Arch. Giò Todisco

Design 5 for Interiors   **Syllabus**   **Fall 2011**

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Office Hours: (by appointment)

Credits: 0-12-6
Prerequisite: Grade "C" or better in Design 4 for Interiors

Course Description:
It is an in depth exploration of three-dimensional interior design projects spanning from basic programming to schematic design, design development and presentations. The studio concentrates on the basic needs and opportunities of commercial design with some mixed-use projects, which build upon the fundamentals covered in previous design projects. Students learn the basics of space planning and develop three dimensional design responses, which integrate materials, construction, technology, and lighting. The design of interior space will be complemented by smaller scale considerations and human factors in the design of custom built-in elements and furnishings as well as surface finishes.

Course Objectives:
1. To develop the students' ability to analyze and research design project parameters; to theorize and synthesize design proposals in response to complex three dimensional interior design problems.
2. To develop the students' basic ability to program and space-plan three dimensional interior design projects through the introduction of specific programming and planning methodologies.
3. To develop the students' ability to integrate building materials, assemblies and construction processes as integral parts of the design and design process.
4. To become familiar with design theories and the current work and design solutions of contemporary designers and architects.
5. To express design alternatives in graphic, verbal, and written form.
6. To develop abilities in managing time and assignments in order to meet deadlines.

Instructional Mode:
This course is conceived as a series of complementary discussion and studio sessions. You will participate in creative experimentation, class discussions, field trips, lectures and both individual and group critiques of your work. You are required to read assigned material before the sessions where material will be discussed.
In the studios, the basic intent is to "learn by doing." Specifically, studio time will be used for individual design development and review. The latter part of most studio session includes de-briefing to foster collective learning. A select number of students (called randomly) will be required to present their work to the class in almost every lab session. (will be graded)
You are expected to work on projects and reading assignments outside of class and to have new work to show at the beginning of each class. Design reviews will be conducted through individual desk critiques and pin-up critiques. Design persuasion should include both graphic and verbal communication.
If you are experiencing difficulties (for whatever reason), every effort will be made to assist you. When studio time is too limited for the needed assistance, you are strongly encouraged to meet with the instructor (during office hours or by appointment) for additional help. However, it should be done before it becomes too late to be of any value to you.

Evaluation:
You will be evaluated based on your participation in class and your performance on the assigned exercises and design projects. Project criteria include innovation and effectiveness of design ideas, quality of research, design development, visual presentation, verbal presentation, the ability to deal with design criticism, the ability to work independently, the development of critical thinking skills, and the completeness of your projects.

Basic requirements for evaluation and credit:
1. Completion of tasks (all portion of each) assigned by the designated time. Incomplete tasks will result in no credit for assignment.
2. Visual communication of work and content in need of oral clarification.
3. Attendance for each class session for the entire studio period. More than 3 (three) un-excused absences will automatically result in the reduction of one letter grade and can be considered as grounds for dismissal from class. A missed group critique or leaving a critique early will result in no credit for that assignment. Mid-term grades will be given to help you assess your progress and standing.

Projects:
The projects for this course have been selected and constructed very carefully. Every attempt has been made to provide thought-provoking opportunities and arange of design experiences. Take advantage of these challenges to build on past experiences, to synthesize information from other courses (design and non-design related) and to experiment with different presentation formats.
As we move through the semester, some of you will find a particular project more rewarding than will others. Some will learn to prefer one board format; others, a different one. These situations are to be expected; but until you have applied yourself diligently to a variety of projects and presentation formats, you will have no real base to develop either personal preferences or your unique personal style.
Keep an open mind. Apply yourself in all the settings offered in this course. Have fun! You will grow in the process.

Grading: (also see separate grading sheet)

Project 0: Portfolio Pages	5%
Project 1: Fantasy Space	10%
Project 2: Fashion Designer Showroom	30%
Project 3: Metric & Human Factors	10%
Project 4: Mixed Use - Bookstore/Cafe	40%
Class Participation and Attendance	5%

Total   **100%**

Your grade will be based on the Philadelphia University grading scale:

A	4.00	93-100
A-	3.67	90-92
B+	3.33	88-89
B	3.00	83-87
B-	2.67	80-82
C+	2.33	78-79
C	2.00	73-77

(A grade of C or better is required to advance in design studios)

C-	1.67	70-72
D+	1.33	68-69
D	1.00	65-67
F	0.00	0-64

Policy on Late Submissions:
All projects should be submitted on time. Late work will not be accepted. Work will be due on the submission date specified regardless of the stage of completion attained. Under extenuating circumstances such as illness or a death in the family, the due date may be extended. However, you must make every effort to notify the instructor before the due date.

Archives:
Philadelphia University reserves the right to keep designated student work. The student work is an important part of the CIDA accreditation. If selected, your work will become part of the permanent archives.

Required Textbooks:
Ching, Francis (2004). Interior Design Illustrated. New York: Wiley
Ching, Francis (2008). Building Construction Illustrated. New York: Wiley
Abercrombie, S. (1991). A Philosophy of Interior Design. New York, NY: Westview Press
Pile, John F. (2007). Interior Design. Prentice Hall.

Recommended Texts:
-Birren, F. (1984). Color and Human Response. New York: Van Nostrand Reinhold.
-Crosbie, M.J. and Watson D. (2004). Timesaver Standards for Architects. New York, NY: McGraw-Hill.
-Deasy, C.M. and Laswell, T. (1990). Designing Places for People. New York Whitney Library of Design/Watson-Guptill Publications.
-Gordon, G. (2003). Interior Lighting for Designers, 3rd edition. New York, NY: John Wiley.
-Green, W. (2000). The Retail Store: Design and Construction. New York: Universe Inc.
-Harmon, S. K. and Kennon, K.E. (2001). The Codes Guidebook for Interiors. New York: John Wiley.
-Karlen, M. (2009). Space Planning Basics. New York, NY: John Wiley.
-Malnar, J. M. and Vodvarks, F. (1992). The Interior Dimensions: A Theoretical Approach to Enclosed Space. New York: Van Nostrand Reinhold.
-Nelson, G. (2003). How to See: A Guide to Reading Our Man-Made Environment. New York: Design Within Reach
-Reznikoff, S. C. (1992). Specifications for Commercial Interiors. New York: Whitney.
-McGowan, M. and Kruse, K. (2003). Interior Graphic and Design Standards. Hoboken, N.J.: John Wiley.

Student Feedback:
You will have two opportunities to evaluate this course and offer constructive criticism. A mid-term evaluation/discussion will help resolve some of the critical issues before it is too late to be of value to you. In addition, a term-end evaluation will also help target issues and problem areas for the future.