

SYLLABUS Design Foundation IV / DFN 2004
Department of Architecture / Southern Polytechnic State University

Spring 2008 / Monday Wednesday Friday 2:00-5:50pm

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I. Educational Goals and Objectives

The goal of this course is to teach design emphasizing application of basic design principles to built forms and functional spaces. The focus is on identification and manipulation of the elements and the strategies of design, understanding spatial relationships between the human body and various spatial enclosures and related built forms, and basic understanding of assembly of architectural materials. The course also includes projects that focus on organization and composition of three-dimensional space/form based on immediate context and program. Assigned projects may vary from a single functional to a multi-functional building.

II. Books/Readings

Primary References

Class hand-outs

Optional References

Following books may be referred for specific projects.

Various architecture and interior design journals

Monographs of individual designers

Architecture: Form, Space, and Order, Francis Ching, Wiley.

Principles of Three-Dimensional Design, Wucius Wong, Van Nostrand Reinhold.

Precedents in Architecture, Roger Clark and Michael Pause, Wiley.

Structure and Architectural Design, P. A. Corkill, 4th edition, Market.

Time Saver Standards for Building Types, McGraw-Hill.

Site, Space, and Structure, Kim Todd, Van Nostrand Reinhold.

Landscape Architecture, John Simonds, McGraw-Hill.

Composite Drawing: Techniques for Architectural Design Presentation, M. S. Uddin, McGraw-Hill.

Portfolio Design, Harold Linton, W. W. Norton.

III. Description of Instructional Procedures and Course Requirements

- The course intends to highlight the process of formulation, development, and execution of design ideas; and representation and construction of such ideas in various visual forms. During class, stress should be on exploration of exhaustive and diverse design suggestions for criticism and for further development before finalizing the end product.
- Every class session is a full working session where you will have to accomplish and/or advance your assigned project. Often there will be a class assignment to be accomplished by the end of the class period.
- During class, ideas and information related to the main objectives will be presented via lectures, sketches, photocopies, and assignments. Individual desk critique to develop assigned project will be the primary instruction method.
- Not following the direction and guidelines of the assignments will affect the grade. Project/s not developed in class with the professor's guidance will not be accepted and will automatically receive a grade of "F," no matter what quality it may be.
- Students will be required to complete all assignments, and participate in class discussion/reviews. Criticism is a significant criterion for development of design ideas in this course.
- Music and loud voices will not be allowed during class sessions (including portable music player, TV, etc.)

Supplies/Material List

All drafting equipment and supplies

All model making equipment and supplies

Storage Media, such as portable drives

Photo-quality ink-jet paper for large-format printing

Additional equipment and materials (such as Foam Core, Strathmore Board, Museum Board, Bass Wood, Balsa Wood, Metal, Elmer's Glue, etc.) pertaining to each exercise will be required as the class progresses through the semester.

Project Cost

Every assigned project will require submitting certain forms of tangible end products for the purpose of assessment. To submit a professional quality design and presentation work, each project will require some expenses in materials and supplies. There may be a total of three to five projects in one semester. Depending on the presentation technique you choose, each project may run between \$50 to \$200.

Attendance Requirement

- A student is required to be present through the entire duration of the class. Attendance is mandatory. Coming late to class and/or leaving early will affect and lower the individual's grade. More than five absences, regardless of reason, may result in the dropping of the student from class or lowering of the grade.
- The faculty member is not responsible for updating students on the information/handout they miss by not attending the class/es.

Academic Honesty

Academic dishonesty will not be tolerated. Plagiarism and/or submitting someone else's work in for credit are ground for failing the project and possibly the entire course. Refer to the policy in SPSU Student Handbook, <http://www.spsu.edu/student/handbookhtml#acedreg> and position paper on Standards of Academic Conduct, written by an SPSU professor, <http://www.spsu.edu/cs/faculty/bbrown/papers/conduct.html>.

Individuals Needing Accommodation

Students who may need an accommodation based on the impact of a disability should make an appointment with the ATTIC, 678-915-7361. The student must also inform the instructor at the start of the semester and mutually develop an accessibility plan.

IV. Proposed Design Projects

Four design projects are assigned this semester, each in varying duration. See scheduled at the end of this course outline. Detailed program requirements will be distributed at the beginning of each project and reside on the class webpage, <http://architecture.spsu.edu/classes/DFN2004>. A two-years-end Portfolio (5th project) of your complete DFN works is also required. The Portfolio will be evaluated to decide your further admission to the SPSU Architecture Professional Program. Refer to *SPSU Architecture Professional Program detailed Portfolio submission requirements*.

Late Submission

Project and assignments will constitute the major portion of your total final grade. It is your advantage to hand a project in on time; no matter to what extent it has been completed. One letter grade may be deducted if a project is submitted after deadline. An additional letter grade deduction will be made for each calendar day after deadline. Handing in excused (medical issue, death, etc.) late projects may also lower the grade. A late project will rarely receive higher than a "C" letter grade (70 points).

Copyright

All student work becomes the property of the Architecture Department and will be returned at the discretion of the faculty. The faculty also reserves the right to refuse credit for any work that was executed outside the precincts of the School or otherwise executed without coordination with the faculty.

V. Evaluation and Grading

- A student will be evaluated individually on his/her:
 - Quality of design and presentation: clarity of thought, quality of craft, and intensity of effort
 - Timely submission of the project
 - Class attendance
 - Class performance
- Each project description will include detailed project requirements, deadlines, and penalties. Projects will be evaluated via an open or closed jury by other instructors and outside professionals. The weighting of each project will roughly be determined by the percentage of time allocated in the semester. A tentative break-up is shown below.

Project #1	20%	Project #2	25%	Project #3	10%
Project #4	35%	Project #5	10%		

- The grading scale is shown below (+ and - may be assigned to categorize levels within a letter grade).

A 90-100	Excellent/superior	B 80-89	Above average	C 70-79	Average
D 60-69	Below average	F 59 and below			

VI. Proposed Schedule (revision may follow once coordinated with all other Design Studios)

Week 01	Mon 1/14: Project #1 assigned Wed 1/16 Fri 1/18
Week 02	Mon 1/21: Holiday, no class Wed 1/23 Fri 1/25
Week 03	Mon 1/28 Wed 1/30 Fri 2/1: Project #1, final submission and review
Week 04	Mon 2/4: Project #2 assigned Wed 2/6 Fri 2/8
Week 05	Mon 2/11 Wed 2/13 Fri 2/15
Week 06	Mon 2/18 Wed 2/20 Fri 2/22
Week 07	Mon 2/25 Wed 2/27 Fri 2/29: Project #2, final submission and review
Week 08	Mon 3/3-Fri 3/7: Spring break, no class
Week 09	Mon 3/10: Project #3 assigned Tue 3/11: Drop day Wed 3/12 Fri 3/14
Week 10	Mon 3/17: Project #3, final submission and review Wed 3/19: Project #4 assigned Fri 3/21
Week 11	Mon 3/24 Wed 3/26 Fri 3/28
Week 12	Mon 3/31 Wed 4/2 Fri 4/4
Week 13	Mon 4/7 Wed 4/9 Fri 4/11
Week 14	Mon 4/14 Wed 4/16 Fri 4/18
Week 15	Mon 4/21: Project #4, final submission and review Wed 4/23 Fri 4/25
Week 16	Mon 4/28: Project #5 Portfolio, final submission Wed 4/30 Thu 5/1: Last day of classes