#### **COURSE DESCRIPTION**

#### **COURSE CONTENT**

### **COURSE OUTLINE**

INTERIOR DESIGN STUDIO 03 9:30AM- 12:50PM JOHN PASSMORE L121 JOHN.PASSMORE@BELLEVUECOLLEGE.EDU I am best reached by email. Office hours are by appointment.

Introduces fundamental concepts and methods for planning, organizing, and arranging spaces in the interior environment. Students examine space in terms of human needs, activities, and priorities and apply design processes to make the best functional, sustainable and aesthetic use of space.

Lectures and demonstrations within the design studio environment

Student presentations of design projects

Formal and informal design reviews

Oral presentations throughout the class

Project #01 - Understanding Space

Project #02- Retail space

Strategies for addressing complex projects:

Design Process Methodologies

Define Program Define design concept Identify client needs Form and Space Critical relationships Function Site Materials Constructability

Accessibility ADA requirements Universal Design

Graphic Presentations Successfully communicate conceptual ideas Successfully communicate project Media exploration for presentation options Use of digital and physical modeling techniques

Sustainable Design Sustainability History and Theory Requirements for sustainable design Conceptual integration of sustainability

## **INTERIOR DESIGN**

BELLEVUE COLLEGE 3000 LANDERHOLM CIRCLE SE BELLEVUE, WA 98007-6484

INTERIOR DESIGN STUDIO 03 FALL 2013

INDES 273 MON, WED INSTRUCTOR LOCATION	INTERIOR DESIGN STUDIO 03 9:30AM- 12:50PM JOHN PASSMORE L121
REQUIRED SUPPLIES	12"-18" tracing paper Pens, pencils, markers, etc Model making materials- foam core, chipboard, white glue, etc Xacto knife, blades
REQUIRED BOOKS	Color, Space, Style Chris Grimley & Mimi Love Materials, Structures, Standards Julia McMorrough
SUGGESTED REFERENCE	<ul> <li>Architectural Graphic Standards C. Ramsey &amp; H. Sleeper</li> <li>Interior Graphic and Design Standards S.C. Reznikoff</li> <li>Interior Design Illustrated Francis Ching</li> <li>Human Dimension &amp; Interior Space Julius Panero &amp; Martin Zelnik</li> <li>Modelmaking Martha Sutherland</li> <li>Precendents in Architecture, Roger Clark and Michael Pause</li> <li>Architectural Study Drawings Daniel M. Herbert</li> <li>Humanscale 7-8-9 Diffrient, Harmon &amp; Tilley; Henry Dreyfuss Associates</li> <li>Interior Design John F. Pile</li> <li>Interiors, An Introduction Nielson and Taylor</li> </ul>

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### AFTER SUCCESSFUL COMPLETION, STUDENT WILL

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Successfully employ the elements and principles of Design.

Demonstrate the ability to both define and organize space and form

Demonstrate an understanding of the design process, utilizing programs, concepts, and schematics.

Demonstrate the ability to design spaces for the diversity of human needs.

Define and apply universal and accessible design strategies

Demonstrate the ability to apply the design process, utilizing elements and principles of design through sketches and schematics to develop a concept.

Demonstrate the ability to write programs, concept statements, and design statements to validate design solutions relative to the objectives of the project program through the application of the design process.

Demonstrate the ability to write client profiles, identify the design problems for the various clients and environments, problem solve and validate the design solution relative to the program objectives.

Demonstrate knowledge of the design process, and human factors by successfully completing projects.

Demonstrate the ability to communicate the design theory, concept, design development and intent by using correct architectural graphics.

Demonstrate an understanding of human factors, by designing with the concepts of universal and accessible design; for example, design a project with these concepts evident.

Demonstrate the ability to design an environment that illustrates the relationship between human behavior and the built environment; for example, design a project for people with special needs.

Demonstrate the ability to build a model to communicate design intent.

Demonstrate fundamentals in communications by expressing design ideas clearly in oral presentations and critiques.

Demonstrate an understanding of the fundamentals of sustainable design.

Demonstrate an ability to integrate sustainable design into the project both on a materials and systems level. Also, demonstrate an ability to integrate sustainability into the project on a conceptual level.

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#### ACADEMIC HONESTY

### INTERIOR DESIGN STUDIO 03 9:30AM-12:50PM JOHN PASSMORE L121

The principle of academic honesty underlies all that we do and applies to all courses at Bellevue College. One kind of academic dishonesty is plagiarism, which may take many forms, including, but not limited to, using a paper written by someone else, using printed sources word-for-word without proper documentation, and paraphrasing or summarizing the ideas of others without acknowledging the source as well as submitting work from a prior class. Plagiarism can also occur when non-written ideas are taken without documentation--using someone else's design or performance idea, for example. In short, plagiarism amounts to intellectual theft--whether or not it was your intention to steal.

Participating in academic dishonesty in any way, will result in severe penalties. Dishonestly produced papers and documents automatically receive a grade of "F" without the possibility of make-up. The Dean of Student Services will also be notified of such conduct.

Individual instructors will clarify documentation requirements for specific assignments. If you have any doubts as to whether you are documenting properly, do not hesitate to consult your instructor.

### ACCOMMODATIONS -DISABILITY RESOURCE CENTER

The Disability Resource Center serves students with a wide array of learning challenges and disabilities. If you are a student who has a disability or learning challenge for which you have documentation or have seen someone for treatment and if you feel you may need accommodations in order to be successful in college, please contact us as soon as possible.

If you are a person who requires assistance in case of an emergency situation, such as a fire, earthquake, etc, please meet with your individual instructors to develop a safety plan within the first week of the quarter.

The DRC office is located in B 132 or you can call our reception desk at 425.564.2498. Deaf students can reach us by video phone at 425-440-2025 or by TTY at 425-564-4110 Please visit our website for application information into our program and other helpful links at: www.bellevuecollege.edu/drc

DRC has moved temporarily to the Library Media Center (D126). The location is in the former study room area, back and to the right as you enter the Library.

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### GRADING

### **INTERIOR DESIGN STUDIO 03** 9:30AM-12:50PM JOHN PASSMORE | 121

Each student will come to the class with a certain skill set, hopefully you will leave with a considerably larger one. Quality of work and grading is not gauged according to other students, rather it is determined from the individual skill sets of each student. I will however gauge the amount of effort and participation a student shows against other students, so in a sense you are competing against others for 25% of your grade.

Your final grade in this class will be calculated based on the percentages and numerical values listed below. I will grade each assignment based on outlined project requirements and return it to you in a timely manner as a record of your status in the class. I will hold the grading of attendance, effort and class participation until the end of the quarter to allow for an overall perspective.

Work is to be turned in on time, as scheduled. Late work will not be accepted, graded or commented on. If you have a conflict with any deadline, I usually ask that your project be submitted ahead of time.

#### LATE WORK WILL NOT BE ACCEPTED GRADED OR COMMENTED ON NO EXCEPTIONS

If you have any questions or concerns about your grades, please see me as soon as possible. Please be aware that simply attending class and completing the required assignments will not entitle you to an "A" in this class. Doing what is required of you is not outstanding, it is satisfactory and will thus entitle you to a "C" in this class. If you have any questions, please review the grading policy of the school at: http://bellevuecollege.edu/catalog/enroll/grades.asp

An "Incomplete" grade may be awarded only in cases where extenuating circumstances have prevented the student from completing no more than one of the projects or tests for the quarter. To be eligible for an "I" grade, the student must have prior approval of the instructor. Questions about grades, including an approximation of the letter grade earned to date, will be welcomed at any time during the quarter.

Attendance, effort, class participation Project #01 Project #02	25% 25% 50%	
Numeric Grade Scale:	100 - 94 93 - 90 89 - 87 86 - 83 82 - 80 79 - 77 76 - 73 72 - 70 69 - 60 < 59	= A- = B+ = B = B- = C+ = C = C-

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### INTERIOR DESIGN STUDIO 03 FALL 2013

**INDES 273** 

#### **STUDIO REQUIREMENTS**

INTERIOR DESIGN STUDIO 03 9:30AM- 12:50PM JOHN PASSMORE L121

This is a professional program that demands a professional attitude. Your attendance is mandatory. Attendance will be taken at the beginning of class with a sign-in sheet, you are responsible to sign-in at the beginning of each class period. You should be on time for class, as it shows respect for yourself and fellow classmates. Later in the quarter, if you choose not to review your progress with me, you must still sign in on the list and simply note "no talk" next to your name

# LATE WORK WILL NOT BE ACCEPTED, GRADED OR COMMENTED ON NO EXCEPTIONS

You should be prepared to present your work at the beginning of every class, your participation in class is required, you all have opinions and I wish to hear them. There are no wrong questions or wrong answers in this class. If you do not understand an assignment, concept or method, it is your responsibility to let me know. My office hours are anytime, to be arranged by email. use them or lose them.

IF A VERBAL PRESENTATION IS PART OF AN ASSIGNMENT, YOU MUST PRESENT IN CLASS IN ORDER TO HAND IN THE ASSIGNMENT.

#### NO ASSIGNMENTS WILL BE ACCEPTED IF YOU HAVE NOT PRESENTED THE WORK IN CLASS AS SCHEDULED

In order for your work to communicate your true intentions it vital that you bring a complete concept to class each week -whether or not the whole of the project is finished. Your work must be well thought out and appear neat and professional. Good craft is critical.

Anyone dropping this course beyond the time allowed by the college will receive a failing grade and will have to repeat the course at a future time. This is to save everyone wasted time and effort. This is a studio course, and therefore very time and labor intensive. Please be realistic about your class scheduling.

Please be aware of and review all other requirements for both the Arts and Humanities Division and Bellevue College found online at: http://bellevuecollege.edu/artshum/AHGdIns-StdntGrwth.htm http://bellevuecollege.edu/artshum/policy.html

### IMPORTANT LINKS: Interior Design Department: http://bellevuecollege.edu/ArtsHum/interiordesign/ Interior Design Student Association: http://idsainfo.blogspot.com/

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#### ENTRY INFORMATION Blue Cards:

Students for the most part can self-register.

If a student is trying to register for a class and it is full, they will need a blue card. If they are trying to register a time conflict class, IE an overlap of any time in their schedule, they need a blue card.

Blue cards can be obtained at the Division office R-230. Online classes, the student must complete the online blue card request. Found here: http://bellevuecollege.edu/services/bluecard.asp

The student must have you complete the blue card with the course information and faculty, program chair or program manager signature. If the student needs an entry code to add the class, please refer them to the Entry Code Procedure.

#### Entry Codes:

Entry Codes must be requested by email. Detailed information is required to process entry code requests:

Please refer students who need entry codes to the Interior Design Department Website so their request is complete.

http://bellevuecollege.edu/artshum/interiordesign/Entry%20Codes.html · Certain classes offered each quarter may require entry codes if:

- It is a special topic course
- You've transferred credits from another college
- You are trying to take a course out of sequence because of work or family.
- To request an entry code please e-mail indes.advisor@bellevuecollege.edu and include:
  - The course number, the class name and the item number.
  - the quarter you are requesting a code for
- why you need the code (you transferred credits or need to take a course out of sequence)
- your phone number
- your student id number.

Please allow at least one business day to receive a response to your request. Requests sent on Fridays after 3:00pm or on weekends may take until Tuesday to be answered. Please don't call the Interior Design Program office for Entry Codes.

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### **ENTRY INFORMATION**

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Interior Design @ BC List Serve

To help students stay informed, the Interior Design Department has created a listserve. An email bulletin board that allows faculty to reach students in the program with the latest program related information and announcements. We recommend that you subscribe to the listserve.

This is how you do it: Send an email to id@clublists.bellevuecollege.edu

Type the word subscribe in the subject line. Shortly afterwards you will receive an email confirmation from the list. You must reply to this message to complete the process. When you wish to remove yourself from the list you need only send an email to the listserve address with the word unsubscribe in the subject line. You will receive a confirmation notice that you have been removed from the list. Students have reported difficulty subscribing to the listserve through Hotmail, Comcast, and other providers. If you receive a "List Posting Error Notification" after replying to the confirmation email, you can place a help request ticket through the student technology support center and they can set you up manually. Just go to

https://bellevuecollege.edu/STSC/ and fill out the form.

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RECOGNITION OF SYLLABUS	The syllabus is a contract between the student and instructor, establishing the learning outcomes and context, as well as the expected conduct, rights, and responsibilities of students in this class. It is important that you understand and are prepared for the learning experience ahead by understanding the syllabus contents. Please sign below, as confirmation that you've read the syllabus and that you will discuss with the instructor any issues that you consider confusing, problematic, or open to dialogue with the entire class. If your discussion is of a personal nature, please make an appointment with me, rather than discuss it during class.
	Please print name
	Signature
	Date
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FALL 2013

### **INTERIOR DESIGN STUDIO 03**

### COURSE SCHEDULE

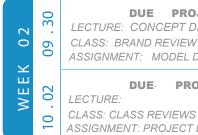
(schedule may vary according to student progress all changes will be announced in class)

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- 23 LECTURE: INTRO TO CLASS STRUCTURE, GENERAL INFORMATION
- CLASS: PROJECT 01 INTRO 60
  - ASSIGNMENT: BRAND RESEARCH

#### DUE-

- LECTURE: CONCEPTUAL MODELS
- CLASS: PROJECT 01 REVIEW 60
  - ASSIGNMENT: CONCEPTUAL MODELS



#### DUE PROJECT 01 MODELS

- LECTURE: CONCEPT DIAGRAMS
- CLASS: BRAND REVIEW
- ASSIGNMENT: MODEL DEVELOPMENT

#### DUE- PROJECT 01 DEVELOPMENT

- ASSIGNMENT: PROJECT DEVELOPMENT
  - DUE PROJECT 01 DEVELOPMENT

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#### LECTURE: CLASS: INDIVIDUAL DESK CRITS

ASSIGNMENT: PROJECT DEVELOPMENT

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#### DUE PROJECT 01 MODELS

LECTURE: CLASS: INDIVIDUAL DESK CRITS 0 ASSIGNMENT: PROJECT DEVELOPMENT

0 4	10.14	
WEEK	10.16	

### DUE-LECTURE:

CLASS: INDIVIDUAL DESK CRITS ASSIGNMENT: PROJECT DEVELOPMENT

#### DUE PROJECT 01 PLANS, SECTIONS, MODELS

- LECTURE: CLASS: INDIVIDUAL DESK CRITS
- ASSIGNMENT: PROJECT DEVELOPMENT

## **INTERIOR DESIGN**

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**INTERIOR DESIGN STUDIO 03** 

### **INTERIOR DESIGN STUDIO 03**

### COURSE SCHEDULE

DUE PROJECT 01 FINAL

(schedule may vary according to student progress all changes will be announced in class)

N LECTURE: S CLASS: CLASS PINUP 0 0 ASSIGNMENT: PROJECT 02 INTRODUCTION К Ш DUE HOLIDAY ш 23 LECTURE:  $\geq$ CLASS: 0 ASSIGNMENT: . 28 DUE SITE MODEL LECTURE: 9 0 CLASS: CLIENT GROUP REVIEWS 0 ASSIGNMENT: PROJECT DEVELOPMENT WEEK DUE SITE MODEL 30 LECTURE: CLASS: CLIENT GROUP REVIEWS 0 ASSIGNMENT: PROJECT DEVELOPMENT 8 DUE PLANS AND MODELS LECTURE: 0 7 CLASS: INDIVIDUAL DESK CRITS <u>\_\_\_\_</u> ASSIGNMENT: PROJECT DEVELOPMENT EEK DUE PLANS AND MODELS 90 LECTURE:  $\geq$ CLASS: INDIVIDUAL DESK CRITS Ξ ASSIGNMENT: PROJECT DEVELOPMENT DUE HOLIDAY LECTURE: 8 0 . CLASS: 1 ASSIGNMENT: Ч Ш DUE

LECTURE: CLASS: INDIVIDUAL DESK CRITS

ASSIGNMENT: PROJECT DEVELOPMENT

## **INTERIOR DESIGN**

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**INTERIOR DESIGN STUDIO 03** 

### **INTERIOR DESIGN STUDIO 03**

### COURSE SCHEDULE

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DUE HOLIDAY

(schedule may vary according to student progress - all changes will be announced in class)

60 >	11.18	LECTURE: CLASS: NO CLASS ASSIGNMENT: PROJECT DEVELOPMENT
WEEK	11.20	DUE PLANS AND MODELS LECTURE: CLASS: DESK CRITS ASSIGNMENT: PROJECT DEVELOPMENT
< 10	11.25	DUE TBD LECTURE: CLASS: INDIVIDUAL DESK CRITS ASSIGNMENT: PROJECT DEVELOPMENT
WEEK	11.27	DUE TBD LECTURE: CLASS: INDIVIDUAL DESK CRITS ASSIGNMENT: PROJECT DEVELOPMENT
11	12.02	<b>DUE TBD</b> LECTURE: CLASS: INDIVIDUAL DESK CRITS ASSIGNMENT: PROJECT DEVELOPMENT
WEEK	12.04	DUE FINAL DESIGN LECTURE: CLASS: FINAL PRESENTATION ASSIGNMENT: FINAL PRESENTATION
	. 09	DUE LECTURE: CLASS: FINAL PRESENTATION

12.0	LECTURE: CLASS: FINAL PRESENTATION ASSIGNMENT: FINAL PRESENTATION
12.11	DUE FINAL PRESENTATION LECTURE: FINAL REVIEW CLASS: ASSIGNMENT: SLEEP

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