PLANNING & DESIGN I
URP6871
3 Credit Hours
FALL 2019
INSTRUCTOR
Ilir Bejleri, Ph.D.
Associate Professor,
Department of Urban and Regional Planning,
School of Landscape Architecture and Planning
Room 454 Architecture Building,
ilir@ufl.edu
352-294-1489
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.)
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
- 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

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](http://gradcatalog.ufl.edu/content.php?catoid=11&navoid=2486#attendance) or [https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx](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/](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/scrr/process/student-conduct-honor-code/](https://www.dso.ufl.edu/scrr/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

<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>A</th>
<th>A-</th>
<th>B+</th>
<th>B</th>
<th>B-</th>
<th>C+</th>
<th>C</th>
<th>C-</th>
<th>D+</th>
<th>D</th>
<th>D-</th>
<th>E</th>
<th>WF</th>
<th>I</th>
<th>NG</th>
<th>S/U</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
<td>&gt;93</td>
<td>90-92</td>
<td>87-89</td>
<td>83-86</td>
<td>80-82</td>
<td>77-79</td>
<td>73-76</td>
<td>70-72</td>
<td>67-69</td>
<td>63-66</td>
<td>60-62</td>
<td>&lt;60</td>
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<tr>
<td>Grade Point</td>
<td>4.0</td>
<td>3.67</td>
<td>3.33</td>
<td>3.0</td>
<td>2.67</td>
<td>2.33</td>
<td>2.0</td>
<td>1.67</td>
<td>1.33</td>
<td>1.0</td>
<td>.67</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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Non-Punitive Grades (not counted in GPA)

<table>
<thead>
<tr>
<th>Grade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>Withdrew</td>
</tr>
<tr>
<td>U</td>
<td>Unsatisfactory</td>
</tr>
<tr>
<td>H</td>
<td>Deferred</td>
</tr>
<tr>
<td>N</td>
<td>No grade reported</td>
</tr>
<tr>
<td>I</td>
<td>Incomplete</td>
</tr>
</tbody>
</table>

Failing Grades (counted in GPA)

<table>
<thead>
<tr>
<th>Grade</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>Failure</td>
</tr>
<tr>
<td>WF</td>
<td>Withdrew failing</td>
</tr>
<tr>
<td>NG</td>
<td>No grade reported</td>
</tr>
<tr>
<td>I</td>
<td>Incomplete</td>
</tr>
</tbody>
</table>
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/](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](https://evaluations.ufl.edu). Thank you for serving as a partner in this important effort.”
<table>
<thead>
<tr>
<th>Week</th>
<th>Lecture / Discussion Topic</th>
<th>Assignments Given</th>
<th>Assignments Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Class Introduction</td>
<td>Reading (a) pg. 3-20 Reading (q) pg. 1-20</td>
<td>Skill Survey</td>
</tr>
<tr>
<td></td>
<td>Lecture: Introduction to Urban Design</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Lecture: Morphological Dimension Workshop: 3D visualization</td>
<td>Presentation 1: Morphology Video Essay 1: (s) Cities for People Reading (a) pg. 77-111 Reading (q) pg. 60-96, 97-112</td>
<td>Skill Survey</td>
</tr>
<tr>
<td>3</td>
<td>Lecture: Perceptual Dimension Video discussions: Cities for People Workshop: 3D visualization</td>
<td>Video Essay (t) Understanding Cities Reading (a) pg. 111-132 Reading (m) pg. 46-90</td>
<td>Video Essay 1: Cities for People</td>
</tr>
<tr>
<td>4</td>
<td>Presentation 1 Morphology Lecture: Visual Dimension</td>
<td>Presentation 2: Perceptual Reading (a) pg. 169-200 Reading (f) pg. 141-205</td>
<td>Presentation 1: Morphology</td>
</tr>
<tr>
<td>5</td>
<td>Video discussions: 4 Cities Workshop: 3D visualization</td>
<td>Video Essay (t) Social Life</td>
<td>Video Essay 2: Understanding Cities</td>
</tr>
<tr>
<td>6</td>
<td>Presentation 2: Perception Lecture: Social Dimension</td>
<td>Presentation 3: Visual Reading (a) pg. 133-167</td>
<td>Presentation 2: Perceptual</td>
</tr>
<tr>
<td>7</td>
<td>Video discussions: Social Life Final project Introduction</td>
<td>Final Project – Perform Analysis of Existing conditions</td>
<td>Video Essay 3: Social Life</td>
</tr>
<tr>
<td>8</td>
<td>Presentation 3: Visual Lecture: Functional Dimension</td>
<td>Reading (a) 201-240</td>
<td>Presentation 3: Visual</td>
</tr>
<tr>
<td>9</td>
<td>Final project work &amp; review: Analysis of existing conditions</td>
<td>Final Project – Develop draft proposal with design objectives</td>
<td>Final Project: Analysis of existing conditions</td>
</tr>
<tr>
<td>10</td>
<td>Final project work &amp; review: Draft proposal with design objectives</td>
<td>Final Project – Develop draft designs</td>
<td>Final Project: Draft proposal with design objectives</td>
</tr>
<tr>
<td>11</td>
<td>Final project work &amp; review</td>
<td>Final Project – Refine design</td>
<td>Final Project: Draft designs</td>
</tr>
<tr>
<td>12</td>
<td>Final project work &amp; review</td>
<td>Final Project – Refine design</td>
<td>Final Project: Draft designs</td>
</tr>
<tr>
<td>13</td>
<td>Final project work &amp; review</td>
<td>Final Project – Finalize Designs</td>
<td>Final Project: Refine designs</td>
</tr>
<tr>
<td>14</td>
<td>Final project work &amp; review</td>
<td>Final Project – Prepare final project presentation</td>
<td>Final Project: Finalize Designs</td>
</tr>
<tr>
<td>15</td>
<td>Final project presentations / submission</td>
<td></td>
<td>Final Project: Finalize presentation</td>
</tr>
</tbody>
</table>