San José State University
Department of Design
DSIT 105, Interior Architecture Advanced Design Studio, Spring, 2020

Course and Contact Information

Instructor: Parisa Maghsoud

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Office Hours: Tue/Thu 2:50 - 3:20 pm (only by appointment)

Class Days/Time: Tue/Thu 12:00 - 2:50 pm

Classroom: IS 240

Prerequisites: DSIT 103

Course Format

This course is a Design Studio and must be attended in Person. The course is a lecture format with class discussions and presentations along with pin up reviews and critiques.

Canvas

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas Leaning Management System course login website at http://sjsu.instructure.com. You are responsible for regularly checking with the messaging system through MySJSU at http://my.sjsu.edu (or other communication system as indicated by the instructor) to learn of any updates.

Course Description

In-depth project oriented study, examination and analysis of planning and designing innovative and functional interior spaces. Emphasis on the advanced design of state of art commercial environments. Additional emphasis on implementation and interpretation of laws, codes and regulations.

Course Learning Outcomes (CLO)

At the end of this course students will understand:

1. The work of interior designers is informed by knowledge of human factors and theories of human behavior related to the built environment. Students understand that social and behavioral norms may vary from their own and are relevant to making appropriate design decisions and apply the knowledge by appropriately applying theories of human behavior in the built environment, by selecting, interpreting, and applying appropriate anthropometric data when designing a space.

2. How to apply all aspects of the design process to creative problem solving. Design process enables designers to identify and explore complex problems and generate creative solutions that optimize the human experience within the interior environment. Students are able to identify and define relevant aspects of a design problem (goals, objectives, performance criteria).

3. Students are able to gather, evaluate, and apply appropriate and necessary information and research findings to solve the problem (pre-design investigation).

4. Students are able to synthesize information and generate multiple concepts and/or multiple design responses to programmatic requirements.

5. Students demonstrate creative thinking through presentation of a variety of ideas, approaches, and concepts.

6. How to engage in multi-disciplinary collaboration. Students work in team structures and dynamics and learn the nature and value of integrated design practices.

7. How to express ideas clearly through visual media (ideation drawings and sketches), the production of presentation drawings across a range of appropriate media and to produce integrated contract documents including drawings, schedules, and specifications appropriate to project size and scope.

8. Students understand the implications of conducting the practice of design within a world context and how design needs may vary in cultural and social groups with different economic means

Required Texts/Readings

All assigned readings will be posted on Canvas

Library Liaison
Aliza Elkin
aliza.elkin@sjsu.edu
Associate Librarian, Dr. Martin Luther King. Jr. Library
Liaison to the School of Art and Design
San Jose State University

Course Requirements and Assignments

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 are

expected to be investigated. Studio will be a period of focused exploration 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. 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.

Your final grade for this class will be based on class participation in reviews and labs 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.

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally 3 hours per unit per week with 1 of the hours used for lecture) for instruction or preparation/studying or course related activities including but not limited to internships, labs, clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus.

Other Required technology / equipment / materials

The following is a list of materials that you will need to have available to you throughout the semester. These are materials that you will continue to use throughout your education and career.

Sketchbook
Architectural Scale
Cutting knives: Olfa and X-acto knife and blades
Drafting tape or draft dots
Erasers: Mars white plastic #526-50
Glues: Hot glue gun and glue sticks,
Elmer's Glue
Lead pointer (handheld)
Lead holder (at least 2) – retractable leads: H, HB, 2H, 4H, and 6H
Push pins
Sketching pencils (variety)
Steel Cutting Edge (14" with cork backing and 36")
Tracing paper rolls (bum wad):
10" adjustable triangle, 30/45/60

NOTE that University policy F69-24 at http://www.sjsu.edu/senate/docs/F69-24.pdf states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

Final Examination or Evaluation

The final for this course will be a Final Review with a presentation of the final class project(s) with external Jury members. It will be scheduled according to fabrication schedules later in the course and may be adjusted accordingly.

Grading Information

Your final grade for this class will be based on class participation in reviews and studio 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: 100 %
Completion of assignments: 25%
Midterm: 25%
Project Final Review: 25%
Class Participation: 25%

Class Participation will be based on preparedness for in-class desk critiques and pin ups and your role in the group project.

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 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.

Classroom Protocol

Teaching is a two-way dialogue. Attendance is expected at all class sessions and the student's presence throughout the entire class time is required. Whenever possible, the professor should be notified in advance of a student's inability to attend a class. In the event the professor is late for class, students are authorized to leave after a half hour wait. It is important to be on time and to be present. It is possible to produce "A" work in the class yet receive a lower grade due to poor class participation and attendance. Students must be present for in class critiques, students who arrive late will not be allowed to present. 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 do to extenuating circumstances, and it is your responsibility to find out about any announcements made in class, by communicating with your classmates.
Deadlines will be made available to you in class. Any work not turned in on the date it is due is considered late. Ten percent will be deducted from the grade for every class period it is not turned in. 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.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, ADA and Religious holiday accommodations, dropping and adding, recording, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/"

DSIT 105, Interior Architecture Advanced Design Studio
Spring, 2020, Course Schedule

Course Schedule (the schedule is subject to change)

Week	Date	Topics, Reading, Assignments, Deadlines
1	1/23	Class Introduction Project assigned
2	1/28	Concept Development
2	1/30	Presenting the Concept + Inspirational Images
3	2/4	Site Analysis + Images
3	2/6	Precedent studies+ Program
4	2/11	*Pin-Up
4	2/13	Site Documentation +Programming
5	2/18	Studio Work + Individual Critiques
5	2/20	Adjacencies and organization of space
6	2/25	Graphic documentation of spatial and conceptual relationships
6	2/27	Pre-design programming diagrams (Multiple Schemes)
7	3/3	*Pin-Up
7	3/5	Studio Work + Individual Critiques
8	3/10	Studio Work + Individual Critiques
8	3/12	Project Scheme at 50% Development
9	3/17	Studio Work + Individual Critiques
9	3/19	Project Scheme at 80% Development
10	3/24	Studio Work + Individual Critiques
10	3/26	Midterm Review
11	3/31	Spring Recess
11	4/2	Spring Recess
12	4/7	Visual Presentations to include plan and section drawings and 3D Views
12	4/9	Studio Work + Individual Critiques
13	4/14	*Pin-Up

13	4/16	Studio Work + Individual Critiques
14	4/21	*Pin-Up Project Scheme at 100% Development
14	4/23	Studio Work + Individual Critiques
15	4/28	Studio Work + Individual Critiques
15	4/30	Studio Work + Individual Critiques
16	5/5	Finalizing the projects
16	5/7	Final Presentation (Location & Time TBD)

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