

PLANNING & DESIGN I

URP6871

3 Credit Hours

FALL 2019

INSTRUCTOR

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OFFICE HOURS: TBD (listed on office door)

COURSE TA/COORDINATOR: TBD

COURSE WEBSITE:

All material will be posted on the Canvas, eLearning website. The Canvas could be accessed at: <https://lss.at.ufl.edu/>. For any assistance with eLearning website, contact UF Computing Help Desk (<http://helpdesk.ufl.edu/>).

COURSE COMMUNICATIONS:

- Campus: in class, office hours, email communication through the Canvas, or UF email
All email communication should be through the Canvas. Use UF email address only if you have an emergency and/or are unable to access the Canvas email.

REQUIRED TEXT:

- (a) Heath, T., Oc, T., & Tiesdell, S. (2010). *Public places urban spaces: The dimensions of urban design* (2nd ed.) Elsevier Science.

Additional References (Optional, but several references will be used for assignments.)

- (b) Alexander, C., Ishikawa, S., & Silverstein, M. (1977). *A pattern language: Towns, buildings, construction*. New York: Oxford University Press.
- (c) Antoniades, A. C. (1980). *Architecture and allied design: An environmental design perspective*. Dubuque, Iowa: Kendall/Hunt Pub. Co.
- (d) Bacon, E. N. (1976). *Design of cities* (Rev. 6th ed.). New York: Penguin Books.
- (e) Barnett, J. (1982). *An introduction to urban design* (1st ed. ed.). New York: Harper & Row.
- (f) Collins, G. R. (1986). *Camillo sitte : The birth of modern city planning*. New York: Rizzoli.
- (g) Cullen, G. (1971). *The concise townscape*. New York: Van Nostrand Reinhold Co.
- (h) Gehl, J. (1987). *Life between buildings: Using public space*. New York: Van Nostrand Reinhold.
- (i) Gehl, J. (2010). *Cities for people*. Washington, DC: Island Press.
- (j) Jacobs, A. B. (1993). *Great streets*. Cambridge, Mass: MIT Press.

- (k) Jacobs, J. (1961). *The Death and Life of Great American Cities*. New York: Random House.
- (l) Kostof, S. (1991). *The city shaped: Urban patterns and meanings through history* (1st North American ed. ed.). Boston: Little, Brown.
- (m) Lynch, K. (1960). *The image of the city*. Cambridge Mass: Technology Press.
- (n) Lynch, K. (1984). *Good city form* (1st paperback ed. ed.). Cambridge, Mass: MIT Press.
- (o) Madanipour, A. (1996). *Design of urban space: An inquiry into a socio-spatial process*. Chichester ; New York: Wiley.
- (p) Project for Public Spaces. (2000). *How to turn a place around: A handbook for creating successful public spaces*. New York, NY: Project for Public Spaces.
- (q) Trancik, R. (1986). *Finding lost space: Theories of urban design* John Wiley and Sons.
- (r) Whyte, W. H. (1980). *The social life of small urban spaces*. Washington, D.C: Conservation Foundation.
- (s) Pope, A. (1974). "Cities for people"-video
- (t) Bacon, E. (1983). "Understanding cities" Instructional videos on Rome, Paris, London, US-video
- (u) Whyte, W (1988). "The social life of small urban spaces: a film" -video

ADDITIONAL RESOURCES

Computer and Software

Students are required to have a computer. The following software expected to be used in this class for presentation and visualization needs.

- SketchUp Make (free version, not pro version): Downloads for free at <http://www.sketchup.com/download/all>
- Gimp (for image/ photo editing): Downloads for free at <http://www.gimp.org/>
- Microsoft Office (Word, Powerpoint): Downloads for free at <http://www.it.ufl.edu/gatorcloud/free-office-365-downloads/>
- ArcGIS Desktop Request a Student Copy at http://www.geoplan.ufl.edu/software/student_license.php

Above software are also available in UF Apps (<https://apps.ufl.edu>). For any assistance with UF Apps, contact UF Computing Help Desk (<http://helpdesk.ufl.edu/>).

Web Resources

UF Libraries and Labs (links and web addresses to facilitate your access)

- University of Florida (Library homepage): <http://cms.uflib.ufl.edu/>
- VPN connection (Off campus access): <https://connect.ufl.edu/it/wiki/Pages/glvpn.aspx>

ArcGIS Desktop

- Getting started: <https://desktop.arcgis.com/en/arcmap/latest/get-started/main/get-started-with-arcmap.htm>

SketchUp

- SketchUp: <http://www.sketchup.com/>
- SketchUp Resources: <http://www.sketchupschool.com/>

COURSE DESCRIPTION:

The course covers several dimensions of city design which define and characterize the urban environments in which we live, work, and play. Students' success in understanding these concepts will be gained through research assignments, presentations, and a final design project.

The course will be divided into two parts: The first half of the semester will cover the principles of city design through lectures, guest speakers, and visual and graphic media instruction, supplemented by individual and collaborative team assignments and presentations focusing on design principles discussed during the weekly lectures. Additionally, videos and other multi-media aides will be used to instruct the historical aspects of city planning and design, teach practical applications for creating, using, and presenting plans and designs, and introduce students to various factors that drive the development and design of cities. The second half of the semester will consist of a final design project. Students will analyze an urban site and develop design intervention strategies by applying the principles learned throughout the semester.

PREREQUISITE KNOWLEDGE AND SKILLS: None

PURPOSE OF COURSE

The purpose of the course is to introduce students to the theoretical principles that constitute the physical planning and design of cities. Students will gain a strong understanding of how cities are composed and organized based on their physical and non-physical attributes. Students will learn how to analyze urban environments utilizing common design principles that express the way individuals perceive, visualize, and navigate urban landscapes. In addition to the theoretical components of the course, graphic communication methods will be introduced to help students further comprehend, evaluate, and communicate concepts and ideas about the planning and design of cities more effectively.

COURSE GOALS AND/OR OBJECTIVES

By the end of this course, students will:

- Learn how to effectively analyze the various components that formulate cities – past, present, and future – by examining the physical organization and visual elements as they apply to various scales.
- Demonstrate research and critical thinking skills reflecting comprehension with regard to the use of various dimensions and aspects for urban and regional planning.
- Apply knowledge of urban design theories, historical and contemporary data, organizational and institutional data, and policy and processes relevant to urban and regional planning.
- Discuss cultural sensitivity, teamwork, professional conduct and the importance of developing communication skills regarding presentations and final design project.

HOW THIS COURSE RELATES TO THE STUDENT LEARNING OUTCOMES IN THE DEPARTMENT OF URBAN AND REGIONAL PLANNING:

Students taking this course will develop practical presentation skills necessary for support of research and professional practice through lectures, reading assignments, essays, presentation assignments/oral presentation, and a final design project/presentation. Each student's work will be reviewed based upon the department's student learning outcomes as those relate to urban design theories.

TEACHING PHILOSOPHY

I expect all graduate students should be able to accomplish the basic requirements for the course and attain a minimum "B" grade. I will not hesitate to mark lower when a student does not meet that expectation and adequately display an understanding of the materials presented. In order to attain an "A" grade requires performance that displays quality work, depth of knowledge, and the ability to synthesize of ideas into

actions or solutions. I will be happy to meet individually with any student during office hours or by appointment for additional discussion on concepts, techniques, or methodology presented in this course.

INSTRUCTIONAL METHODS

The course objectives will be achieved through lectures, visual media/essay assignments, readings, and class presentations as well as class discussions. All assignments, including the final project will have a weight in the final grade. Submitted assignments are required to meet scheduled deadlines and delivery dates. The evaluation and grading of assignments will include willingness to conduct effective and meaningful research, exploration of design options and alternatives, development and depth of visualization methods and techniques, and the capacity to work independently.

COURSE POLICIES

ATTENDANCE POLICY:

Class attendance is mandatory and should be respected. It's understandable that students may have to miss the class occasionally for various good reasons. In such cases, students must contact the instructor prior to the class to be excused from attendance. While in class, playing an active role during lectures and class discussions is encouraged.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies. Consult relevant graduate or undergraduate catalog respectively at <http://gradcatalog.ufl.edu/content.php?catoid=11&navoid=2486#attendance> or <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

MAKE-UP POLICY: Student's with a valid reason will be allowed to present or submit assignments late. Students must present on the appointed time and must submit the assignments at the appointed time or a grade deduction will be enforced.

UF POLICIES

University Policy on Accommodating Students with Disabilities

Students requesting accommodation for disabilities must first register with the Dean of Students Office (<http://www.dso.ufl.edu/drc/>). The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. You must submit this documentation prior to submitting assignments or taking the quizzes or exams. Accommodations are not retroactive, therefore, students should contact the office as soon as possible in the term for which they are seeking accommodations.

University Policy on Academic Misconduct

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at <https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>.

Student Honor Code

In adopting this Honor Code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the University community. Students who enroll at the University commit to holding themselves and their peers to the high standard of honor required by the Honor Code. Any individual who becomes aware of a violation of the Honor Code is bound by honor to take corrective action. Student and faculty support are crucial to the success of the Honor Code. The quality of a University of Florida education is dependent upon the community acceptance and enforcement of the Honor Code.

The Honor Pledge

We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity by abiding by the Honor Code.

On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment."

Netiquette: Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats. Please see <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>.

GETTING HELP:

For issues with technical difficulties for the Canvas, please contact the UF Help Desk at:

- <http://helpdesk.ufl.edu/>
- helpdesk@ufl.edu
- (352) 392-HELP (4357) - select option 2

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from helpdesk when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

GRADING POLICIES

University of Florida Grading Scale

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	E	WF	I	NG	S/U
Range	>93	90-92	87-89	83-86	80-82	77-79	73-76	70-72	67-69	63-66	60-62	<60				
Grade Point	4.0	3.67	3.33	3.0	2.67	2.33	2.0	1.67	1.33	1.0	.67	0	0	0	0	0

Non-Punitive Grades (not counted in GPA)

W Withdrew
 U Unsatisfactory
 H Deferred
 N No grade reported
 I Incomplete

Failing Grades (counted in GPA)

E Failure
 WF Withdrew failing
 NG No grade reported
 I Incomplete

Grades will be determined from the assignments (65% of total) and final project presentation (35% of total). Each *assignment and the final project will be graded in a scale of 0 to 100 and will be weighted as follows:*

- Presentation 1: 15%
 - Presentation 2: 15%
 - Presentation 3: 15%
 - Essay 1: 6%
 - Essay 2: 7%
 - Essay 3: 7%
 - Final project: 35%
- (Total: 100%)

Late Submissions: For assignments/project submitted late there will be a 10 points deduction for each day late for the first three days following the due date. The assignment will not be accepted after three days late and a grade of 0(zero) will be issued. Exceptions could be made for extraordinary circumstances consistent with university policies (See link under Attendance Policy above).

Course Evaluation

“Students in this class are participating in the pilot evaluation of the new course evaluation system called GatorEvals. The new evaluation system is designed to be more informative to instructors so that teaching effectiveness is enhanced and to be more seamlessly linked to UF’s CANVAS learning management system. Students can complete their evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/> . Please note your other classes this semester may be evaluated in the current GatorRater online evaluation system at <https://evaluations.ufl.edu> . Thank you for serving as a partner in this important effort.”

TYPICAL COURSE SCHEDULE

Week	Lecture / Discussion Topic	Assignments Given	Assignments Due
1	Class Introduction Lecture: Introduction to Urban Design	Reading (a) pg. 3-20 Reading (q) pg. 1-20 Skill Survey	
2	Lecture: Morphological Dimension Workshop: 3D visualization	Presentation 1: Morphology Video Essay 1: (s) Cities for People Reading (a) pg. 77-111 Reading (q) pg. 60-96, 97-112	Skill Survey
3	Lecture: Perceptual Dimension Video discussions: Cities for People Workshop: 3D visualization	Video Essay (t) Understanding Cities Reading (a) pg. 111-132 Reading (m) pg. 46-90	Video Essay 1: Cities for People
4	Presentation 1 Morphology Lecture: Visual Dimension	Presentation 2: Perceptual Reading (a) pg. 169-200 Reading (f) pg. 141-205	Presentation 1: Morphology
5	Video discussions: 4 Cities Workshop: 3D visualization	Video Essay (t) Social Life	Video Essay 2: Understanding Cities
6	Presentation 2: Perception Lecture: Social Dimension	Presentation 3: Visual Reading (a) pg. 133-167	Presentation 2: Perceptual
7	Video discussions: Social Life Final project Introduction	Final Project – Perform Analysis of Existing conditions	Video Essay 3: Social Life
8	Presentation 3: Visual Lecture: Functional Dimension	Reading (a) 201-240	Presentation 3: Visual
9	Final project work & review: Analysis of existing conditions	Final Project – Develop draft proposal with design objectives	Final Project: Analysis of existing conditions
10	Final project work & review: Draft proposal with design objectives	Final Project – Develop draft designs	Final Project: Draft proposal with design objectives
11	Final project work & review	Final Project – Refine design	Final Project: Draft designs
12	Final project work & review	Final Project – Refine design	Final Project: Draft designs
13	Final project work & review	Final Project – Finalize Designs	Final Project: Refine designs
14	Final project work & review	Final Project – Prepare final project presentation	Final Project: Finalize Designs
15	Final project presentations / submission		Final Project: Finalize presentation