Department of Interior Design
College of Design, Construction and Planning
University of Florida

IND 5231C   ARCHITECTURAL INTERIORS II

Spring 2024 (5 credits)   MW 8:30 am – 12:35 am   310/312 Arch

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COURSE DESCRIPTION

This course is designed for students who have achieved competency in the skills developed in prerequisite courses and are ready to apply this knowledge to create the highest quality professional design solutions. At the conclusion of this course, the student should have the basic ability to investigate and synthesize the needs of the client in terms of satisfaction, functionality, value, and safety in a design solution. Subject matter will be presented through lectures, critiques, field trips, student presentations, research, and group critiques. The following principles, concepts, and applications will be stressed:

- User/spatial relationships and allocation (space planning).
- Concept presentation methods.
- Concept/design documentation utilizing schedules, specifications, and contract documents.
- Understanding of building codes, ADA compliance.
- Building systems coordination.
- Interior furnishings, finishes, and equipment selections (FFE).

COURSE OBJECTIVES

As a result of this course the student will:

- Have awareness of team work structures and dynamics. (CIDA standard 5d)

- Demonstrate understanding and the ability to appropriately apply theories of human behavior. (CIDA standard 7a-c)

- Demonstrate the ability to select, interpret, and apply appropriate ergonomic and anthropometric data. (CIDA standard 7e)

- Demonstrate understanding and the ability to appropriately apply human factors, ergonomics, inclusive, and universal design principles to design solutions. (CIDA standard 7e)

- Identify and define issues relevant to the design problem. (CIDA standard 8c)

- Gather appropriate and necessary information and research findings to solve the problem. (evidence-based design). (CIDA standard 8d)

- Synthesize information and generate multiple concepts and/or multiple design responses to programmatic requirements. (CIDA standard 8f)

- Demonstrate creative thinking and originality through presentation of a variety of ideas, approaches, and concepts. (CIDA standard 8g)
- Apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences. (CIDA standard 9e)
- Express ideas clearly in oral and written communication. (CIDA standard 9b&c)
- Use sketches as a design and communication tool (ideation drawings). (CIDA standard 9d)
- Analyze and discuss spatial definition and organization. (CIDA standard 11a)
- Effectively apply the elements, principles, and theories of design to two & three-dimensional design solutions. (CIDA standard 11c & 11d)
- Competently select and apply luminaires and light sources. (CIDA standard 12d)
- Appropriately select and apply color with regard to its multiple purposes. (CIDA standard 12j)
- Apply color effectively in all aspects of visual communication (CIDA standard 12k)
- Select and apply appropriate materials and products on the basis of their properties and performance criteria, including environmental attributes (CIDA standard 13d)
- Demonstrate ability to design and specify a broad range of appropriate products, materials, furniture, fixtures, equipment, and elements in support of the design intent (CIDA standard 13f)

STUDIO POLICIES

Process Boards
All students are required to maintain a pin-up board in studio that illustrates their process work. These pin-up boards should not simply display work but also serve as a primary thinking space, a vertical extension of their desk that evolves throughout the course of the project. Since the "process boards" continuously morph, they give your instructors a daily measure of how the class is approaching the project, which helps them quickly target areas of need, focus classroom discussions, and identify students that may require extra guidance and support. We will use the process boards to conduct lightning critique sessions, so it is important that they are updated before each studio class session.

Attendance and Participation
Students' participation in the studio is defined as follows: 1) regular attendance; 2) continuously updated work on process boards 3) active involvement in studio discussions in a comment and listening mode; 4) civil and cordial relations with your peer group.

Unexcused absences will result in the reduction of the course grade. Disrespect of others will result in a reduction of the course grade. Each student is expected to be on time for lectures and/or discussions. Students are expected to stay in class throughout the class period and be actively working on their projects (even after they have been seen by the instructor). Evaluation and grade reduction is at the instructor's discretion.

Textbook:
This course does not have a required textbook.

Material & Supply Fees:
$50.00 [It is important that you do NOT let students outside of your studio class use our printers and supplies. The fees you are paying are limited and should only be used for your studio class]

Technology Requirements:
You are required to have a personal computer that can run Adobe suite programs, Revit, and your preferred rendering software. For the use of Zoom, you are required to use headphones with an integrated microphone.

Late projects / Incomplete grade
Late work will not be accepted without prior approval from the instructors **before** the due date. If work is incomplete at the due date always hand in what you have completed. It is the instructors' discretion as to what extenuating circumstances warrant adequate excuse for not completing required course work on time. The criteria for which a student can consider taking an incomplete grade in the course are outlined in the student handbook.

Evaluation
In general, information analysis and communication skills will be stressed in this class. Success depends on your ability to convey your concepts and ideas. You have already become proficient in many of the graphic communication skills. You will have the opportunity to improve upon those skills and learn new techniques and methods of communication.

As a professional interior designer, you will be expected to communicate concepts and design solutions to clients and your design team. This need to communicate draws upon verbal and written forms, 2-D and 3-D media, and levels of delineation ranging from sketch or abstract to the detailed and specific.

It is expected that you already have certain abilities to communicate 2-dimensionally, specifically:
- Familiarity with basic types of drawings and their uses, including the ability to draw orthographic projections, isometrics, and perspectives.
- The ability to make quick simple sketches that express conceptual design and fabrication.
- The ability to develop presentation quality drawings and media that accurately portray design concepts and provide technical information to guide implementation by others.

Your 3-D communication skills should allow you to demonstrate some level of competency with:
- The ability to develop fast, simple mock-ups and form studies using appropriate
materials. The ability to construct working prototypes.

PROJECTS & GRADING

A	= 93 – 100%	C = 73 – 76%
A-	= 90 – 92%	C- = 70 – 72%
B+	= 87 – 89%	D+ = 67 – 69%
B	= 83 – 86%	D = 63 – 66%
B-	= 80 – 82%	D- = 60 – 62%
C+	= 77 – 79%	E < 60%

Project 1: Group   40%
Project 2: Individual   45%
Process Board / Participation   15%

Final Grade 100%

[See UF's grading policies here: catalog.ufl.edu/UGRD/academic-regulations/grades-gradingpolicies/]

SCHEDULE*

WK	Date		Topics / Activities	Due
1	M	1/08	Course Overview/Intro to Project 1	
	W	1/10	Project 1 Concept Development	Present Pre-Design
2	M	1/15	MLK DAY / No Class	

	W	1/17	Concept Development	Concept Due
3	M	1/22	Schematic Design	
	W	1/24	Schematic Design	*Witters Weekend 1/25-1/28*
4	M	1/29	Schematic Design	
	W	1/31	Schematic Design	Schematic Due
5	M	2/05	Design Development	
	W	2/07	Design Development	
6	M	2/12	Design Development	
	W	2/14	Production	Pre-Production Checkpoint
7	M	2/19	Production	***DCP Career Fair**
	W	2/21	Production	
8	M	2/26	**Atlanta Field Trip**	**Project 1 due by 6 pm Sunday** Condensed project pitches to tvsdesign in Atlanta
	W	2/28	**Atlanta Field Trip**	
9	M	3/04	Intro to Project 2/Concept Development	
	W	3/06	PreDesign Presentations/Concept Development	
10	M	3/11	Spring Break	
	W	3/13	Spring Break	
11	M	3/18	Schematic Design	
	W	3/20	Schematic Design	
12	M	3/25	Schematic Design	
	W	3/27	Schematic Design	Schematic Due
13	M	4/01	Design Development	
	W	4/03	Design Development	
14	M	4/08	Design Development	
	W	4/10	Design Development	Pre-Production Checkpoint
15	M	4/15	Production	
	W	4/17	Production	
16	M	4/22	Production	Awards Ceremony (tentative)
	W	4/24	**Project 2 Final Presentations**	**Project 2 due by 6 pm Tuesday**

*The instructors reserve the right to make changes in the course schedule and syllabus as required to facilitate learning. Adjustments will be made when necessary and according to the professional judgment of the instructors.

SPECIAL ACCOMMODATIONS

Students requesting classroom accommodation must first register with the Disability Resource Center at University of Florida Dean of Students Office, see http://handbook.aa.ufl.edu/policies.aspx. The Dean of Students Office will review the case and, if appropriate, provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation.

ACADEMIC INTEGRITY

All students at the University of Florida are expected to adhere fully to University of Florida Student Honor Code, view at http://www.dso.ufl.edu/sccr/honorcodes/honorcode.php. The Honor Code outlines the expectations for student conduct in regard to academic honesty. All students should review this policy to understand the range and scope of the standards and the seriousness of any infractions of the code. The policy places full responsibility on students to know and adhere to these standards for academic integrity. All examinations, quizzes, design projects, and assignments in the Department of Interior Design are subject to this policy. Maintaining strict academic integrity is a priority of the Department of Interior Design and all instructors will fully enforce the UF Honor Code in their studios and classes. A strict adherence to the Honor Code is expected by the University of Florida and reflects the ethical standards of the interior design profession.

COURSE EVALUATIONS

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/.

Note:

*All work produced is property of the Department of Interior Design. Instructors will keep samples of student work. Students are advised to document work before collection.