Course Title: dsIT 109 Design Build Seminar
Units: 3 units, 6 hours per week
Prerequisites: dsIT 105

Required Text:
Lisa Iwamoto, Digital Fabrications
Nick Dunn Digital Fabrication in Architecture

Suggested Reading:
Farshid Moussavi, The Function of Form
AD: ProtoArchitecture
AD: Digital Materials
Printing Things
Mark Hatch, The Maker Movement Manifesto
Gramazio and Kohler Digital Materiality
Acadia Proceedings
Achim Menges

Course Description:
This seminar is the culminating interior design seminar for the BFA professional level degree program. Students with refine and expand their abilities to conceptualize, design, and fabricate interior spaces and components through the lens of an installation for the Senior Show. Though a series of case studies, design charrettes, and team exercises students will perform advanced site analysis, formal and material explorations. With a focus on hands-on making students will fabricate prototypes, mockups, and a final form at full scale. Through the process students will learn to apply problem-solving, iterative and rigorous production, experimentation, and research into real world constructions. The final product of the seminar will be an installation at the Senior Show showcasing the work of the graduating class.
/Student Learning Objectives:
1. Presentation skills: Develop an ability to employ appropriate representational media, including computer technology, to convey essential formal and technical elements at each stage of the design process.
2. Research: Develop the ability to employ basic methods of data collection and analysis to inform all aspects of the programming and design process.
4. Critical Thinking: Refine the ability to make a comprehensive analysis and evaluation of a building, building complex, or urban space and select the appropriate material, spatial, and technical response.
5. Project Management: Apply basic organizational, spatial, structural, and constructional principles to the conception and development of interior and exterior spaces, building elements, and components. Delegate responsibilities and work as a team to form a cohesive vision.
6. Site/Client Responsiveness: Respond to natural and built site conditions and characteristics in the development a design project through a given program. Analyse programmatic requirements and merge them with site opportunities.
7. Formal Exploration: Provide a coherent rationale for the programmatic and formal precedents employed in the conceptualization and development of interior and architecture design projects.
8. Material Language: Understand the basic principles of ecology and an interior architect's responsibilities with respect to environment in material selection for design and architecture.

/Assignments and Grading:
This course will be composed of a combination of in class lectures, assignments and projects. There will be a class critique of each assignment on its due date. Critiques will usually take up a whole class period. Participation in critiques is mandatory; rushing in towards the end of a critique with a piece you just finished will be considered non-participation in that critique and you will not be allowed to present your work. It is extremely important that you are awake, alert and fully involved in each critique for the entire class period.
Your final grade for this class will be based on class participation in lectures and projects, successful completion of take home tutorials and 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 the 3d objects, renderings and presentations.

/Participation
Teaching and learning is a two-way dialogue. It is important to be on time and to be mentally present. Participation is expected throughout every class. Please note that if you are late to class, your participation grade will be lowered accordingly for that day. As a result, it is possible to produce “A” work in the class yet receive a lower grade due to poor class participation. The professor should be notified in advance of a student's inability to attend a class or to arrive on time. In the event the professor is late for class, students are authorized to leave after a 30 minute wait.

If you miss a class, It is your responsibility to find out what you missed before the next class. Technical demos and lectures will not be repeated for students who miss a class. Projected critique dates will given to you in advance; however, in some instances these may change due to extenuating circumstances. It is your responsibility to learn about any announcements made in class by...
communicating with your classmates. It is also your responsibility to contact the professor if you have any questions at any time throughout the course.

/Project Deadlines
Specific Deadlines will be announced with each project and assignment. Any work not turned in on the date it is due will not be graded unless arrangements have been made in advance. Special circumstances will be taken into consideration (e.g. illness, court appearance, death of a relative). All assignments must be completed and turned in to receive a passing grade for the class. The instructor reserves the right to alter assignments and change project due dates with sufficient notice to the students. Specific instructions for where to turn in assignments will be given with each assignment. In general assignments will be turned in and checked via the SJSU Canvas system.

/Grading Criteria:
Projects: 85%
Case Studies and Research  (15%)
Final Design+Build Project  (65 %)
Participation: (20%)

All project grades will be assessed on a scale of 0-100. The grading scale is as follows:

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 quality; 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 complete 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. Indicate 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.

/Required Materials:
You are required to have a laptop and the software listed below installed on it by the second week of class, Thursday February 4th.

- The FULL Adobe Suite CS6 or CreativeCloud (not elements) [http://its.sjsu.edu/services/software/adobe/index.html](http://its.sjsu.edu/services/software/adobe/index.html)
- Modeling Software: Sketchup, Modo 901
  - OPTIONAL SOFTWARE: Rhino5, Maxwell Render
- Drafting Software: AutoCAD, Revit
- other software as necessary

Additionally, students will also be responsible for purchasing material as required for projects, materials may include high quality paper for print outs, ink, materials for model making and laser cutting, paper and professional printing services, among other things. There will be a provided budget for fabrication of the final installation, students will be responsible for managing that budget and negotiating with vendors to procure required materials.

/Emergency Phone Numbers:
Emergency: dial 911 (FROM A SCHOOL PHONE, NOT A CELLPHONE!)
Escort Service: dial 42222

/University, College, or Department Policy Information:

a) Academic integrity statement (from Office of Judicial Affairs):
Your own commitment to learning, as evidenced by your enrollment at San José State University and the University's Academic Integrity Policy requires you to be honest in all your academic course work. Faculty are required to report all infractions to the Office of Judicial Affairs. The policy on academic integrity can be found at [http://www2.sjsu.edu/senate/S04-12.pdf](http://www2.sjsu.edu/senate/S04-12.pdf)

b) Campus policy in compliance with the Americans with Disabilities Act:
If you need course adaptations or accommodations because of a disability, or if you need 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 requires that students with disabilities register with DRC to establish a record of their disability

/Cell Phones:
Students will turn their cell phones off while in class. They will not answer their phones in class. Students whose phones disrupt the course and do not stop when requested by the instructor will be referred to the Judicial Affairs Officer of the University. (Such referral can lead to suspension from the University.)
/Computer Use:
In the classroom, faculty allow students to use computers only for class-related activities. These include activities such as taking notes on the lecture underway, following the lecture on Web-based PowerPoint slides that the instructor has posted, and finding Web sites to which the instructor directs students at the time of the lecture. Students who use their computers for other activities or who abuse the equipment in any way, at a minimum, will be asked to leave the class and will lose participation points for the day, and, at a maximum, will be referred to the Judicial Affairs Officer of the University for disrupting the course. (Such referral can lead to suspension from the University.) Students are urged to report to their instructors computer use that they regard as inappropriate (i.e., used for activities that are not class related).

/Academic Honesty:
Faculty will make every reasonable effort to foster honest academic conduct in their courses. They will secure examinations and their answers so that students cannot have prior access to them and proctor examinations to prevent students from copying or exchanging information. They will be on the alert for plagiarism. Students who are caught cheating will be reported to the Judicial Affairs Officer of the University, as prescribed by Academic Senate Policy S04-12.

- You are responsible for understanding the policies and procedures about add/drops, academic renewal, withdrawal, etc. found at http://www2.sjsu.edu/senate/S04-12.pdf
- Expectations about classroom behavior; see Academic Senate Policy S90-5 on Student Rights and Responsibilities.
- As appropriate to your particular class, a definition of plagiarism, such as that found on Judicial Affairs website at http://www2.sjsu.edu/senate/plagarismpolicies.htm
- If you would like to include in your project any material you have submitted, or plan to submit, for another class, please note that SJSU's Academic Integrity policy S04-12 requires approval by instructors.

/General Course Sequence:*  
Wk 1  Introduction and Case Studies Assigned  
Wk 2  Typology+Case Study Presentations  
Wk 3  Design Build Project Assigned  
Wk 4  Site Research+Scope Presentation  
Wk 5  Desk critiques  
Wk 6  Design Review 1  
Wk 7  Desk critiques  
Wk 8  Desk critiques  
Wk 9  Design Review 2 + Fabrication Begins  
Wk 10  Spring Break-no Classes  
Wk 11  Fabrication + critiques  
Wk 12  Fabrication + critiques  
Wk 13  Fabrication + critiques  
Wk 14  Fabrication + critiques  
Wk 15  Staging and final preparation  
Wk 16  PROJECT 2 FINAL REVIEW  

- Schedule Subject to change.

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