



The Great Interior Design Challenge

STORY

SETTING: Teams are traveling across the country to design an interior space according to an architectural home style, design style, color scheme, & client's profile.

CHARACTERS: Teams are made up of 3-4 interior design students that are ready to put their design skills to work. Clients will come in at the end of each design challenge to judge the team's designs.

ACTION: Each unit students will be given a design challenge and a mystery mini challenge to keep designers on their toes.

GOAL: Earn the most currency overall for their design team by winning each unit's design challenge.

ARCHITECTURAL STYLES

Victorian-Kentucky
Tudor-Washington DC
Craftsman-California
Capecod-Massachusetts
Colonial-New England

COLOR SCHEMES

Monochromatic
Analogous
Achromatic
Complimentary

DESIGN STYLES

Contemporary
Minimalist
French Country
Shabby Chic
Art Deco
Coastal
Feng Shui

GAME MECHANICS

ARCHITECTURAL HOME STYLE SCAVENGER HUNT

Each unit a new architectural home style will be revealed through a architectural scavenger hunt. Winning teams will get first pick for design challenge.

DESIGN CHALLENGE:

Each team will draw from 4 bowls:
Client Profile, Room Type, Design Style, and Color Scheme

Teams will be given \$1000 and 2 weeks to design a room that will meet the client's expectations. They will create a design board, floor plan, and presentation that they will present to a judging panel of clients at the end of the challenge. Winning teams will earn currency in increments of \$3000, \$2000, & \$1000 for 1st, 2nd, & 3rd place.

MYSTERY MINI CHALLENGE:

Each unit a mystery challenge will be given that will give teams an opportunity to earn chance cards that will give special incentives in the design challenge.

CHANCE CARDS:

Teams will earn a chance card for winning the architectural scavenger hunt, mystery challenge, and demonstrating exemplary employability skills throughout the unit.