

Division of Interior Architecture
College of Professional Studies
University of Wisconsin-Stevens Point

IA 418: Interior Architecture Advanced Studio II Semester I: 2017-18

COURSE SYLLABUS

COURSE DESCRIPTION

4 Credits. Comprehensive commercial, hospitality, institutional, residential, and/or healthcare design experience based on advanced design processes. Includes design theories, building and accessibility codes, human-centered design, and sustainable design approaches. Prereq: IA 417.

Meeting time: Monday: 9:00 – 11:50 a.m. (Lecture & Studio)
Wednesday: 10:00 – 11.50 a.m. (Studio)
Room: 307 CPS (Door Code: 4+5 2+3 1)
Ricoh Printer Code in the Computer Lab: 42273
Instructor: Dr. Nisha Fernando
Office Hours: Wednesday: 12:00-1:00 p.m., Thursday 11:00-12:15 p.m. and by appointment
Office: 314 CPS
Phone: 715-346-4074
Email: Nisha.Fernando@uwsp.edu

COURSE LEARNING OUTCOMES

At the end of this course, you will be able to:

- Demonstrate a masterful design process pertaining to a particular design challenge;
- Use various methods of concept generation, creative thinking, testing, evaluating, and synthesizing information from research;
- Describe aesthetic, functional, and environment-behavior aspects relevant to a complex spatial problem and apply them in the design solution in a comprehensive manner;
- Demonstrate a sound knowledge and design application of sustainable systems, building codes and standards to the built environment;
- Generate a cohesive set of design communication materials through both visual and oral presentations.

REQUIRED TEXTS

The following books are required for the course. It is available at the Text Rental in the UWSP Bookstore:

***The Codes Guidebook for Interiors*, (2014) (6th Edition), by Sharon Koomen Harmon & Katherine E. Kennon**

***Interior Graphic Standards- Student Edition*, (2011), by Corky Binggeli**

Human Dimension and Interior Space: A Source Book of Design Reference Standards, (1979),
by Julius Panero

COURSE CONTENT

The course focuses on two design projects; one a small-scale educational facility renovation and the other for a comprehensive commercial multi-use facility. The course content includes:

1. Programming with a focus on a particular social issue, extensive user analysis and identification of the related design problems
2. Universal Design principles for accessibility and applications
3. Research and analysis of case studies relevant to the project
4. Conceptual development
5. Schematic development and design development
6. Building codes and application
7. Lighting design
8. Specifications for furniture and lighting
9. Specifications for materials and finishes
10. Production of working drawings and construction documents
11. Preparation of a complete Project Manual
12. Preparation and presentation of design project (drawings, model, and material boards), including the final digital presentation

GRADING CRITERIA

• Studio Project (Phase 1-4)	950 Points
Phase 1:	150 Points
Phase 2:	300 Points
Phase 3:	200 Points
Phase 4:	200 Points
Project Manual	100 Points
• Demonstrated in-studio work progress:	150 Points
• Outside professional activity participation:	100 Points
TOTAL:	1200 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.
- Preparation for studio desk critiques and instructor feedback and consistent studio progress consist a significant portion of each phase grade.
- Total point values also depend on the accuracy, complexity, quality and professionalism of your design work.

- The instructor evaluates all work submitted/presented carefully and thoroughly in a fair and objective manner. Therefore, grades are not negotiable (unless there is a computational error).
- Grades for team projects will be equal among the team members, unless otherwise noted. Any concerns that may arise regarding team partnerships should be brought to the instructor's immediate attention, well before due dates.
- Late work is not accepted for a grade, and incompletes are not given in this class unless there is an extreme circumstance and only at the instructor's discretion.
- Regular attendance in studio is required. In keeping with the university policies, absences are allowed only in case of a documented health/special need reasons or an emergencies. **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.**

IMPORTANT REMINDERS

- 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](#).
- The Division of Interior Architecture is preparing for two upcoming accreditation reviews: CIDA (Spring 2018) and NASAD (Fall 2017). As required by each accreditation agency, the instructor will collect suitable examples of student work for these reviews. If your work is selected, you will be notified by your instructor who will safely store them until the reviews. You may borrow any work collected to use for job interviews, internship interviews, portfolio shows, portfolio development, etc., but they must be promptly returned to the instructor. After both accreditation reviews are complete, you will be able to collect any retained work. If you have any questions about this process, please ask your instructor.

GENERAL NOTES

- 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 information and also to check on D2L for various posts.
- All submissions are digital and on D2L unless otherwise noted.
- In the professional world, each design project is a collaborative activity and complex team work. This work environment is emulated in the IA 418 studio and is an important part of your educational experience. Therefore it is expected that you work on your team-related activities both in and out of class.
- IA 418 students typically spend a minimum of 3-4 hours per week in the studio outside of class for work time. Based on the stage of the project, students may spend even more hours. You are encouraged to plan their weekly schedules and work time accordingly.
- Desk/peer critiques in class will be held regularly over the course of the semester. You are expected to be ready to discuss your work in each studio session as necessary. Lack of such work will result in deducting points under in-studio class progress.
- 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.

- Because of the environmental hazards and maintenance expenses inherent with the use of spray fixatives and spray adhesives of all kinds, they **SHOULD NOT** be used in the College of Professional Studies Building. Any student found in violation of these policies will have his/her privileges for unsupervised use of the building (i.e., after hours use) revoked. It will also affect the final grade.
- Please turn off all cell phones, music devices, pagers, and any other electronic devices while in class. Checking personal emails, using social media, and sending text and other messages during class time is not allowed. While working in studio in and out of class time, each student must maintain a friendly and inclusive work environment. Any students found in violation of such behavior will have a grade reduction.
- It is important that the studio is kept clean of food items, beverages, and garbage. Please recycle all paper, plastic bottles, and cans in the proper recycle bins in the stairway area, not in the garbage bins in the studio.