

IA 120: Human Behavior and Built Environments Semester I: 2016-17

COURSE SYLLABUS

DESCRIPTION

3 Credits. Fundamental understanding of the interrelationships between people and built environments through a survey of physical, social, and cultural concepts that influence human interactions with interior spaces. GEP: SS (Social Sciences)

Class Time and Room: Tuesday: 3:00 – 4.15 p.m., Room 317 CPS
Additional 75 minutes per week of online activity/field project work

Instructor: Dr. Nisha Fernando

Office and Hours: 314 CPS & Tuesday: 12:15-2:45 p.m. and by appointment

Contact: 715-346-4074 Nisha.Fernando@uwsp.edu

COURSE CONTENT

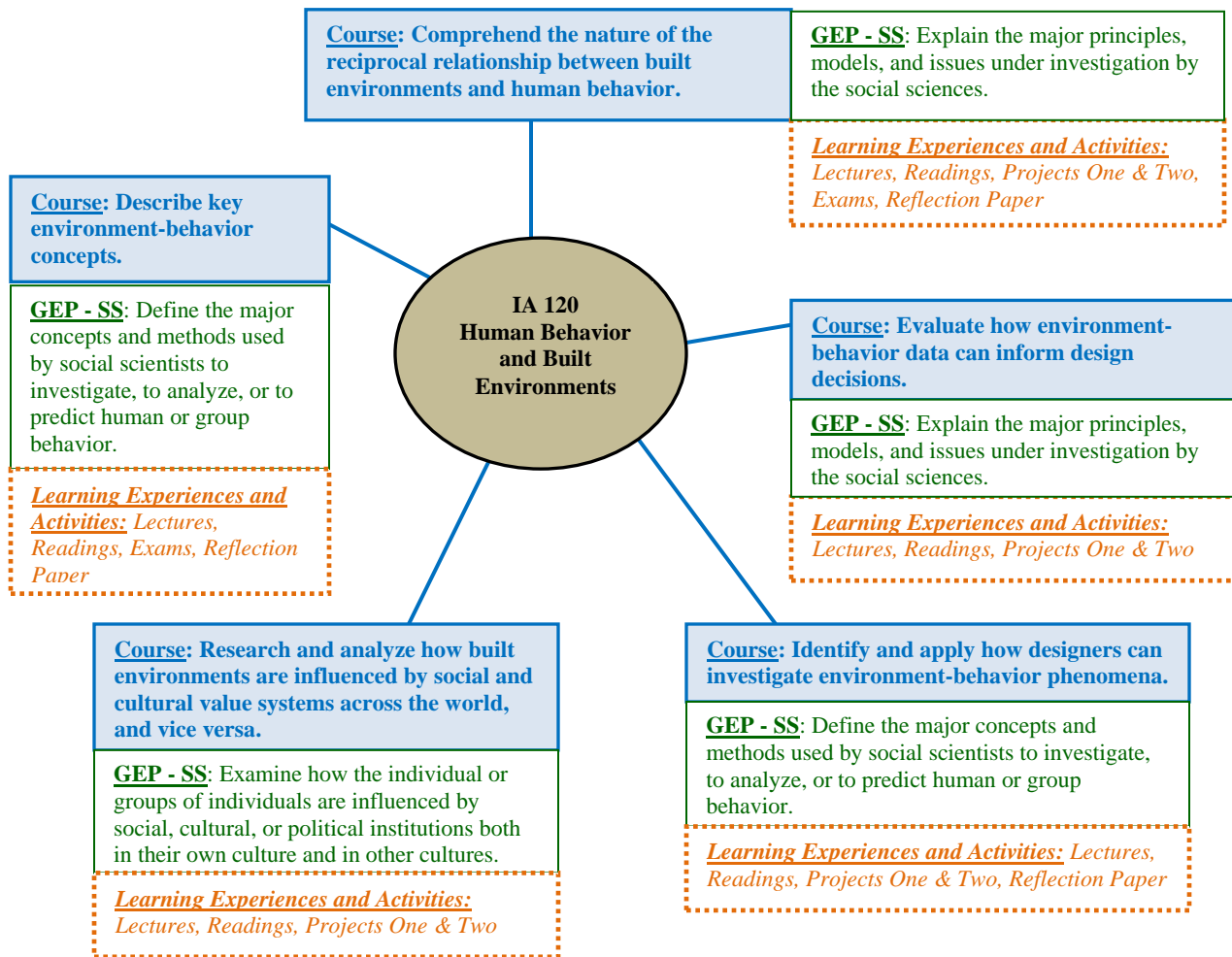
This course focuses on the intricate and close relationships human beings have with a variety of environments they inhabit. We will look into how buildings, streets, parks, public spaces, and other physically defined environments affect people in their daily lives and influence their behavior and experiences. We will analyze various social, psychological, cultural, and spiritual factors associated with such environments and how they shape our lives.

Unfortunately, more often than not, these important aspects are ignored or overlooked by architects, planners, and interior designers when they focus only on ‘creating beautiful places.’ In this course, we will learn deeply about this inevitable and important relationship between people and their environments, and more importantly, understand why architecture, design, and planning professions have a very critical social responsibility. We will also apply a few concepts we learn about in the lecture and readings to some interesting field exercises/projects. They will show how our everyday surroundings reveal the interesting and important relationship between human behavior and built environments.

LEARNING OUTCOMES

This course meets the CIDA (Council of Interior Design Accreditation) Professional Standards. Please see the end of the syllabus.

IA 120 course is a required course for all IA students and a GEP course for Social Sciences (SS). The course has five learning outcomes (see next page, in **blue**) which are aligned with three GEP learning outcomes (in **green**). You can also see our class activities and assignments that will fulfill both sets of outcomes (in **orange**).



GRADING CRITERIA

- Project One 100 Points
- Project Two 100 Points
- Project Presentations (2x50) 100 Points
- Mid-term Exam 200 Points
- Final Exam 200 Points
- Reflection Paper 100 Points
- Class attendance, discussions, class participation 100 Points

TOTAL: 900 POINTS

Percentage and Letter Grade Equivalents:

100 - 93%	A	73 - 77%	C
90 - 92%	A-	70 - 72%	C-
88 - 89%	B+	68 - 69%	D+
83 - 87%	B	60 - 67%	D
80 - 82%	B-	59 - %	F
78 - 79%	C+		

- All grades will be duly posted on D2L, so make sure to check D2L periodically.
- Total point values for each class activity depend on the accuracy, complexity and the quality of your work, including all work completed online and in the field. The instructor evaluates all work submitted/presented carefully and thoroughly in a fair and objective manner. Therefore, grades are not negotiable.
- Grades for team projects will be equal among all team members, unless otherwise noted. Any concerns within a team should be readily brought to the instructor's attention before projects are completed and submitted.
- Late work is NOT accepted for a grade, and incompletes are not given in this class unless there is an extreme circumstance, such as medical emergency, and only at the instructor's discretion.
- Regular attendance in class is required. In keeping with the university policies, absences are allowed only in case of a documented health/special need reasons or an emergency. **Please note that more than 3 unexcused absences and/or lack of participation in class activities will affect your grade by a reduction of a whole letter grade.**

GENERAL NOTES

- If you have any special needs to be accommodated in the classroom, please inform the instructor as soon as the semester begins. You can obtain more information regarding special need accommodation at the [UWSP Disability Services](#).
- All communication pertaining to the course outside the classroom is done through the UWSP email and through D2L. It is your responsibility to check your email on a daily basis to receive such information and also to check on D2L for various posts.
- All submissions are digital and on D2L unless otherwise noted. We will be using D2L for a variety of purposes; so it is important that you are very familiar with navigating through D2L. If you want any help with that, please feel free to meet with the instructor. Please check the D2L website on a regular basis.
- If you must be absent from class due to an unavoidable circumstance, you are responsible for obtaining any course-related information from your peers or the professor. Due dates and course requirements, however, will not change as a result of your absence unless it is a medical concern. For that, you must provide evidence from your doctor.
- No food is allowed during class, but you may use water or any beverages.
- Please turn off all cell phones, music devices, pagers, and any other electronic devices while in class. You may not use a laptop or a tablet in class because the instructor cannot ensure students would always use it for the right purpose during class time.

CIDA (COUNCIL FOR INTERIOR DESIGN ACCREDITATION)
PROFESIONAL STANDARDS RELEVANT FOR IA 120

Standard 7. Human-Centered Design

Interior designers apply knowledge of human experience and behavior to designing the built environment.

Student work demonstrates **understanding** of:

- the impact of the built environment on human experience, behavior, and performance.
- the relationship between the natural and built environment as it relates to the human experience, behavior, and performance.
- methods for gathering human-centered evidence.

Standard 13. Products and Materials

Interior designers complete design solutions that integrate furnishings, products, materials, and finishes.

Students are **aware** of the influence of furnishings, objects, materials, and finishes on human wellbeing.

Standard 16. Regulations and Guidelines

Interior designers apply laws, codes, standards, and guidelines that impact human experience of interior spaces.

Students have **awareness** of the origins and intent of laws, codes, and standards.