



westside **community+** studio

Architectural Design Studio ARCH 4011/6011 FALL 2020

Instructors:

Valerie Greer (greer@arch.utah.edu), **Libby Haslam** (haslam@arch.utah.edu), **Anne Mooney** (mooney@arch.utah.edu)

Meets: Monday / Wednesday / Friday from 2pm-5pm Hybrid Format (meets both in-person and on-line)

Program Guidelines – This studio will begin your final undergraduate design studio sequence and professional development in architecture. You are expected to bring the architectural and spatial understanding, knowledge, and the skills you have experienced in your previous coursework to the semester’s work. This studio will provide a framework to allow you to develop and design a conceptually coherent, comprehensive, integrative, and well-grounded architectural design proposal for a site in Salt Lake City. There will be two short projects (2-3 weeks long) and one longer project (10 weeks) that will help you to explore conceptual and technical aspects of architectural space and form, integrating building components, assemblies and systems, and aspects of energy-efficiency and sustainability. The semester will provide the opportunity to further refine and enhance your conceptual, social and practical understanding of how to explore, examine, generate, and critique architectural propositions. The studio is integrated with your seminar, ARCH 4850/6850, which will allow you to bring aspects and understanding of working with diverse populations as you develop architectural solutions to contemporary needs and challenges. Throughout the semester we will develop and apply research and critical thinking skills specifically related to issues of diversity in the studio and seminar work.

Studio Philosophy – An important goal for the year is to generate enthusiasm for architectural design as a responsible and creative act. To do this, you must be willing to suspend pre-conceived beliefs about architecture and its processes; be willing to generate a variety of architectural concepts and to explore and examine them as part of your search for a solution; exercise the full range of graphic and verbal communication skills available to you, and demonstrate their appropriate use at various points in the design process; be self-disciplined as well as self-generating in your work; collaborate with others; and cultivate critical dialogue and insight about your work through seeking and offering positive dialogue and criticism within the studio environment.

The faculty does not promote any particular architectural paradigm or style. As architecture is both an intuitive and rational activity, involving an intense iterative process, each of you must seek to discover in the course of your architectural maturation, the unique balance of the intuitive and the rational, which will inform your personal process of architectural inquiry and examination.

The processes of architectural design demand intense involvement. As a result, you are encouraged to pursue excellence and recognize that design is an iterative process. The design studio is the environment for discussion and debate about ideas and their realization – it is the place to exchange, examine and test design ideas and potentials – it is the civic plaza or main street of architectural discourse, and we encourage you to use it and draw from its collective strength.

Studio Topic/Program - This semester's project is focused on the topic of community and the development of a neighborhood community center project addressing social, environmental and health needs in the community as a result of the global pandemic. The site is located in a neighborhood context on the westside of Salt Lake City. Assessing and responding to the challenges of both site and context, you will be involved with an urban and site analysis and documentation, followed by schematic design, a circulation analysis, architectural program elaboration and development, structural system and building technology integration, and, as a summary of your process, the final design development. Covid-19 has radically changed the way we live, work and socialize in communities and this studio will be exploring ways of addressing this new reality through architectural design. Some of your work this semester will be done in teams within the studio section.

Studio organization and conduct – This semester the studio will be conducted in a hybrid format with both in person and on-line components. Studio attendance is expected for all students, whether the class meeting is in person or on-line. During on-line class periods, we ask that your video camera is turned on and that each student participates fully. Canvas and Zoom will be the primary platforms for this course. Please familiarize yourself with Canvas and Zoom before the semester begins. The Canvas Getting Started Guide for Students may be helpful.

Four (4) unexcused absences automatically result in a failing grade for the course. Every unexcused absence will result in 20% reduction in the attendance and participation grade. An acceptable excused absence is defined by the student having missed class due to extraordinary circumstances beyond their control and must be accompanied by written proof. In the event that you miss a class, you are responsible for all material covered. No late work will be accepted. Unexcused absences at a field trip/site visit/class trip or failing to turn in the required material will result in a failing grade. If you have any questions you may contact your professor for clarification.

The studio will be divided into 3 groups, with each section led by a faculty critic. Faculty will have instructional and evaluative responsibilities for their studio section. Faculty will be responsible for providing regular/weekly critiques throughout the duration of each project. Informal reviews at project milestones will be scheduled, and these will involve critics from the same studio level and other architecture faculty. Formal reviews will be held at the mid-term and end of the longer assignment, with guest critics invited from the professional community as well as the faculty. It is our expectation that each student will have completed all assigned work in order to have their projects reviewed.

Students will be responsible for making site visits necessitated by the projects given, and are expected to participate in field trips during the semester, which includes the studio field trip to our project site in September. In addition, students are expected to attend lectures, films and programs assigned through the course and scheduled by the School of Architecture.

This studio experience will require you to:

- Integrate knowledge, information and understanding from ARCH 4850/6850 into your understanding of the design context, building user groups in the solution(s) you are proposing.
- Suspend your preconceived beliefs about architecture, and be willing to examine and explore differing notions and ideas about architectural and environmental design;
- Develop your understanding of conceptual schemes or *parti* in the organization, development, and criticism of your design work;
- Be willing to investigate the differing roles of program and function as a source of architectural insight and understanding;
- Explore the powers of site, and its constituent aspects of context and architectural place making, in generating your design projects;
- Demonstrate your understanding of the impact of sustainability on design and incorporate the knowledge gained from ARCH 4375 into your design work and the decision-making processes in selecting systems and technologies to support and realize your design concepts;
- Be capable of engaging in the use of both traditional and digital methods in realizing your design ideas, and know the various strengths provided by these methods.

While the semester schedule is outlined below, the evaluation of your work will include the following:

- *Pre-Design Activities / Research / Conceptual Work*

This will include conceptual design exercises, urban site analysis and precedent studies.

- *Schematic Design*

This includes a circulation study, program development, concept generation and development, and site planning and building design. It will also incorporate passive sustainable site planning and design strategies as well as the selection and use of appropriate materials.

- *Building Systems*

This includes the implementation of a structural system for your design, as well as the development of passive building system and examination of tectonic and detail qualities. As part of a holistic design process, active sustainable systems may play an important role in this phase too.

- *Design Development*

Design development will be the logical summary of your process towards a working design solution. This phase culminates in the final studio review.

- *Other Considerations*

This includes individual development, risk taking, creative exploration and innovative processes, etc.

Program information for the final project will be provided on our class field trip and is a starting point for you to consider and develop. This program should be developed and adjusted to your specific design concept, site approach and analysis and your individual project.

Each portion of the project will have a series of tasks and activities you will be expected to engage in and address, and specific presentation requirements you will need to fulfill. Incomplete work will not be reviewed, and only complete submissions will be evaluated at the conclusion of each phase.

Project Documentation - Documentation of all studio projects (including models, drawings, sketches, and all relevant developmental work) is important for your portfolio and for the School of Architecture's program review process. You will be required to submit via Canvas a full documentation of high-resolution images of your individual works and final presentation graphics by *December 11 at 5:00 pm* to your instructor. This documentation will not be graded, however, students who do not submit it will receive an incomplete for the course.

Evaluation Policy - Evaluation in the studio context is not principally through grading. Rather, it is at best a process which permits us to help you understand what you have learned, how you are developing as an architectural thinker, and how you might expand learning. Evaluation is also a step in your development of critical and intellectual capacities. You must also be involved in this critical evaluation as feedback is constantly being conducted – by yourself of your work, and by others of your work. Evaluation will occur at your desk, in group discussions and critiques, or in debate over the merits of a design in the more formal review context. The best evaluation is critical, yet constructive, diagnostic, and explained.

To make meaningful evaluation possible, we all must be open to one another and engaged in constant and intense exchange. We must truly listen to each other, and not be second guessing or defensive. It should be clear that evaluation is not solely the responsibility of the instructor, for you must seek it constantly . . . be open to it and share and employ it in your development as a designer.

Grading Policy - Final Grades will be based on the following percentage of credit:

Class attendance, preparation, presentations and participation (including participation in and documentation of the Field Trip)	15%
Conceptual Development and Review Project I	20%
Site Project II	15%
Design Process and Results of Mid Term Review Project III	25%
Design Process and Results of Final Review Project III	25%

Students will be evaluated on performance in their project, project presentations, and class and field trip preparation and participation. This is your final undergraduate studio sequence - while a satisfactory grade in the class may be attained by the completion of all work required by the class, individual initiative and investigation of research issues that extend beyond the basic requirements are strongly encouraged. Generally, grading will follow rigorous standards; following is a general definition for grades:

Marginal Work [E, D, C]: Exhibiting difficulty in demonstrating/completing a thorough understanding of the required work; a lack of a comprehensive understanding of the issues and concepts as presented in the completed assignments; incomplete work.

Competent Work [C+, B-]: Addressing all of the issues presented in the assignment and demonstrating an understanding of these issues at the expected level.

Notable Work [B, B+]: Addressing and expanding upon the issues presented in the assignments, and demonstrating not only understanding but also achievement in directing the investigations and development in the studio work at the expected level.

Extraordinary Work [A-, A]: Addressing and expanding upon the issues presented in the assignments, and discovering/proposing issues which are reciprocal, similar, and coincidental to the assignment, demonstrating the ability to achieve and excel independently in the development of the studio work; consistently rigorous approach to conceptual and architectural development.

Medical/Personal Problems- Students with medical problems or family emergencies, which will keep them from the studio or cause a presentation to be submitted late, are expected to notify their faculty as soon as possible, preferably before the work is due. Verification of illness or family emergencies is required (i.e. physician's statement, obituary, etc.). Students, faculty and staff must immediately self-report if they test positive for COVID-19 via this website: <https://coronavirus.utah.edu>

Face Coverings Required - Based on CDC guidelines, the University requires everyone to wear face coverings in shared public spaces on campus, including our classroom. If you forget your face covering, you will be asked to leave class to retrieve it. If you repeatedly fail to wear a face covering in class, you will be referred to the Dean of Students. Accommodations should be obtained prior to the first day of class so that your instructor is notified by the Center for Disability and Access (CDA).

Instructor's Absence - Faculty members are involved in a variety of activities in addition to their teaching: research, scholarship, professional practice, university and professional service, and other related activities that may cause them to be absent from school from time to time during the semester. Every effort will be made to inform students ahead of time about expected absences from studio and seminar, and to address time missed by the faculty member.

Accommodations - The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice must be given to the Center for Disability Services, 162 Union Building, 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations.

Safety - The University of Utah values the safety of all campus community members. To report suspicious activity or to request a courtesy escort, call campus police at 801-585-COPS (2677). You will receive important emergency alerts and safety messages regarding campus safety via text message. For more information regarding safety and to view available training resources, including helpful videos, visit safeu.utah.edu.

Communication - E-mail is an official means of notification and communication for the University, the College, and this course. Personal use of digital devices during class is not permitted.

Student Work - All work submitted should be your own and all sources, including input from other students, should be referenced. Questions about how specific assignment should be handled with respect to collaborative work; citations or any other issues can be raised in class or discussed during office hours. The School of Architecture reserves the right to retain any and all student work for the purpose of record, exhibition and instruction. All students are encouraged to photograph and/or copy all work for personal records prior to submittal to instructor.

FALL M2 SEMESTER SCHEDULE*:

Note: According to our current College guidelines, this semester we will be following a schedule incorporating hybrid instruction with a mix of in person and online instruction from August 24 to September 27 and from October 10 to November 20. Our studio will be meeting exclusively online from September 28 to October 9, as well as after Thanksgiving break until the end of the semester. The class meetings will offer a variety of teaching and learning forms including in person studio classes, on-line full class and small group meetings, and pin-ups, virtual critiques, juries and peer reviews. A detailed schedule will be included with each assignment.

WEEK 1	8/24 – 8/28	Semester Introduction and Syllabus Review via Zoom; Project I Issued
WEEK 2	8/31 – 9/4	Research and Design Concepts
WEEK 3	9/7 – 9/11	Labor Day – No Class 9/7; Project I Due 9/11
WEEK 4	9/14 – 9/18	Project II Issued, Site Research and Analysis, Site Visit
WEEK 5	9/21 – 9/25	Programming Analysis + Site Project II Due
WEEK 6	9/28 – 10/2	Project III Issued, Research and Conceptual Design Phase
WEEK 7	10/5 – 10/9	Schematic Design – Massing Studies + Precedent Studies
WEEK 8	10/12 – 10/16	Diagrams and Final 3D Massing
WEEK 9	10/19 – 10/23	Schematic Plans and Sections, Site Plan
WEEK 10	10/26 – 10/30	Final Schematic Design – REVIEW 10/30
WEEK 11	11/2 – 11/6	Design Development – Integration
WEEK 12	11/9 – 11/13	Design Development – Materials and Elevations
WEEK 13	11/16 – 11/20	Final Design Development REVIEW 11/20
WEEK 14	11/23 – 11/25	Incorporate feedback from DD review, final Design Development
		Thanksgiving Holiday – No Class 11/27
WEEK 15	11/30 – 12/4	Final Presentation and Graphics
WEEK 16	12/7 – 12/11	Final REVIEW to be held on-line (Date/Time during Week 16 TBA) Final Submittal via Canvas Due Friday by 5PM 12/11

*Please be aware this schedule is subject to change. Your instructor will provide notice of changes and additions during the semester and assignments, project/program information and deadlines will be provided as the term progresses. Thank you for your flexibility and understanding.