

San José State University
Design Department
DSIT 111: Interior Architecture Seminar | Spring2020

Course and Contact Information

Instructor:	Ron Boeder
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Office Hours:	Monday & Wednesday 10:50 am -11:20 am
Class Days/ Time:	Friday 8:30 am - 2:50 pm
Classroom:	IS 241
Prerequisites:	Pass portfolio review
GE/SJSU Studies Category:	none

Course Description

Students in this course will design and fabricate an exhibition of their personal creative work. The exhibition will tell a visual story about one's experience and skills as an emerging and innovative interior designer. The exhibition should be integrative and multidisciplinary. It will combine the existing architecture of a chosen site, interior design, graphic design in the form of a portfolio, technology, lighting and audio, and possibly other disciplines to create a multilayered narrative around the studio's collective, creative work.

Course Format

As an advanced design seminar, this course is intensive in planning, time, and making.

Technical Requirements:

- Computer Specifications: A laptop powerful enough and meets the minimum requirements to run the required and appropriate software for this class.
- Required Software: Revit; Sketch Up; Rhino; Adobe Photoshop, Illustrator, and InDesign; Enscape/ Vray (or equivalent)
- Software is required to be installed by 1/31/2020, the second class meeting.
- Photoshop and Illustrator and are part of the Adobe Creative Suite and are available to SJSU students.
- Student versions of Revit, Enscape are free
- You may purchase the student or educational version of Rhino online:
<https://www.thefoundry.co.uk/products/modo/>
- Fabrication Tools: Laser cutters, 3D printers, fabrication shop access.
- Making: Standard studio supplies include: cutting mat, olfa and x-acto knives and blades, straight edge, architectural scale, drawing supplies, pens, paper, sketch book, drafting dots, push pins, T pins, tracing paper, glues, etc...
- Modeling supplies include: cement, adhesives, plastics, silicone, plaster, fastening hardware, aluminum, 3D prints, thread, fishing line, piano wire, museum board, chip board, plexi, plywood, high quality paper for prints, and professional printing services. Specific model-making supplies can be purchased as needed over the course of the semester and as needed by the individual assignment and project.

Required Texts/Readings

Required readings will be assigned as needed. Such readings will be provided in .pdf format.

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) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

The course is organized around lecture and lab 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. Labs 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 10 minutes of class. If it is not you will receive a grade of 0 for that assignment. Later in the semester, we may have short pin-ups, followed by desk crits. The same rule for pin-ups applies on those days.

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 the set of criteria listed in the grading section below.

Grading Information

<u>Grade Breakdown:</u>	100 %
Assignment 1: Forager Exhibition Design Competition	50%
Note: Competition winning team members will be granted as “A” for final course grade	
Assignment 2: Portfolio & CV	25%
Class Participation and Group Coordination:	25%

Grading Percentage Breakdown:

A = 100% to 95%
A minus = 95% to 91%
B plus = 91% to 87%
B = 87% to 85%
B minus = 85% to 81%
C plus = 81% to 77%
C = 77% to 75%
C minus = 75% to 71%
D plus = 71% to 67%
D = 67% to 65%
D minus = 65% to 61%
F = 61% to 0%

Informal grading will be done at mid-semester and issued as a progress grade only for those with whom there is concern about overall performance. A progress grade is meant to indicate what is the trajectory that has characterized your performance to date, and where that seems to be pointed in terms of a final grade. You have the capacity to change this trajectory, for better or worse given the ample and cumulative feedback you will receive each studio meeting. The final grades will be assessed after the final review. Grades are based on the following metrics of accomplishment:

A Excellent work and progress, focused process and design iterations, high standard of design and presentation, superior understanding of the issues discussed, active participation in class, active involvement in bringing outside material and research into class, ability to move work forward, through initiative, excellent attendance.

B Good work and progress, focused process, fulfillment of all the requirements with some incompleteness in the presentation and/or some deficiencies in design, strong understanding of the issues discussed during lectures and pin-ups, inconsistent performance and progress, strong attendance.

C Work that is satisfactory with some obvious deficiencies and incompleteness of requirements, any or all of lessened engagement with the course material, less than strong attendance and/or participation.

D Work that is unsatisfactory with obvious and significant deficiencies in design and incomplete requirements, any or all of lack of engagement with the course material, poor attendance and participation.

F Seriously deficient or incomplete work, poor participation, engagement, understanding and attendance.

The measure of qualitative words such as ‘excellent’, ‘satisfactory’, etc. are based on the following criteria:

Initiative: The degree of exploration and additional references in the work, the ability to push the work forward

Effort: As indicated by the intensity and depth of your study, and the commitment to the ideas being explored

Engagement: As shown by the participation in work sessions, and the discussion of issues and ideas in studio

Collaboration: With peers on comments, learning and shared responsibilities [as opposed to competition] Flexibility:

The willingness to maintain an open intellectual stance that allows for accelerated learning to occur Design Quality:

As demonstrated by the sophistication and competence of addressing the issues of a problem Communication: As

shown by the coherence and completeness of your work in elucidating its intentions Technique: The control and sophistication of design methods, tools and representation; a commitment to craft

Additional Details on Grading

- +/- grades will be used within the structure described above.
- There is no “extra credit” per se, but making more — strategically and beautifully — is often rewarded
- Completion and achievement of all of the pinups and completion and achievement of the list of requirements for the final review products will be the primary determinant of the grade. The list of final review requirements will be the most-up-to-date and coordinated set of the products you have been working on over the course of the semester, and is therefore designed for your success.

Classroom Protocol

Expectations:

- Arrive on time and prepared for class. Remain and work in studio for the entire class time.
- Students must be present for in class critiques, students who arrive late will not be allowed to present.
- Be attentive, actively participate, and demonstrate engagement in class discussion and reviews.
- Prepare yourself to listen, consider, contribute, discuss different points of view during design review.
- Stow cellphones for the duration of class. Cellphone use during class is not permitted.
- Unless we are working in studio, stow all laptops and ipads.
- Show respect for all yourself, your peers and your teachers.

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 be 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

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](http://info.sjsu.edu/static/catalog/policies.html) 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](http://www.sjsu.edu/provost/services/academic_calendars/) at http://www.sjsu.edu/provost/services/academic_calendars/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/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](http://www.sjsu.edu/advising/) 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.”
 - a) It is suggested that the syllabus include the instructor’s process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
 - b) In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- “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](http://www.sjsu.edu/senate/docs/S07-2.pdf) 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](http://www.sjsu.edu/studentconduct/) 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](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) 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](http://www.sjsu.edu/aec) (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](http://www.sjsu.edu/senate/docs/S14-7.pdf) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	Jan. 24 Jan. 31	<ul style="list-style-type: none">- Project 1: Forage Exhibition Design Competition Assigned- Project team meet up and Forager site visit- Develop design conception idea- Forager space background drawings- Go through previous individual works/ work sample/ resume
2	Feb. 07	<ul style="list-style-type: none">- Develop design proposals (bring physical objects to class)- PIN UP: Print out concept design ideas, sketch, plan, elevation, section and etc.,- Group site physical model ready- Go through previous individual works/ work sample/ resume
3	Feb. 14	<ul style="list-style-type: none">- Design Competition Middle Review- PIN UP: Print out renderings, plans, RCP, Interior elevation, diagram and any drawings as need to presenting team's design concept, (11 x 17 paper).- Sketch physical model is needed
4	Feb. 21	<ul style="list-style-type: none">- PIN UP: (11 x 17 paper).- Keep developing project

Week	Date	Topics, Readings, Assignments, Deadlines
5	Feb. 28	<ul style="list-style-type: none"> - Design Competition Final Review - PIN UP: Print out renderings, plans, RCP, Interior elevation, diagram and any drawings as need to presenting team's design concept, (24 x 36 paper, 2 boards). - Physical Model is needed - Winner will be announced
6	Mar. 06	<ul style="list-style-type: none"> - Winning team's construction drawing presentation - Financing committee set up - Fabrication time schedule set up for 3D printing/ workshop/ Laser cut and etc.,
7	Mar. 13	<ul style="list-style-type: none"> - Fabrication - Complete Individual 3 revised individual work & CV
8	Mar. 20	<ul style="list-style-type: none"> - Fabrication - Painting - Complete Individual 3 revised individual work & CV
9	Mar. 27	<ul style="list-style-type: none"> - Painting - Project 1 Due
10	Apr. 03	Spring break Spring break
11	Apr. 10	<ul style="list-style-type: none"> - Project II: Portfolio & CV & Website - Layout project 1 & 2 - Individual physical model making & Teaser
12	Apr. 17	<ul style="list-style-type: none"> - Print out and pin up project 1 - Layout project 3 & 4 - Individual physical model making & Teaser
13	Apr. 24	<ul style="list-style-type: none"> - Print out and pin up project 2 - Design cover and binding - Individual physical model making & Teaser
14	May 01	<ul style="list-style-type: none"> - Print out and pin up project 3/4 - Print out and pin up cover design and binding sample - Individual physical model making & Teaser
15	May 08	<ul style="list-style-type: none"> - Print out and pin up entire portfolio for final comments - Print out large print on paper for final comments - Sample of work at least three projects
16	May 15	<ul style="list-style-type: none"> - Complete Large Print on fabrics ready to display - FINAL Preparation of portfolio, work sample and physical model - Print out 30-CV, - Print out 30 set samples of work, each set has three projects - 30-Teaser (optional),
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Final	May 21	- Exhibition Set up @ Forager