MASTER SYLLABUS

COURSE NO., HOURS, AND TITLE: ID 361-3
Interior Design Programming I

COURSE DESCRIPTION:

Introduction to the design process used in interior design with emphasis on the study of the methods for gathering data and analysis of project information for the design synthesis. Prerequisite: ARC 252 and major in interior design or consent of department chair.

PREREQUISITE TO: ID 391

COURSE OBJECTIVES:

Upon completion of this course, the student will:

1. Conduct interviews to obtain necessary information for each project.

2. Develop a facility program for several types of projects including adaptive reuse ranging from simple to complex.

3. Develop a highly organized program notebook for each project.

4. Develop the skills to use the following tools: adjacency matrix, questionnaire, observation, adjacency diagrams.

TOPICAL OUTLINE:

Topics	**Percentages**
I. Defining Design	3%
A. Design problems B. Design solutions C. Preconditions to programming	
II. The Design Process	7%
A. Phase I – programming B. Phase II – planning C. Phase III – technical/implementation D. Phase IV – evaluation	

III. Principles of Programming 10%

A. Five steps of programming
    1. establish goals
    2. collect facts
    3. uncover concepts
    4. determine needs
    5. state the problem
B. Analysis and synthesis
C. Interface between programming and design
D. Design determinates
    1. function
    2. form
    3. economy
    4. time
E. Information index

IV. Defining and Graphically Communicating Programmatic Concepts 10%

A. Priority
B. Hierarchy
C. Character
D. Density
E. Service grouping
F. Activity grouping
G. Home base
H. Relationships
I. Communications
J. Neighbors
K. Accessibility
L. Separated flow
M. Mixed flow
N. Sequential flow
O. Orientation
P. Flexibility
Q. Tolerance
R. Safety
S. Security controls
T. Energy conservation
U. Environmental controls
V. Phasing
W. Cost control

V. Factors Influencing Facility Design 5%

A. Human factors

B. Physical factors
C. External factors

VI. Systematic Planning – Space Planning 20%

A. Intuitive design – ad infinitum
B. Criteria matrix
C. Interaction matrix/space allocation diagram
    1. proximity rating
    2. reason codes
    3. physical relationship word sets
    4. reading design implications
D. Mathematical plan quality evaluations
E. Link node diagrams
F. Bubble diagrams
    1. establishing legends
    2. connections
    3. graphic refinement
    4. reading design implications
G. Zone diagrams
    1. sorting criteria
    2. coding
    3. graphic refinement
    4. reading design implications
H. Space allocation process
    1. organizational goals
    2. job characteristics
    3. work activities
    4. furnishings and equipment requirements
    5. space requirements
    6. space configuration

VII. Environmental Behavior 15%

A. Environment and behavior in the work place
    1. user perceptions of personal satisfaction
    2. user productivity
B. Physical comfort and task instrumentality
    1. the ambient environment
    2. ergonomics
    3. lighting and view
        a. artificial lighting
        b. natural lighting and view
        c. daylighting
C. Privacy and social interaction
    1. visual and acoustical privacy

2. social interaction
3. levels of privacy
    a. proxemics
    b. territoriality
    c. personal space
    d. interpersonal space

D. Symbolic identification
1. status markers

E. Emerging issues of the built environment
1. office automation directions
2. open office planning conceptual directions
3. environmental quality perceptual changes
4. promoting energy efficiency
5. accommodating change
6. control over the physical environment

F. Control of decision making re: the physical work environment
1. corporate culture influence
2. facilities management control
3. user-oriented control
    a. user characteristics
    b. social functions
    c. behavior circuit
    d. behavior setting
    e. POE's
    f. User participation
4. joint directed and traditional planning process
5. organizational destiny
6. planning and decision making prospectus

G. Evaluating behavioral attributes
1. a conceptual model
2. systematic investigation of user reaction to work environment

VIII. Techniques and Tools of Programming 15%

A. Data collection
1. background and user report methods
2. observation techniques
3. attitude measurement
4. value of data collection

B. Data analysis and organization
1. statistical analysis
2. analyzing program elements
3. data organization

C. Cost estimate analysis
1. definition of terms
2. control items

3. building cost indexes
4. efficiency ratios
5. the budget

D. Data communication and evaluation
1. participant interaction
2. documentation/presentation
3. evaluation techniques

IX. Facility Management 5%

A. Facilities management process
B. Computer aids to facility programming

X. Post Occupancy Evaluation 10%

A. History and benefits of POE
B. Building performance concept
C. POE process model
D. Planning the POE
E. Conducting the POE
F. Applying the POE

TEXTBOOKS:

Required:

Durek, D. (1993). Architectural programming. New York: Van Nostrand Reinhold.

Durek, D. (1993). Information management for design. New York: Van Nostrand Reinhold.