PLANNING & DESIGN I

URP6871
3 Credit Hours
FALL 2023

TIME AND LOCATION
- Meeting Time: Wednesdays | Periods 11-E1 (5:10-8:10pm)
- Location: Fine Arts C 208

INSTRUCTOR
- Carla Brisotto, Ph. D.
  Florida Institute for Built Environment Resilience (FIBER)
  Office location TBD
  c.brisotto@ufl.edu

OFFICE HOURS
- FIBER office: 12-1pm, Wednesdays
- Online: via Zoom at https://ufl.zoom.us/j/4179275946?pwd=TUJIK0owdji2NnFhVThORDBFTmxHdz09 during campus hours above or by appointment

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

COURSE COMMUNICATIONS:
- In person: in class or during office hours.
- Online: office hours (via Zoom only by appointment), email communication through Canvas.  
  *All email communication should be through Canvas. Use UF email address only if you have an emergency and/or are unable to access the Canvas email.*

REQUIRED TEXT:

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


Videos
- Eames Office (1977). “The Power of 10“ (optional but it will be discussed in class)

ADDITIONAL RESOURCES

Computer and Software
Students are required to have a computer. The following software is 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/ (Students that have Adobe Illustrator and Photoshop can use them instead of Gimp). Another option is to use the Corel Draw suite available for free via UFApp.
- 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/).
• 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 aids 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 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 system 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 (1) improve their critical thinking in regards of planning design, (2) enhance their graphical skills level, (3) learn basic design skills, and (4) develop practical presentation skills. All these skills are necessary to support research and professional practice understanding and presentation. Furthermore, these skills will help students to learn literacy design necessary to collaborate with other professionals in the design field (landscape architects and architects). 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 ability to work independently.

**COURSE POLICIES**

**Attendance policy:**

Class attendance is mandatory and should be respected. Students will be excused for missing class only if they provide valid medical or emergency documentation substantiating their absence. 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
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

**Make-up policy:**

Students with a valid reason will be permitted to submit assignments late, provided they present a suitable justification. However, it is essential for students to adhere to the designated deadlines for both presentation and submission of assignments; failure to do so will result in a deduction of grades.

**UF POLICIES**

**University Policy on Accommodating Students with Disabilities**

Students with disabilities who experience learning barriers and would like to request academic accommodation should contact the disability Resource Center. Click here to get started with the Disability Resource Center. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

**The university's honesty policy**

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 honor 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 specifies a number of behaviors that are in violation of this code and the possible sanctions. Click here to read the Honor Code. 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 in this class.

**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-up 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.

Health and Wellness

| If you are experiencing COVID-19 symptoms (Click here for guidance from the CDC on symptoms of coronavirus), please use the UF Health screening system and follow the instructions on whether you are able to attend class. Click here for UF Health guidance on what to do if you have been exposed to or are experiencing Covid-19 symptoms. |
| Course materials will be provided to you with an excused absence, and you will be given a reasonable amount of time to make up work. Find more information in the university attendance policies. |

- **U Matter, We Care:** If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit U Matter, We Care website to refer or report a concern and a team member will reach out to the student in distress.
- **Counseling and Wellness Center:** Visit the Counseling and Wellness Center website or call 352-392-1575 for information on crisis services as well as non-crisis services.
- **Student Health Care Center:** Call 352-392-1161 for 24/7 information to help you find the care you need, or visit the Student Health Care Center website.
- **University Police Department:** Visit UF Police Department website or call 352-392-1111 (or 9-1-1 for emergencies).
- **UF Health Shands Emergency Room / Trauma Center:** For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road,
- Gainesville, FL 32608; Visit the UF Health Emergency Room and Trauma Center website.

Academic Resources

- **Career Connections Center:** Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.
- **Library Support:** Various ways to receive assistance with respect to using the libraries or finding resources.
- **Teaching Center:** Broward Hall, 352-392-2010 or to make an appointment 352-392-6420. General study skills and tutoring.
- **Writing Studio:** 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers.
- **Student Complaints On-Campus:** Visit the Student Honor Code and Student Conduct Code webpage for more information.
- **On-Line Students Complaints:** View the Distance Learning Student Complaint Process.

GRADING POLICIES

University of Florida Grading Scale

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<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>
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<th>D</th>
<th>D-</th>
<th>E</th>
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<tr>
<td>Range</td>
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<td>90-92</td>
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<td>Non-Punitive Grades (not counted in GPA)</td>
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Grades will be determined from the assignments and final project presentation. Each assignment and the final project will be graded in a scale of 0 to 100 and will be weighted as follows:

- Attendance: 9%
- Presentation 1: 15%
- Presentation 2: 15%
- Presentation 3: 15%
- Final project: 40%
- (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 are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via https://ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.
# Tentative Course Schedule:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Assignments</th>
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<tbody>
<tr>
<td>08/23</td>
<td>Introduction to the Course</td>
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<tr>
<td>08/30</td>
<td>Module 1 Introduction to Urban Design</td>
<td>#1 Video1: Understanding cities</td>
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<tr>
<td>09/06</td>
<td>Module 2 Lecture: Morphological Dimension Video 1 discussion</td>
<td>#2 Presentation1: Morphological</td>
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<td>Digital visualization workshop (FG map)</td>
<td>#3 Video2: Cities for people</td>
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<tr>
<td>09/13</td>
<td>Module 3 Lecture: Perceptual Dimension video Video 2 discussion</td>
<td>#4 Presentation2: Perceptual</td>
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<td>3D visualization workshop (3D)</td>
<td>#5 Video3: Social life</td>
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<tr>
<td>09/20</td>
<td>Module 4 Lecture: Visual Dimension video Video 3 discussion</td>
<td>#6 Presentation3: Visual</td>
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<td>3D visualization workshop (3D)</td>
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<td>09/27</td>
<td>Module 5 Lecture: Social Dimension Presentation Morphologic &amp; Discussion</td>
<td>Presentation1: Morphological</td>
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<td>10/04</td>
<td>Module 6 Lecture: Functional Dimension Presentation Perceptual &amp; Discussion</td>
<td>Presentation2: Perceptual</td>
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<tr>
<td>10/18</td>
<td>Module 8 Site Visit and site analysis work</td>
<td>#7 Final Project: Site Analysis</td>
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<tr>
<td>10/25</td>
<td>Site Analysis Review (1) Objectives and Concept Design lecture and work</td>
<td>Final project Objectives and Concept Design</td>
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<td>11/01</td>
<td>Objectives and Concept Design Review (2) Final project Design Draft lecture and work</td>
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<td>Final Project Design Draft 1 MidReview (3)</td>
<td>Final project Design Draft 2</td>
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<td>11/22</td>
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<td>11/29</td>
<td>Final Design Draft 2 and 3D model work &amp; Review (5)</td>
<td>Finalize Project</td>
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<td>Final Design Draft 2 and 3D model work &amp; Review (5)</td>
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<tr>
<td>12/06</td>
<td>Final project presentations</td>
<td>Final Submission via Canvas</td>
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