**Ohio University**
College of Fine Arts
School of Art + Design
Interior Architecture

Course Syllabus

Introduction to Design Process and Programming

ART 2650
Class Number 3689
Fall Semester, 2020
Meeting Time: MW: 10:00 - 11:20
Location: Online
Credit Hours: 3
Requisites: Soph, Jr or Sr, Interior Architecture Major

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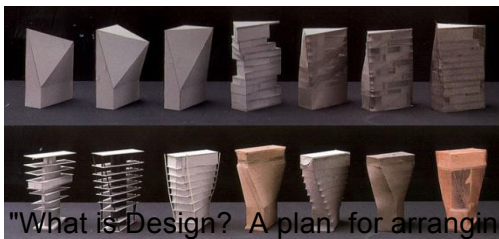
"What is Design? A plan for arranging elements in such a way as to best accomplish a particular purpose." Charles Eames

"Design is not making beauty; beauty emerges from selection, affinities, integration, and love." Louis Kahn

Course Description

An introduction to design process and programming as related to the development of interior design and application within the planning and shaping of interior architecture. Students begin with a design problem, and see it through the various phases of research, programming, ideation, implementation and final analysis in design process thinking. For Interior Architecture programming addresses more specifically space planning and analysis of space to meet client needs. Concept statements, project statements, adjacency studies and diagrams are used as tools to help students analyze and develop a program in response to a given problem. Human dimensions, physiological and psychological aspects of the environment are studied as well as issues related to sustainable design, code issues, and ergonomic concerns are addressed

Course Methods

This course will be made up of thematic lectures supported by extensive visual materials and short, focused, assignments/projects. The lectures will present important ideas and events that relate to key works of interior design/interior architecture. This course is an introduction to the fundamental methods and principles of interior design.   In this class, process is as important as final product, therefore students will be encouraged to use and develop several design tools such as research, observation, working in plan, section, perspective, and 3D models, as well as visual and verbal presentation skills.

Issues that will be explored in this course include:

Design process

Precedent research and analysis

Current design world practices

User analysis

Space planning

Program development

Course Goals and Student Learning Objectives:

Design thinking skills
· Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test them against relevant criteria and standards.

Design Process:
· Students are given an immediate experience of the design process, developing their capacity to conceived, manipulate and analyze form, space and programming.

Thoughtful making
· The common thread that weaves through this class is an emphasis on a human centered approach to design, steering students away from style and trend towards the thoughtful making of places and objects that derive from purpose and meaning

Precedent Analysis
· Provide a coherent rationale for the programmatic and formal precedents employed in the conceptualization and development of interior design projects

Critical thinking
· Students will have the ability to make a comprehensive analysis and evaluation of a

building, building component, and building users.

Environmental Analysis
· Respond to natural and built site conditions and characteristics in the development a design project through a given program.

Presentation Skill
· Students will be exposed to visual communication technique which is an important aspect of how designers explore design problems and is critical to the clear and effective articulation of their design intent to others.
· Each student will build upon the graphic language that they have begun to develop as they explore their own individual techniques for representing spatial concepts and data.

Diagramming Skill
· Students will also be exposed to the diagrammatic presentation of abstract data and analysis and be asked to integrate multiple forms of graphic information together as part of a cohesive document.

Research Skill
· Students will develop the ability to employ basic methods of data collection and analysis to inform all aspects of the programming and design process.

Assignments and Grading:

The course is organized around lecture and some studio work: lectures will introduce topics and assignments and provide an overview of issues and outline the design principles and communication concepts that are expected to be investigated.

Studio will be periods of focused exploration of design process and programming issues and communication of those.

Each assignment & project will be graded.

Your final grade for this class will be based on class participation in discussions, and the successful completion of assignments. Assignment grades will be based on the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design ideas and principles you have learned, and the accuracy and clarity of your work.

Assignments and Grading Policy:

Assignments: 80 %
Class Participation: 20 %

A- Excellent. Indicates work of a very high character; the highest grade given. This grade is reserved for work that shows leadership and inspiration, demonstrating significant insight developed to its fullest extent and presented with exquisite craftsmanship.

B- Good. Indicates work that is definitely above average, though not of the highest quality. This work shows thorough exploration and development, and is well presented with good craftsmanship, but it may not rise the highest level of excellence.

C- Fair. Indicates work of average or medium character. Work in this category demonstrates compete fulfillment of the stated requirements and an understanding of the issues covered, but does not exceed the expectations of understanding, development, or execution.

D- Pass. Indicate work below average and unsatisfactory. The lowest passing grade. Though work may meet the minimum requirements, it lacks depth, development or is unsatisfactorily crafted.

F- Fail. Indicates work that the student knows so little of the subject that it must be repeated in order that credit may be received. Work in this category may be unfinished, unimaginative, underdeveloped or poorly executed, and shows minimal understanding of issues.

Classroom Protocol: Even In The Online Mode

Teaching is a shared, mutual dialogue. Attendance is expected at all class sessions and the student's presence throughout the entire class time is required. Whenever possible, the professor should be notified in advance of a student's inability to attend a class. It is important to be on time and to be present. It is possible to produce "A" work in the class yet receive a lower grade due to poor class participation and attendance.

If you miss a class, it is your responsibility to find out what you missed **BEFORE** the next class. Technical demos and lectures will not be repeated for students who miss a class; projected critique dates will be given to you in advance; however, in some instances these may change due to extenuating circumstances, and it is your responsibility to find out about any announcements made in class, by communicating with your classmates.

Deadlines will be made available to you in class. Any work not turned in on the date it is due is considered late. Ten percent will be deducted from the grade for every class period it is not turned in. Special circumstances will be taken into consideration (e.g. Illness, court appearance, death of a relative.) but it counts as an absent.
All assignments must be completed and turned in to receive a passing grade for the class. The instructor reserves the right to alter assignments and change project due dates with sufficient notice to the students.

Attendance: Online attendance is just as important: you need to be connected to learn.

Attendance at all classes is required. It is your responsibility to obtain the materials covered in class regardless of the reason for your absence. If a class session is missed, ask your classmates for their notes and make sure you are prepared for the next class. An absence is an absence, regardless of the reason. Save your absences for a real emergency.

Only two (2) absences are allowed without penalty. Each additional absence will result in a 1/2 letter grade decrease in your total course grade. (The course grade will be lowered one step in the traditional grading metric: A+ A A- B+ B B- C+ C C- D+ D D- F)

Two (2) late arrivals will be counted as one absence. Leaving class early will be count as an absence.

Absence from eight (8) or more classes will result in an automatic failing grade (grade of F) for the course.
In the event of extreme medical or other situations a grade of WP or WF will be given for the course grade if eight (8) or more classes have been missed.

To meet attendance policies students must:

· Show up for class on time.
· Be engaged in scheduled class activities for the entire class period.
· Stay in class for the entire period.
· If a student needs to complete class activities in a remote location they must receive permission from the instructor prior to leaving class.
· If a student does not meet the above policies they will be counted absent.
· Only absences due to official Ohio University required functions or illness or emergency in the immediate family will be considered by the instructor for possible extensions, excuse, or make up.
· In the unusual circumstance of the instructor not being present at the beginning of the class period students are to use the time in class as a work period. Another faculty member may be contacted to take attendance.

Topics to be covered

Design thinking skills
Programming
Thoughtful making
Precedent Analysis
Critical Thinking
Environmental Analysis
Presentation Skill
Research Skill
Spatial Organization

Final Exam Session:
This is the official Ohio University Final Exam Time: this time may not be changed.

• Monday, December 9: 10:10am-12:10pm

Academic Integrity

· You are strongly advised to review the University's policies on dishonest scholastic work.
· These policies place full responsibility on the student for the content and integrity of all work submitted.
· The issue of integrity is a priority in the Interior Architecture program and is a matter that is the basis of the ethical standards of all design professions.
· All Ohio University policies and procedures for academic integrity are in full effect within this course.
· Anyone who is not honest in their behavior regarding academic conduct will be reported to the office of judiciaries.

<u>Accommodations in course work and assessment for students with a disability</u>

Any student who suspects s/he may need an accommodation based on the impact of a disability should contact the class instructor privately to discuss the student's specific needs and provide written documentation from the Office of Student Accessibility Services. If the student is not yet registered as a student with a disability, s/he should contact the Office of Student Accessibility Services.