analysis • site conditions • functional requirements • commercial or institutional application
Information includes:	• usage requirements • building and service plans • ergonomics • anthropometrics • proxemics • costs • product performance and characteristics • existing conditions
Site analysis includes:	• a visit to the site to achieve a feel for the intention of the project brief and how services may be affected by it, identifying constraints of site, and recording information and taking photos
Issues relating to the retail environment include:	• building standards • safety standards • guidelines relating to the specific use such as health standards • guidelines for traffic flow • public use patterns • occupancy rates • size • access • flexibility of structural changes • decision making processes • electricity supply • services available

Environmental implications include:

- building conditions
- other occupancy
- lease conditions
- spatial planning issues
- how the use of raw materials effects the ecology and environment and how its continued use will effect the area it has been sourced from
- energy consumption in achieving the material
- greenhouse gases created
- waste levels
- resource utilisation and transport effects
- what impact will be felt by reducing or stopping material from the source

Materials include:

- solid timber (native and imported)
- manufactured timber products
- plastic
- metal
- alloys
- stone
- glass
- textiles
- fibreglass
- foam
- cardboard
- paper products
- any other manipulable substance

Colours include:

- colour principles
- psychology
- fundamentals
- coordination
- perception
- language
- tonal
- translucent
- contrast
- harmony
- effects on space
- formulas
- colour wheels

Finishes include:

- paints
- waxes
- lacquers

Fixtures, fittings and accessories include:

- stains
- pigments
- oils
- plastic coatings
- veneers
- ceramics
- stone
- glass
- textiles
- other textures
- furniture
- soft furnishings
- floor treatments
- curtain treatments
- built in cabinetry or fittings
- light fittings
- lamps
- picture framing
- trinkets
- ceramics
- trays
- vases
- carvings
- baskets
- pots
- plants
- candles
- clocks
- silverware
- mirrors
- frames
- screens
- floral displays
- haberdashery
- glassware
- fireplace items
- gifts
- hand crafts
- water features
- photographs
- pottery
- personal items

- statues
 - book ends
 - bowls
 - bottles
- Drawings include:**
- hand drawn images or ideation drawings completed freehand
 - drafted technical drawings or drawings produced on computer using CAD software packages
- Personal protective equipment includes:**
- that prescribed under legislation, regulations and enterprise policies and practices
- Information and procedures include:**
- work instructions, including plans, drawings and designs
 - workplace procedures relating to reporting and communication
 - manufacturer specifications and operational procedures

Unit Mapping Information

Supersedes and is equivalent to LMFID6005A Design for retail interiors.

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for MSFID6005 Design for retail interiors

Modification History

Release 1 - New unit of competency

Performance Evidence

- Follow work instructions, operating procedures and inspection processes to:
 - minimise the risk of injury to self or others
 - prevent damage to goods, equipment and products
 - maintain required production output and product quality
- Design for a large retail site to provide the client with creative solutions that satisfy the design brief effectively applying design elements and principles
- Use mathematical ideas and techniques to correctly complete measurements, make calculations, estimate material requirements and cost work
- Communicate ideas and information to enable confirmation of work requirements and specifications, presentation of design/colour concepts, the reporting of work outcomes and problems
- Establish a personal work methodology
- Visualise 2-D notions into 3-D space and form
- Manipulate a range of relevant computer software programs
- Display critical evaluation skills, creativity, innovation, research skills and independent thinking
- Experiment in both the planning of projects and methods of execution
- Present design ideas
- Initiate new ideas and work techniques
- Avoid backtracking, work flow interruptions or wastage
- Work with others and in a team by recognising dependencies and using cooperative approaches to optimise work flow and productivity

Knowledge Evidence

- State or territory WHS legislation, regulations, standards and codes of practice relevant to the full range of processes for designing for retail space
- Organisational and site standards, requirements, policies and procedures for designing for retail space
- Australian Standards and the Building Code of Australia (BCA)
- Environmental protection requirements
- Established communication channels and protocols
- Relevant problem identification and resolution
- Elements and principles of design, including liveability and accessibility
- Creativity and artistic relevance

- Ergonomics, anthropometrics, proxemics and aesthetic values
- Types of equipment and procedures for their safe use, operation and maintenance
- Characteristics of materials, products and defects
- Relevant computer programs
- Design themes and design development
- Colours, furnishings and decorations
- Sketching and drawing techniques to architectural drawing standards
- Procedures for the recording, reporting and maintenance of workplace records and information
- Appropriate mathematical procedures for estimation and measurement
- Regulations, conditions and variables relating to the specific retail context

Assessment Conditions

- Assessors must:
 - hold training and assessment competencies as determined by the National Skills Standards Council (NSSC) or its successors
 - have vocational competency in the furnishing industry at least to the level being assessed with broad industry knowledge and experience, usually combined with a relevant industry qualification
 - be familiar with the current skills and knowledge used and have relevant, current experience in the furnishing industry.
- Assessment methods must confirm consistency of performance over time rather than a single assessment event and in a range of workplace relevant contexts.
- Assessment must be by observation of relevant tasks with questioning on underpinning knowledge and, where applicable, multimedia evidence, supervisor's reports, projects and work samples.
- Assessment is to be conducted on single units of competency or in conjunction with other related units of competency. Foundation skills are integral to competent performance in the unit and should not be assessed separately.
- Assessment must occur on the job or in a workplace simulated facility with relevant process, equipment, materials, work instructions and deadlines.
- Access is required to materials, equipment and specifications relevant to designing for retail interiors.

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