

INTERIOR DESIGN 270 – Interior Design 2: Residential Design Studio

COURSE INFORMATION

- Instructor: **Gregory Wharton** AIA RIBA NCARB LEED® AP
Mr. Wharton is a licensed architect, Lead Associate, and Director of residential, commercial, and mixed-use design at Studio Meng Strazzara in Seattle, Washington.
Email: gwharton@gmail.com
Cell: (206) 890-3128
- Class Time: **Tu – Th 6:30 PM– 9:20PM**
- Class Location: **Room L121** Room Code: **841259**
- Description: Residential Design Studio. Focuses on the problem-solving discipline of the design process and its application to residential design. Students develop concepts to achieve design goals and apply theoretical knowledge and technical skills to their design solutions as they work on a variety of professionally relevant interior design projects.
- Web Site: Go to: <http://mybcc.net>
Log in using the login and password issued to you by BCC on enrollment
Switch to “Spring 2008” under “My Classes’ and click the arrow button
Click on the link that appears for INDES270
- Prerequisites: Interior Design 165, 170, and 260
- Required Materials: Your Brain
Your Creativity
Your Presence
Your Willingness to Learn
Your Positive Energy and Hard Work
Something to Draw With
Something to Draw On
- Optional Reading List: Norberg-Shulz, Christian: The Concept of Dwelling: On the Way to a Figurative Architecture; Rizzoli, Milan, 1985

King, Peter: Private Dwelling: Contemplating the Use of Housing; Routledge, London, 2004

Deasy, C.M. & Lasswell, Thomas E.: Designing Places for People: A Handbook on Human Behavior for Architects, Designers, and Facility Managers; Whitney Library of Design, New York, 1990

Ching, Francis D.K.: Building Construction Illustrated; Van Nostrand Reinhold, New York, 1975

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COURSE SYLLABUS

WEEK	DAY	CONTENT (Subject to Change Without Notice)
1	Tu 1/6	1 st Half: Course Introduction <i>What are we doing here, anyway?</i> Assignment #1 – Residential Space Analysis: Townhouses Introduction to Term Design Project 2 nd Half: The Designer’s Toolkit – Part 1 <i>Learning the tools you need to become a successful and mature designer</i>
	Th 1/8	1 st Half: The Designer’s Toolkit – Part 2 <i>More methods for the madness – unlocking your inherent creativity</i> Assignment #2 – Program: Who, What, Why, How Many, How Much? 2 nd Half: Iron Designer Challenge I <i>Bring sketch paper, pens, pencils, colored pencils, and markers</i>
2	Tu 1/13	1 st Half: Residential Programming & Layout – Part 1 <i>Basic Residential Zoning, Bedrooms, Bathrooms, Closets, and other Private Spaces</i> 2 nd Half: Residential Programming & Layout – Part 2 <i>Kitchens, Storage, Systems, Garages, and other Utilitarian Concerns</i> <u>Project Programs Due</u>
	Th 1/15	Presentations – Residential Space Analysis Assignment #3 – Develop Overall Design Concepts
3	Tu 1/20	1 st Half: Residential Programming & Layout – Part 4 <i>Exterior Space and other Interfaces with the Outside World, Structure, Pulling it all together.</i> 2 nd Half: Making it Great: Aesthetics
	Th 1/22	1 st Half: <u>Concept Designs Due – Desk Crits by Group</u> 2 nd Half: Work in Class Assignment #4 – Develop Schematic Plans and Sections
4	Tu 1/27	1 st Half: Iron Designer Challenge II <i>Bring sketch paper, a scale, pens, pencils, and a calculator</i> 2 nd Half: Work In Class
	Th 1/29	1 st Half: <u>Schematic Plans and Sections Due</u> 2 nd Half: Work in Class Assignment #5 – Develop Interior Design Concepts; Prepare Midterm Presentation
5	Tu 2/3	1 st Half: Term Design Project – Progress Pin-up 2 nd Half: Work in Class
	Th 2/5	1 st Half: Iron Designer Challenge III 2 nd Half: Work in Class
6	Tu 2/10	1 st Half: Work In Class 2 nd Half: Work in Class
	Th 2/12	MIDTERM REVIEWS

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7	Tu 2/17	NO CLASS
	Th 2/19	NO CLASS
8	Tu 2/24	1 st Half: Work In Class 2 nd Half: Work In Class
	Th 2/26	1 st Half: Work in Class 2 nd Half: Iron Designer Challenge V
9	Tu 3/3	Term Design Project – PROGRESS PINUP
	Th 3/5	1 st Half: Work In Class 2 nd Half: Work In Class
10	Tu 3/10	1 st Half: Work In Class 2 nd Half: Term Design Project – PROGRESS PINUP
	Th 3/12	1 st Half: Work In Class 2 nd Half: Work in Class
11	Tu 3/17	1 st Half: Work In Class 2 nd Half: Work in Class
	Wed 3/18 Th 3/19	Term Design Project – FINAL PRESENTATIONS

COURSE POLICIES & EXPECTATIONS

ATTENDANCE POLICY

Students shall:

- Attend all regularly scheduled classes unless excused by the Instructor with prior permission;
- Arrive in the classroom prior to the scheduled start of class, prepared to begin class at the appointed time;
- Remain for the entire class period until or unless excused by the Instructor.

Repeated tardiness will adversely affect your grade for the course. Students are responsible for completing all required work and learning the required material even in the event of absence. The Instructor will not provide copies of make-up coursework or assignments. Any in-class work missed must be made up by the beginning of the next scheduled class period or the student will be graded an "F" or "-" on any such work. It is recommended that students get one another's contact information in order share information about assignments and class work in the event of an unavoidable absence.

Four or more absences during the course will result in a failing grade for the course if you have not dropped your enrollment with the school registrar – **no exceptions**.

DELIVERABLES POLICY

Students are responsible for completing all assigned in- and out-of-class work, delivering the products of that work to the Instructor or the Instructor's representative at the beginning of the class period during which the work is due or at an otherwise designated time and date. In accordance with industry practice, this work will be referred to as "deliverables due" rather than "homework." The quality and completeness of your deliverables will determine the majority portion of your grade for the class. With the exception of the Term Design Project, deliverables not turned in on time will be down-graded by one letter grade if turned in late on the same day due, and one letter grade for each day thereafter up to and including the next regularly scheduled class period. The final deliverables for the Term Design Project **will not be accepted late under any circumstances**, receiving a failing grade if at all late. Other

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deliverables not turned in at the assigned time will receive a failing grade if not turned in by the beginning of next regularly scheduled class period.

Deliverables shall follow any format requirements required by the Instructor exactly. All deliverables should have the course number (INDES 270) on them and be dated. Loose sheets should be collected together in a folder with the student's name on the cover when turned in. Final presentation work should have the student's name, course number, and the date due written on the reverse side.

CONDUCT POLICY

The Instructor has chosen to conduct the class on a professional studio model. Students will conduct themselves as if the classroom is their place of employment, dressing appropriately, being respectful, and working cooperatively for the benefit of the entire studio. Behavior or attitudes that would be inappropriate in a professional design firm are inappropriate to this classroom. Similarly, conduct that is not consistent with college rules is also unacceptable. Repeatedly inappropriate, unethical, or unprofessional conduct will adversely affect your grade for the class.

Students are responsible for making sure they understand the specific requirements for assignments, deliverables, presentations, and other class work. Active participation in class is required to pass this course. Bring all of your materials and current process work to each regularly scheduled class.

GRADING POLICY

Grades for major projects and the final grade for the course will be assigned on a twelve-point scale from D-minus (1 point) to A-plus (12 points). A failing grade (F) receives no points. Other assignments will be graded on a five-point scale as follows: minus (1 point), check-minus (2 points), check (3 points), check-plus (4 points), plus (5 points). An exceptional effort or extremely high-quality product may occasionally merit an addition point (resulting in a plus-plus grade of 6 points). Deliverables not turned in receive no points. There are no pre-assigned extra credit materials. However, the Instructor reserves the right to assign extra credit on request if a particular case merits it.

Of the deliverables due during the course, grades will be weighted as follows:

Term Design Project	60% (Process = 60%, Final Presentation = 40%)
Residential Space Analysis	15%
Iron Designer Challenges	15%
Critique & Class Participation	10%

IN-CLASS WORK POLICY

In-class work times are intended for the benefit of the students, a time when you can work on your projects with the Instructor available for consultation. These times are critical to your successful completion of the course and are not to be treated as "free time." Effective use of your work time with the Instructor is essential to producing quality work.

"IRON DESIGNER CHALLENGE" POLICY

Following on the popular Food Network television show, "Iron Chef," there will be several in-class design exercises held during which students will be asked to quickly design solutions to a surprise problem, including specific requirements that will have to be met. At the end of each Challenge session, students will quickly present their work. It is not expected that solutions or presentations be perfect. It is expected that you will give them your complete attention and devote substantial energy toward completing them in the spirit they are presented: i.e. fun, energetic, creative, and a chance to show what you're capable of doing.

DIVISION POLICIES

Refer to *Student Procedures and Expectations, Arts and Humanities Division*, available from the Interior Design Department office, for additional information, including requirements for special needs. See also <http://www.bcc.ctc.edu/artshum/policy.html>.