IDFX Interior Design Fundamentals Exam

THIS BLUEPRINT APPLIES TO EXAMS IN 2026 AND FORWARD

The Interior Design Fundamentals Exam (IDFX) focuses on programming and conceptual design, and schematic design phases of interior design, with an emphasis on Health, Safety, and Welfare.

- 3 hours
- 115 questions (15 will be pre-test questions)
- Multiple Choice, Drag and Place, Fill in the Blank, Hot Spot



I. Existing Conditions

14%

Perform Site Analysis

- $\boldsymbol{\cdot}$ building location
- building types
- change of use
- environmental impacts (e.g., seismic, air quality, extreme weather, sound)
- historical information
- site conditions and constraints
- solar orientation

- transportation
- views
- zoning

Evaluate Existing Building Conditions

- construction types
- contextual influences (e.g., environmental, cultural, ecological)
- critical interior architectural constraints
- hazardous materials
- occupancy types

Perform Initial Code Analysis

- applicable codes and reference standards
- life safety
- occupancy load
- occupancy types

II. Pre-Design

- Establish Best Practices of Design • client/brand standards
- evidence-based design



- market sectors

 (e.g., workplace, hospitality, healthcare, government, retail, residential)
- · sustainability and wellness
- universal design
- signage and wayfinding

Perform Project Research and Development

- appropriate material usage or application
- · contextual influences
- market analysis
- research methods
 (e.g., case studies, benchmarking, precedent studies)

Determine Design Intent

- $\boldsymbol{\cdot}$ client expectations and goals
- · color theory
- design concept
- · design elements and principles
- informational hierarchy
- spatial awareness
- visioning

III. Programming

16%

Validate Project Program

- adjacencies
- circulation
- · gross building components
- occupancy load
- occupancy types
- spatial awareness
- typical square footage allocations

Create Programmatic Diagrams

- adjacency matrices
- block diagrams
- bubble diagrams
- parti diagrams
- stacking diagrams

Determine User Needs

benchmarking

- cultural context
- demographics
- ergonomics
- human factors
- sensory considerations

 (e.g., acoustics, lighting, visual stimuli, scent, color response, tactile, thermal comfort)
- · specific user needs
- universal design

IV. Space Planning

19%

Complete Space Planning (e.g., floorplan)

- circulation
- human factors
- life safety
- natural daylight and views
- spatial relationships
- structural limitations
- universal design

Create Initial Drawings (e.g., elevations, RCP, finish plans, sections)

- design intent
- graphic standards
- preliminary lighting layouts
- requisite drawings to communicate design intent

V. Preliminary FF&E and Finishes

16%

Identify Finish Materials

- aesthetics
- budgets and lead times
- · color theory
- material applications
- material sourcing
- material sustainability
- reference standards and guidelines
- universal design

Identify Significant FF&E

- FF&E customization
- FF&E feasibility
- FF&E impacts to budgets and lead times
- FF&E sourcing
- FF&E special requirements
- how to scope construction (millwork) vs FF&E products
- human factors

VI. Schematics

20%

Refine Design Intent

- client expectations and goals
- design concept
- design elements and principles
- spatial awareness
- signage and wayfinding strategies

Perform Code Review

- applicable codes and reference standards
- life safety
- universal design

Visualize Design

- presentation methods
- visualization software
- visualization techniques
- visualization tools

