ID A170: SPACE PLANNING

Item	Value
Curriculum Committee Approval Date	10/20/2021
Top Code	130200 - Interior Design and Merchandising
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

The application of programming, theory, and techniques in residential and commercial space planning. Drawing and planning process techniques are emphasized in the studio. PREREQUISITE: ID A110. ADVISORY: ID A100. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Analyze and organize programming information into graphic format.
2. Identify and utilize interior space requirements and basic accessibility codes.
3. Develop scaled design drawings to determine efficient use of interior space, with basic dimensional considerations and code applications, based on analysis and development of programming information.
4. Communicate design solutions in graphic presentation format.

Course Objectives

- 1. Analyze, organize and allocate space planning principles with physical, psychological, and sociological parameters.
- 2. Evaluate user needs to develop appropriate space plans.
- 3. Demonstrate use of universal design principles in the planning of spaces.
- 4. Construct matrixes, schematic diagrams, and study models to illustrate knowledge of space planning principles.
- 5. Accurately measure interior spaces, furniture, and/or equipment.
- 6. Apply drafting and free-hand sketching skills and appropriate use of conventions and symbols.
- 7. Communicate design ideas through scaled construction plans and other two- and three-dimensional drawings.
- 8. Present design concept statements, graphic solutions, and oral presentations in a clear, accurate, and professional format.
- 9. Research and apply codes and regulations to space planning projects.

Lecture Content

Introduction: Overview of Course Introduction of Space Planning Theory Programming Matrix development Bubble diagrams Application Future trends Economic factors Cultural preferences Human Factors Physical, psychological and sociological parameters Perceptions of space: visual, auditory, tactile and thermal Proxemics in cross cultural context ADA requirements Evaluating Floor Plans Application of users needs/wants to spaces Adjacency requirements Efficiency of space, circulation patterns, zoning Sitting considerations Service Spaces and Space Efficiency Kitchens Bath and laundry planning Social and Private Spaces Furniture Arrangements Interior traffic considerations, architectural features, and functional need. Sizes of furniture and equipment Systems furniture planning Lighting Lighting plan Symbols Reflected ceiling plans Day lighting Universal Design Issues ADA requirements Ergonomic factors Communication of Design Concepts: oral, written, and graphic Plans Elevations and axonometrics Models

Lab Content

A.Space Planning Programming 1. Matrix development 2. Bubble Block diagram development B. Human Factors 1. Physical, psychological and sociological parameters 2. Perceptions of space: visual, auditory, tactile and thermal 3. Proxemics in cross cultural context 4. ADA requirements Field Observations C.Evaluating Floor Plans 1. Application of users needs/wants to spaces 2. Adjacency requirements 3. Efficiency of space, circulation patterns, zoning D. Furniture Arrangements Placement 1. Interior traffic considerations, architectural features, and functional need. 2. Sizes of furniture and equipment 3. Systems furniture planning E. Universal Design Issues 1. ADA requirements 2. Ergonomic factors F. Communication of Design Concepts: oral, written, and graphic 1. Plans 2. Elevations 3. Physical Study Models 4. Computer generated models

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture, demonstration, laboratory, critique (instructor/student), video, research, and student presentation.

Reading Assignments

Reading Assignments = 1.5 Hours/week x 16 = 24 hours Students will be expected to complete reading assignments from the required text, printed hand-outs, library resources, and research online articles throughout the course.

Writing Assignments

Writing Assignments = 3.375 Hours/week x 16 = 54 lab hours Process book – All coursework will be arranged and organized into a process notebook to include bubble diagrams, programming information/criteria matrix, planning options/ideas and finished project work including floor plans, elevations, 3D studies, and reflected ceiling plans. Emphasis on hand sketching and graphic communication. Residential space planning: Students will illustrate residential/habitable space requirements and integrate into a floor plan. Project emphasis on appropriate clearances for bathrooms, closets, kitchens, furniture arrangements and working to a specified scale. Accessible residential remodel: Student will redesign an existing residential plan to meet the needs of a wheelchair user. Emphasis on accessibility codes, appropriate clearances and ramps/stairs. Retail space planning: Students will visit and observe and existing retail establishment to gather programming information to

incorporate into a new prototype for the retail establishment. Emphasis on programming, site verification/measuring, accessibility codes for commercial spaces. Commercial office space planning: Students will plan a typical office suite based on established program criteria. Emphasis on standard square footage requirements for office spaces, panel-based workstations, functional needs and workflow for a corporate office and accessibility codes for commercial spaces. Dining facility planning: Students will plan a restaurant/hospitality space based on established program criteria. Emphasis on space planning for large/assembly occupancies means of egress and accessibility codes, appropriate clearances for tables, chairs, aisles, etc. in hospitality facilities.

Out-of-class Assignments

Out of Class Assignments = 3 Hours/week x 16 = 48 hours Students will perform additional research and complete a series of presentations and projects throughout the course. Out of Class assignments are used to improve skills and knowledge to be applied to projects and assignments. Weekly reading assignments Revision of lab assignments/projects Create a portfolio of semester work Preparation for quizzes

Demonstration of Critical Thinking

Student projects, class presentations, research, examinations, student participation, and attendance.

Required Writing, Problem Solving, Skills Demonstration

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Eligible Disciplines

Interior design: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience. Interior design: Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Panero, J., Zelnik, M.Human. Human Dimension and Interior Space, ed. New York: VNU Business Media, Inc., 1979 Rationale: latest. Although this book is over the standard 10-year-old edition, it is still the most current and relevant book on anthropometrics and human dimension and remains an industry standard. 2. Required Karlen, Mark. Space Planning Basics, Current ed. New Jersey: John Wiley Sons, Inc., 2016 Rationale: latest