

Advanced Architectural Interiors 1 (IND 5227C)

6 Credits

Fall 2021

LOCATION: ARCH 0314 + ARCH 0416

MEETING TIMES: M,W | Period 2 - 5 (8:30 AM - 12:35 PM)

WEBSITE: <http://elearning.ufl.edu>

Instructors:

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- **Genesis Okken**
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Zoom Personal Meeting Room: 716 983 8934

Course Communications:

The preferred method of communication in this course is email. If you have any questions before the next class meeting, send it to the instructors via Canvas message or ufl email. To meet the instructors during their office hours, you will need to schedule a specific time through e-mail. Include course # in the email subject line.

Textbooks:

Appropriate handouts, including guidelines, code information, research articles, web-based software, and book excerpts will be issued to provide support material for each project. In addition, each student is responsible for seeking additional resources to support their design intent, development, and innovation.

Materials and Supplies Fees:

\$141.22

Course Description:

Advanced architectural interiors 1 will focus on advanced problems in interior design with respect to the needs of the sophisticated clients in urban settings, potentially ranging from the infrastructure of large urban spaces to the details of individual interior spaces.

Prerequisite Knowledge and Skills:

To enroll in this course, students must have successfully completed IND 3216 Architectural Interiors 2. In this course, we will also build on the knowledge that you gained through the following courses: IND 2635 Environment & Behavior; IND 3483 Interior Design Construction Documents; IND 2460C Computer Applications in 3-D Design; and IND 2422 Interior Finishes & Materials.

Course Objectives:

By the end of this course, students will:

1. Identify and explore complex problems and generate creative design solutions that support human behavior within the interior environment (CIDA standard 4a through 4e)
 - Adopt a global view and weigh design decisions within the parameters of ecological, socio-economic, and cultural contexts (CIDA standard 2a, b, c)
 - Understand and apply theories of human behavior, ergonomic and anthropometric data, and universal design concepts (CIDA standard 3a, b, c, d)
 - Strengthen the ability to think visually and volumetrically and apply the theories of two- and three-dimensional design; analyze and discuss spatial definition and organization (CIDA standard 9a, b, c)
 - Refine knowledge of, and apply aesthetic theories including principles and theories of color and light (CIDA standard 10a through 10d)
 - Generate evidence-based design solutions within the context of building systems using appropriate furniture, fixtures, equipment and finish material products (CIDA standard 11a, b, c)
 - Demonstrate understanding of interior construction and building systems including lighting, acoustics, thermal comfort, and indoor air quality, and their application to enhance the health, safety, welfare, and performance of building occupants (CIDA standards 12a through 12h; 13a through 13f, 13g)
 - Apply laws, codes, regulations, standards, and practices that protect the health, safety, and welfare of the public (CIDA standard 14a, b, c, d, g, h, i)
2. Work collaboratively in teams to produce unique design solutions that synthesize multiple ideas (CIDA standard 5a, b)

3. Communicate effectively in oral, written, and graphic form; use sketches; produce competent presentation drawings; integrate written and visual material to present ideas clearly (CIDA standard 6a through 6d, 6f)
 - Utilize 3-D Computer Modeling and Rendering Programs to communicate design intent
 - Produce a compelling video exploring an important interior design issue

Instructional Methods:

Learning in this course will occur mainly through project reviews and desk critiques. Projects are designed to meet student learning outcomes of this course through a variety of deliverables. Supporting lectures and workshops will be provided by faculty and guests. Working in the studio is essential as it establishes a collective energy for the design process and fosters creative exchanges between students. Design work should be completed during the studio meetings. Group work is encouraged to increase the quality of your daily work.

Course Policies:

Attendance Policy:

Students' participation in the studio is defined as follows: 1) regular and punctual attendance; 2) active involvement in studio discussions and activities; 3) civil and cordial relations with your peer group and project team members. Up to 2 unexcused absences from class are allowed. Additional unexcused absences will result in the reduction of the course grade. Each student is expected to be on time for class. Requirements for class attendance and make-up exams, assignments, and other work are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

Quiz/Exam Policies:

Attendance at all studio reviews—including, but not limited to, the mid-point and final reviews—is mandatory. Any student not attending a review, not contacting the professor and/or not producing a valid excuse—will receive a failing grade for the course. No late work will be accepted at any time. If a student's work is incomplete, instructor reserves the right to cancel their juried presentation.

Make-up Policy:

Students who can demonstrate that they were unable to submit an assignment by the deadline due to an excused absence and who can provide enough appropriate documentation for the absence will be given a reasonable period of time to make up the late work. This does not include reviews with invited external reviewers. Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from the Help Desk 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.

Assignment Policy:

Assignments must be submitted to Canvas via the assignment page and any instructions detailed therein. Due dates are specified on the course schedule, and timely submission is expected.

Course Technology:

Access to and on-going use of a computer is required for all students. As in other upper-level IND courses, competency in design programs is required. For technology related issues, the UF computing help desk can be reached at:

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

UF Policies:

University Policy on Accommodating Students with Disabilities:

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

University Policy on Academic Conduct: UF students are bound by The Honor Pledge which states, "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." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor or Etiquette: All members of the class are expected to follow rules of common courtesy in all email messages and class discussions. Students must be respectful to one another, even though their opinions may differ. Students may ask the instructors to intervene if their own efforts have not resolved a conflict with another student.

Getting Help:

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

- <http://helpdesk.ufl.edu>
- (352) 392-HELP (4357)
- Walk-in: HUB 132 (Check website for open hours)

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Should you have any complaints with your experience in this course please visit <http://www.distance.ufl.edu/student-complaints> to submit a complaint.

Grading Policies:

Methods by which students will be evaluated and their grade determined

The final grade will be based on assigned exercises, class participation, mid-point review and final critiques for the projects. Project evaluation (using assignment rubrics) and comments will be provided through Canvas for each assignment

Grade breakdown:

Project 1: **65%**

Project 2: **25%** (including extra graduate-level component)

Project 3: **10%** (including extra graduate-level component)

Current UF grading policies for assigning grade points:

This course will follow the policies on the UF Undergraduate Catalog:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Grading Scale:

For further information on UF's Grading Policy, see: <http://www.isis.ufl.edu/minusgrades.html>

Grade	%	Grade points
A	93-100	4.0
A-	90-92.9	3.67
B+	87-89.9	3.33
B	83-86.9	3.0
B-	80-82.9	2.67
C+	77-79.9	2.33
C	73-76.9	2.0
C-	70-72.9	1.67
D+	67-69.9	1.33

D	63-66.9	1.0
D-	60-62.9	.67
E	0-59	0.0

Course Schedule:

Critical Dates:

- Project 1 – Research Presentation: **8/30**
- Project 1 – Mid-point Review: **9/27**
- Project 1 – Final Review: **10/27**
- Project 2 – Project 2 Final Submission: **11/17**
- Project 3 – Portfolio Submission: **12/8**

A Weekly Schedule of Topics and Assignments:

For detailed schedule of assignments and class activities, see course Schedule on Canvas. Disclaimer: This schedule represents our current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity.

Course evaluation:

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students on the [Gator Evals page](#).

Last update: 5/5/2021

IND 4225 - Fall 2021 - Course Schedule

WK	DY	DT	Topics / Activities	Due
1	M	08/23	Course Overview/ Intro to Project 1: Healthcare Design	
	W	08/25	HC project program review	
2	M	08/30	Pre Design	Research Presentations
	W	09/01	Concept Development	
3	M	09/06	<i>No Class – Labor Day</i>	
	W	09/08	Concept Development	
4	M	09/13	Schematic Design	
	W	09/15	Schematic Design	
5	M	09/20	Schematic Design	Schematic Checkpoint Due
	W	09/22	Design Development	
6	M	09/27	Mid-point Review	
	W	09/29	Design Development	
7	M	10/04	Design Development	
	W	10/06	Design Development	
8	M	10/11	Design Development	
	W	10/13	Design Development	
9	M	10/18	Design Development	Pre-Production Checkpoint
	W	10/20	Production	

10	M	10/25	Production	Final Project submitted in Canvas by 6pm
	W	10/27	Final Review	
11	M	11/01	Introduce Project 2/Pre-Design	
	W	11/03	Pre/Design	
12	M	11/08	Schematic Design	
	W	11/10	Schematic Design	
13	M	11/15	Design Development	
	W	11/17	Design Development/Production	Project 2 – Due Saturday 11/20
14	M	11/22	Introduce Project 3-Portfolio	
	W	11/24	<i>No Class - Thanksgiving Holiday</i>	
15	M	11/29	Portfolio Development	
	W	12/01	Portfolio Development	
16	M	12/06	Portfolio Development	
	W	12/08	Portfolio Development	Project 3- Portfolio

This calendar is a general outline of the course. Instructors reserve the right to alter the course in response to academic conditions and opportunities.