San José State University  
School of Art + Design, Interior Design  
dsIT 34 • Interior Architecture Foundation Studio  
Fall 2017

Instructor: Alexi Karavokiris  
Office Location: IS 208  
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Email: akaravokiris@dga-mv.com  
Office Hours: Tuesday: 5:50 - 6:50

Class Days/Time: Tuesday & Thursday: 3:00 p.m. – 5:50 p.m.  
Classroom: IS 241  
Prerequisites: DSIT 15, DSIT 29, Corequisite: DSIT 33

Course Description

This course explores the comprehensive development of innovative and functional interior spaces. Students use the technical and conceptual aspects of architectural drawing and architectural model making to develop conceptual methodologies to formulate interior architectural spaces. The course emphasizes basic design theory, process, programming and human factors. There is a focus on residential and small-scale commercial building typologies.

Course Learning Outcomes

Upon successful completion, students will be able to:

• Deploy an iterative process of creative form-finding to generate design propositions that engender understanding of the role of material, form and context in the design and experience of space.

• Employ appropriate representational media, including digital technology, to convey essential elements at each stage of the design process with refinement of graphic presentation.

• Apply basic organizational, spatial, structural and construction principles to the conception and development of interior and exterior spaces, building elements and components.

• Respond to natural and built site conditions and characteristics in the development of a design project that accommodates a given program.

• Comprehensively analyze and evaluate a building interior to address issues of space planning related to a proposed program and context.
• Provide coherent design rationale based in programmatic and formal precedents employed in the conceptual development of interior architecture design project.

**Equipment, Materials and Technological Requirements**

**Shop Access**
Pay the Shop Safety Test fee as soon as possible at the Bursar’s Office, Student Services Center. Pay directly into the shop fee fund 62089, and keep your receipt as proof of payment. You will take the shop safety test in class time during the first week or two of class (date to be announced). Your fee must be paid prior to taking the test.

**Computer**
Each student will need a laptop that is powerful enough and meets the minimum requirements to run the appropriate software for this class. Ensure that you have ample storage space on the hard drive, and/or on high quality reliable external drive, for large Adobe Photoshop and Illustrator files.

**Software: Adobe Creative Suite**
You will use these software applications and newer versions and variations on them throughout your academic career and as you move into the profession. This software is mandatory.

**Moleskin Sketchbook**
Plain white paper, please. Do not use a ruled or gridded notebook.

**Pens and Pencils for Drawing**
3 Sakura Pigma Micron drawing pens, BLACK, different sizes (thin, medium, thick)
Pencils for sketching

**Model-Making Materials**
Students are responsible for purchasing material as required for assignments. Materials may include: wood, acrylic, paper, plastics, rockite, chipboard, and other materials suitable for model making

**Presentation Materials**
High quality paper for print-outs, professional printing services as required for assignments

**Basic Supplies**
These are basic supplies which you should have throughout the semester, and should bring with you to the studio, every class:
- architectural scale
- cutting knives: Olfa *and* X-acto knife *and* blades
- drafting tape
- erasers (Mars white plastic #526-50)
- hot glue gun and glue sticks
- Eileen’s tacky glue (preferable), or other white glue
- lead pointer/sharpener (handheld)
- lead holders (at least 2) and leads (H, 2H, 4H, 6H)
- push pins – one box (100 or 200)
- sketching pencils (variety)
- steel cutting rulers (raised edge for finger protection during cutting) with cork backing 14” and 36”
- tracing paper rolls (14”)
- triangles: 10” adjustable, 30º and 60º 4” and 8”, 45º 4” and 14”
- safety glasses for the wood shop and other model work
- dust mask – Preferably, buy a high-quality respirator mask designed for use with both particulates and vapor, and use this when working with paints, solvents or other volatile materials, as well as dust.

You will require access to the wood shop this semester, for the laser cutter and traditional wood working tools. The charge is $20 for the safety test (date to be announced). **Pay the fee before the second class session.**

**Course Requirements and Assignments**

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in [University Policy S12-3](http://www.sjsu.edu/senate/docs/S12-3.pdf).

The course is organized around lecture and studio work: lectures will introduce topics and assignments and provide an overview of issues and outline the design principles and communication concepts that you are expected to investigate. Studios will be a period of focused exploration – primarily through modeling, sketching and digital drawing – of design issues and communication skills. Finished projects and work in progress will be presented and discussed during each class session to make important points about design. Each pin up will be graded and included in your overall grade for that assignment. It is expected that your work will be printed out and pinned up within the first 15 minutes of class. If it is not you will receive a grade of 0 for that assignment.

**Sketchbook**

The sketchbook is an important tool for developing design ideas and communicating them to others for iteration and further development. Use it to take notes on presentations and pinups, to document and develop your ideas visually, and to document things you see that may help you grow as a designer or solve specific design problems related to your projects. This supports all of the other learning goals for this class. You are expected to bring your sketchbook to all studio sessions and have it with you during desk critiques, pinups and presentations.

**Project 1**

The first project is a formal design exploration that begins with a series of study models, and culminates in a conceptual structure with distinct interior spatiality. The assignment is divided into two parts that will span the first half of the semester. **Specific details of the assignment, including deliverables for each of the three parts, will be issued in a separate document to be posted on Canvas.** Deliverables and dates will be announced, and are subject to change based on instructor assessment of class progress.

**Project 2**

The second project will begin with a precedent study of an assigned design studio. Students will research the philosophies and design goals of the studio by examining concepts, materials, form, color, spatial organization, employed in different projects that the studio has built. **Specific details of the assignment, including deliverables for each of the three parts, will be issued in a separate document to be posted on Canvas.**
**Participation**
Teaching is a two-way dialogue layered within a broader discourse that involves an entire class. Class participation grades will be based on preparedness for in-class desk critiques and pinups and your role in the class discussions. Attendance is expected at all class sessions and the student’s presence throughout the entire class time is required. Students must be present for in class critiques, students who arrive late will not be allowed to present. Your participation is graded because it is vital to all of the specified learning outcomes for you and for your fellow students. It also provides the professor with important opportunities to assess your progress and tailor instruction to most effectively address your learning needs and ensure your progress.

Students are expected to attend all classes, as they are responsible for material discussed therein, and active participation is essential to ensure maximum benefit to all class members.

**Final Examination or Evaluation**
There is a final presentation for this class. Project 2 constitutes the final opportunity for evaluation of student work in the course. It will be conducted on the date provided on the schedule herein. All presentation dates are subject to change with advance notice.

**Grading Information**
Your final grade for this class will be based on class participation in reviews and studio sessions and the successful completion of assignments. The assignment grade will be based on a set of criteria including the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design principles you have learned, and the time and care you have invested in making models, final objects, renderings and presentations.

**Breakdown:**

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Sketchbook</td>
<td>5%</td>
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<tr>
<td>Project 1</td>
<td>30%</td>
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<tr>
<td>Project 2</td>
<td>50%</td>
</tr>
<tr>
<td>Class Participation</td>
<td>15%</td>
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<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
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Grading Percentage Breakdown

- 97-100 = A+
- 93-96 = A
- 90-92 = A-
- 87-89 = B+
- 83-86 = B
- 80-82 = B-
- 77-79 = C+
- 73-76 = C
- 70-72 = C-
- 67-69 = D+
- 63-66 = D
- 60-62 = D-
59 and below = F

A. Excellent. Indicates work of a very high character; the highest grade given. This grade is reserved for work that shows leadership and inspiration, demonstrating significant insight developed to its fullest extent and presented with exquisite craftsmanship.

B. Good. Indicates work that is definitely above average, though not of the highest quality. This work shows thorough exploration and development, and is well presented with good craftsmanship, but it may not rise to the highest level of excellence.

C. Fair. Indicates work of average or medium character. Work in this category demonstrates competent fulfillment of the stated requirements and an understanding of the issues covered, but does not exceed the expectations of understanding, development, or execution.

D. Pass. Indicates work below average and unsatisfactory. The lowest passing grade. Though work may meet the minimum requirements, it lacks depth, development or is unsatisfactorily crafted.

F. Fail. Indicates work that the student knows so little of the subject that it must be repeated in order that credit may be received. Work in this category may be unfinished, unimaginative, underdeveloped or poorly executed, and shows minimal understanding of issues.

Classroom Protocol

Conduct yourself in a mature and professional manner at all times. Remember that your classmates and your instructor may constitute part of your professional and social networks in the future. You are in the process of building positive, productive relationships, some of which may last a lifetime. You are also establishing a reputation among your colleagues. Behave accordingly. Your time in school is as much about building these relationships as it is about learning specific skills and developing your unique critical intellectual points of view.

Give your full attention and engagement to the work at hand – whether during tutorials or lectures by the instructor, comments during critiques and presentations, or one-on-one discussions.

University Policies

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester’s Catalog Policies section at http://info.sjsu.edu/static/catalog/policies.html. Add/drop deadlines can be found on the current academic year calendars document on the Academic Calendars webpage at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop Policy is available at http://www.sjsu.edu/aars/policies/latedrops/policy/. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the Advising Hub at http://www.sjsu.edu/advising/.

Consent for Recording of Class and Public Sharing of Instructor Material

• “Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the instructor’s permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings
are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material.”

- “Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent.”

**Academic integrity**

Your commitment, as a student, to learning is evidenced by your enrollment at San Jose State University. The University Academic Integrity Policy S07-2 at http://www.sjsu.edu/senate/docs/S07-2.pdf requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sjsu.edu/studentconduct/.

**Campus Policy in Compliance with the American Disabilities Act**

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the Accessible Education Center (AEC) at http://www.sjsu.edu/aec to establish a record of their disability.

**Accommodation to Students' Religious Holidays**

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See University Policy S14-7 at http://www.sjsu.edu/senate/docs/S14-7.pdf.

**Course Schedule | dsIT 34 | Fall, 2017**

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
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| 1    | Aug. 24    | **Project 1, Part A Assigned**  
Introductory Lecture • Introductions  
Materials Discussion                  |
<p>| 2    | Aug. 29    | <strong>Tues</strong>: Casting Demonstration                                              |
|      | Aug. 31    | <strong>Thurs</strong>: Desk Critiques | Studio Work                        |
| 3    | Sept. 5    | <strong>Tues</strong>: Lecture | Studio Work                          |
|      | Sept. 7    | <strong>Thurs</strong>: Presentation/Pinup of work in progress                             |</p>
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<tr>
<th>Week</th>
<th>Date</th>
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<tr>
<td>4</td>
<td>Sept. 12</td>
<td>Tues: Lecture</td>
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<td>Sept. 14</td>
<td>Thurs: <strong>Project 1, Part A Due</strong> (Pinup)</td>
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<td>5</td>
<td>Sept. 19</td>
<td>Tues: Illustrator Tutorial</td>
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<td>Sept. 21</td>
<td>Thurs: <strong>Part B Study Model Due</strong> with draft versions of drawings: axon, plan, elevations, sections, diagrams</td>
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<td>6</td>
<td>Sept. 26</td>
<td>Tues: Lecture</td>
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<tr>
<td></td>
<td>Sept. 28</td>
<td>Thurs: <strong>Project 1, Part B Due</strong> (Pinup)</td>
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<td>7</td>
<td>Oct. 3</td>
<td>Tues: Lecture</td>
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<td>Oct. 5</td>
<td>Thurs: Studio Work</td>
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<td>8</td>
<td>Oct. 10</td>
<td>Tues: Lecture</td>
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<td></td>
<td>Oct. 12</td>
<td>Thurs: Presentation <strong>Draft Pinup Project 1</strong> - Includes draft version of renderings and drawings: plans, elevations, sections, diagrams</td>
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<td>9</td>
<td>Oct. 17</td>
<td>Tues: Desk Critiques</td>
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<td></td>
<td>Oct. 19</td>
<td>Thurs: <strong>Final Review of Project 1</strong> (Parts A, B and C) <strong>Project 2 Assigned</strong></td>
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<td>10</td>
<td>Oct. 24</td>
<td>Tues: Presentation Layout tutorial (InDesign to PDF)</td>
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<td>Oct. 26</td>
<td>Thurs: <strong>Case Study Presentations</strong> (verbal and slide presentation)(use InDesign template provided)</td>
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<td>11</td>
<td>Oct. 31</td>
<td>Tues: 25 sketches on 8.5x11 paper and 3 physical study models due</td>
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<td>Nov. 2</td>
<td>Thurs: 10 refined sketches and 1 revised study model due</td>
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<td>12</td>
<td>Nov. 7</td>
<td>Tues: 1/4” sale study model due – exterior walls and floors of foamcore, interiors of white museum board, acrylic or basswood</td>
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<td>Nov. 9</td>
<td>Thurs: Preliminary 1/4” scale plan, and rough concept sketches of other drawings due</td>
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<td>Week</td>
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<td>Topics, Readings, Assignments, Deadlines</td>
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| 13   | Nov. 14  | Tues: ¼” scale preliminary long and short sections and 2 perspectives due.  
Midterm Presentation of Project 2  
Previous hand sketches or other roughs/place holders of ALL DELIVERABLES due.  
Thurs: Photoshop tutorial (combining digital and hand drawings with photographic layers) | Desk Critiques (incl. model revisions) |
|      | Nov. 16  |                                                                                                         |
|      | Nov. 18  |                                                                                                         |
| 14   | Nov. 21  | Tues: revised study model due | desk critiques                                                                                      |
|      | Nov. 23  | Thurs: No Class – Thanksgiving Break                                                                  |
| 15   | Nov. 28  | Tues: Revised drawings (all) and Photoshop-enhanced perspectives due | desk critiques                                                                                     |
|      | Nov. 30  | Thurs: Presentation Draft Pinup Project 2  
Draft versions of all deliverables and layout due.                                                      |
| 16   | Dec. 5   | Tues: troubleshooting tutorial | desk critiques                                                                                     |
|      | Dec. 7   | Thurs: Pin UP of final documents for edits and feedback                                                 |
| Final Exam | Dec. 7 | Final Review of Project 2 | all deliverables due (pinup)                                                                     |