

INDES 472
MONDAY & WEDNESDAY
INSTRUCTOR
LOCATION

CAPSTONE DESIGN STUDIO II
3:00PM- 6:20PM
MIKE COX - SANDRA WILSON
B 226 - B 223
Winter Quarter 2013

COURSE DESCRIPTION

Focuses on the problem solving discipline of the design process and its application to Interior Design. Completes the capstone studio sequence with a design development phase. Students work on a variety of professionally relevant self-directed interior design projects, pursue an individualized area of inquiry and project context, and prepare a detailed design solution and project documentation. Builds on research begun in INDES 440 and uses research and concepts developed in INDES 471.

COURSE CONTENT

*Thesis Process
Thesis Project*

COURSE OUTLINE

As a self-directed course of study, students and instructors may modify the course outline to better suit the student's area of inquiry. The course outline includes the discussion of the following elements:

*Site Analysis
Programming and needs assessment
International Building Code
ADA requirements / Universal Design
Adjacency, Blocking, & Concept Diagrams
Schematic design
Furniture selection
Elevation drawings
Design development
Lighting and Reflected Ceiling Plans
Power & Data distribution
Color & Materials selection
Detailing the interior
Product specifications
Presentation Media*

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GRADING

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.

Your final grade in this class will be calculated based on the percentages and numerical values listed below. We will grade each assignment and return it to you in a timely manner as a record of your status in the class. If you have any questions or concerns about your grades, please see your primary instructor as soon as possible.

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 contact us as soon as possible so that we can find a resolution to the problem, usually we will ask that your project be submitted ahead of time.

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

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 assignments 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.

Evaluation of assignments will be based upon several criteria:

*Completion of requirements
Understanding and application of concepts
Neatness and presentation quality
Other specifics particular to individual projects*

SITE DOCUMENTATION	15%
INTERVENTION	15%
SCHEMATIC PRESENTATION	25%
DESIGN DEVELOPMENT PRESENTATION	25%
FINAL THESIS PRESENTATION AND DOCUMENT	20%

(Final thesis document to be turned +/-30 days after presentation. Any failure to submit final document will result in a change of grade to "F")

INTERIOR DESIGN

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AFTER SUCCESSFUL
COMPLETION, STUDENT
WORK WILL

CAPSTONE DESIGN STUDIO II
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Demonstrate the ability to apply theoretical knowledge and technical skills to concepts and solutions for interiors.

Describe and understand critical, analytical, and strategic thinking in the development of interiors.

Describe and understand active listening skills leading to effective interpretation of requirements for interiors.

Express ideas clearly in oral presentations, critiques, and interviews.

Communicate clearly in writing, such as concept statements, reports, research papers in the development of interiors.

Demonstrate the ability to apply the Design Process for interiors, by developing a design concept, and applying 2-dimensional and 3-dimensional design elements and principles of design.

Demonstrate programming skills using the design process, including program identification, client needs, and information gathering research and analysis for interiors.

Demonstrate the ability to write client profiles, programs, concept statements, design statements, to demonstrate an understanding of the design process for interiors.

Demonstrate the ability to develop a design concept for interiors.

Demonstrate competency in the selection of specific interior finishes and materials according to the specific function, code and creative purposes in the development of interiors.

Demonstrate competency in the selection and the layout of furniture and equipment in the development of interiors.

Demonstrate the ability to problem solve through the application of the design process, the ability to develop and draw, using correct architectural graphics, a space plan for interiors.

Demonstrate the ability to develop and draw final design documents that communicate the design intent for interiors.

Demonstrate the ability to design and draw custom interior elements in interiors.

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ACADEMIC HONESTY

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Demonstrate the ability to develop and draw selected design and working drawings to support the final design of interiors (e.g. elevations, reflected ceiling plan, and various construction sections and details, for example, stair sections, cabinet details, and lighting details).

Demonstrate the ability to write specifications for furniture, equipment and interior architectural finishes to support the final design for interiors.

Demonstrate the application of codes and regulations in the development of interiors, for example, correctly applying codes to egress concepts.

Demonstrate design development skills in designing wayfinding methods in interiors.

Demonstrate design development skills in designing graphic identification, such as signage for interiors.

Justify design solutions relative to the objectives of the interiors project program are evident in the design process.

Demonstrate the ability to organize conceptual and final presentation materials to support an oral presentation of the final design of interiors.

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 primary instructor.

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STUDIO REQUIREMENTS

This is a professional program that demands a professional attitude. You should be on time for class, as it shows respect for yourself and fellow classmates. Any announcements, class changes, etc will be discussed at the beginning of class.

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 we 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 us know. Your primary instructor's office hours are posted on their office doors, 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.

In order for your work to communicate your true intentions it is vital that you bring a complete concept visually illustrated 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/AHGdlns-StdntGrwth.htm>
<http://bellevuecollege.edu/artshum/policy.html>*

ACCOMMODATIONS

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 primary instructor 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

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CAPSTONE DESIGN STUDIO II
3:00PM- 6:20PM

COURSE SCHEDULE

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

WEEK	01	JAN 02	M W	CLASS INTRO, INTRODUCE SITE DOCUMENTATION
WEEK	02	JAN 07 JAN 09	M W	WORK IN CLASS DUE: SITE DOC INTRODUCE INTERVENTION
WEEK	03	JAN 14 JAN 16	M W	WORK IN CLASS DUE: INTERVENTION - CLASS REVIEW
WEEK	04	JAN 21 JAN 23	M W	HOLIDAY - NO CLASS TODAY MEET WITH PRIMARY
WEEK	05	JAN 28 JAN 30	M W	FF&E LECTURE CODES LECTURE
WEEK	06	FEB 04 FEB 06	M W	WORK IN CLASS, MEET WITH SECONDARY WORK IN CLASS, MEET WITH PRIMARY
WEEK	07	FEB 11 FEB 13	M W	DUE: SD PRESENTATION - CLASS REVIEW DUE: SD PRESENTATION - CLASS REVIEW
WEEK	08	FEB 18 FEB 20	M W	NO CLASS TODAY- PROF. DEV. DAY WORK IN CLASS, MEET WITH PRIMARY
WEEK	09	FEB 25 MAR 27	M W	WORK IN CLASS, MEET WITH SECONDARY WORK IN CLASS, MEET WITH PRIMARY
WEEK	10	MAR 04 MAR 06	M W	DUE: DD PRESENTATION - CLASS REVIEW DUE: DD PRESENTATION - CLASS REVIEW
WEEK	11	MAR 11 MAR 13	M W	WORK IN CLASS WORK IN CLASS
WEEK	FINAL	MAR 18	M	FINAL PRESENTATIONS /Seattle Design Center

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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

Primary Instructor

Date

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SITE DOCUMENTATION

Due: January 9, 2013

Format: Physical Model + 3D Interior Views + Floor Plan

Value: 15%

1. Build an "as-built" physical model of your existing building including any relevant building context that will influence, or affect, your project. Scale, and material, of the model is to be determined by the student.
2. Create 3D drawings of your existing space including ALL of the spaces that you are planning on design in. Drawings can be created by hand, or created in 3D modeling programs. Multiple drawings are expected.
3. Draw existing Floor Plans (1/4"=1'-0") of all spaces that you are planning on design in.

Note: 24 x 36" is the minimum size for drawing presentations

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INTERVENTION

CAPSTONE DESIGN STUDIO II
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Due: January 16, 2013

Format: Physical Model

Value: 15%

Specifications: 10 minutes (maximum presentation + review)

Using your design intent / word create a three-dimensional manifestation or conceptual experiment that will go inside of your site documentation model. Your manifestation, or conceptual experiment, is your interpretation of what your intent / word means to you spatially.

You are free to use whatever material and means possible to communicate your ideas visually.

Intended outcomes:

- *What does your design intent look like spatially?*
- *Can you show your intent better than you can say it?*
- *What happens when your intervention goes into your space - is there a physical or implied relationship?*
- *Does your design language contradict or support the current language in your site?*

Summary: This is just a spatial design study, don't try and make things work in regard to your program, just create a space that reflects your intent.

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SCHEMATIC DESIGN
PRESENTATION

CAPSTONE DESIGN STUDIO II
3:00PM- 6:20PM
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Due: February 11 + 13, 2013
Format: Physical & Verbal
Value: 25%
Specifications: 15 minutes (maximum presentation + review)

Content: A concise verbal and visual summary to date.

Below are the minimum deliverables for your presentation:

1. Statement of Intent
2. Original Site Model showing Intervention
3. Program with estimated sizes
4. Adjacency and Bubble Diagrams over 1/4" plan, color coded for clarity
5. Current Site Model showing design project
6. Preliminary Drawings Showing Intent:
 - Floor Plans w/furniture (1/4" = 1'-0")
 - Sections w/ furniture (1/4" = 1'-0")
 - 3D Interior Drawings w/furniture
7. Materiality studies (existing + proposed)
8. Evidence of Code Research & Application

Note: 24" x 36" is the minimum size for drawing presentations

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DESIGN DEVELOPMENT
PRESENTATION

CAPSTONE DESIGN STUDIO II
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Due: March 4 + 6, 2013
Format: Physical & Verbal
Value: 25%
Specifications: 15 minutes (maximum presentation + review)

Content: A concise verbal and visual summary to date.

Below are the minimum deliverables for your presentation:

1. Statement of Intent
2. Original Site Model showing Intervention
3. Program with proposed sizes
4. Current Model showing design work
5. Design Drawings:
 - Floor Plans (room names, power + data, FF+E legend, dim., etc.) (1/4" = 1'-0")
 - Sections (1/4" = 1'-0")
 - 3D Interior Drawing for all major spaces
 - RCP
6. Proposed Finishes, fixtures, furniture, lighting
7. Code Application

Note: 24 x 36" is the minimum size for drawing presentations
All finished must be represented by spot rendering

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CAPSTONE DESIGN SHOW

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Due: March 18, 2013

Format: Design Show Seattle Design Center

Value: 10%

Specifications: All work must be pinned up by students prior to show

Content: A visual summary of your final thesis.

You will present a visual summary of your final thesis at the Seattle Design Center. We will give you size requirements/ limitations closer to the installation date. You will be both pinning up, and taking down, your own work. Pinup and take-down dates will be given towards the end of the quarter..

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FINAL CAPSTONE DOCUMENT

Due: Monday April 22, 2013
1:00 pm
Value: 10%
Format: Physical pages- unbound.

Specifications: 10" x 10" archival paper - your choice
order the pages as you want them to be bound
1/2" center gutter- refer to drawing
two sided- printing

Content: This document will be a complete record of the work which you have completed in the entire Capstone sequence. After you submit the unbound pages, the department will have them bound for the inclusion in the BC Library's permanent collection. This bound book will remain on campus as a permanent record of your efforts and accomplishments for all future students to review and learn from. As such, you should present the content in a professional manner, one in which represents your work and yourself for many years to come.

You will need to include the following content:

1. Title Page
 - a title for your completed Capstone Project
 - your name
2. Table of Contents
3. Your full and complete Capstone 01 Research Document.
 - as submitted in Capstone 01
4. A complete documentation of your Capstone 02 work.
 - this will include all process work
 - final design solution, drawings, models, etc.

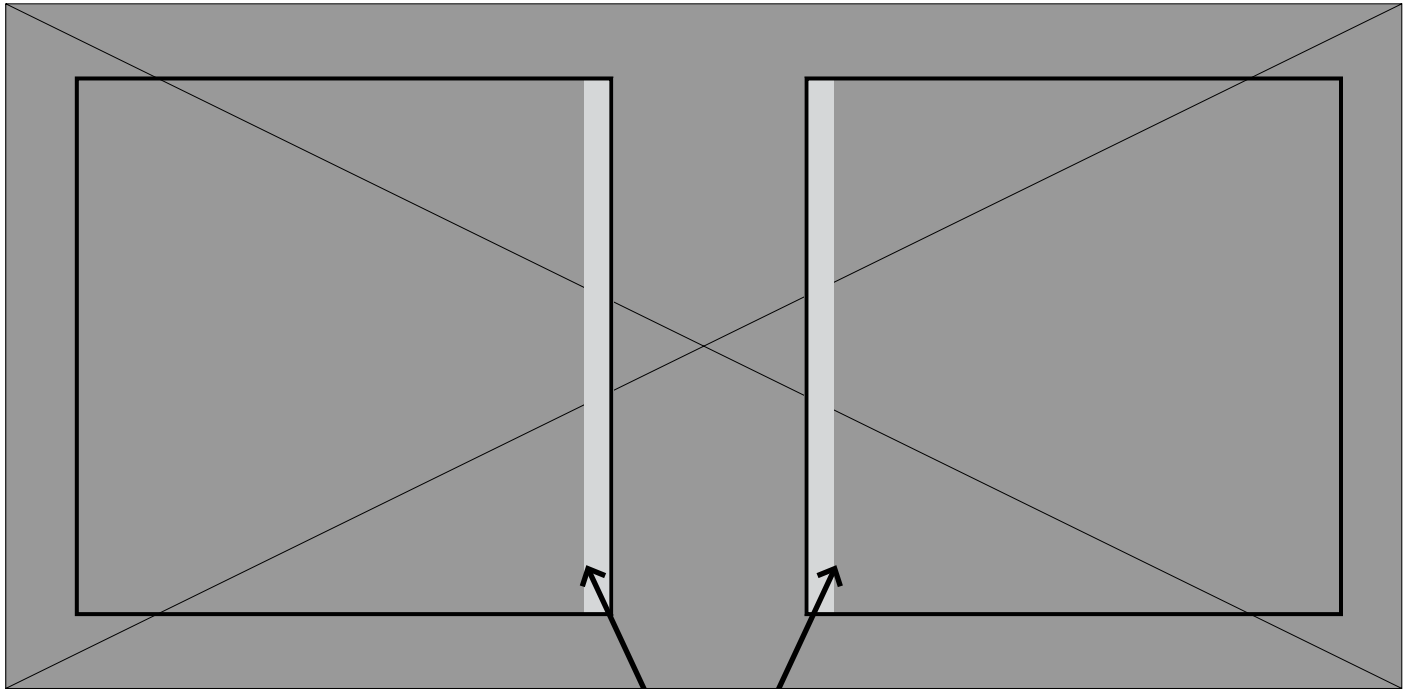
Individual page layout and bleed is completely up to you, we suggest that you keep the content manageable and understandable- this is a record of who you are and what you have done here at Bellevue College.

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The gutter area will be hidden by the binding process. Anything printed in this area will not be seen.

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