Course Description & Objectives

Manipulation of form and space responding to programmatic functions and activities, and constraints imposed by structure, building materials, spatial enclosure, and related factors. Projects involve designing multiple-function layered space vertically and/or horizontally.

Studio IV include elements of residential and/or commercial design such as
- From space to place (The idea of place originates from conventional activities and behaviors linked to concepts of memorable spatial situations, light, form and structure.)
- Place for human habitation addressing diverse populations (e.g., age, culture, income, physical abilities)
- Site
- Limits and thresholds
- Path and orientation
- Place for identity

Attendance & Time Management

Attendance
Attendance and active participation is required. Four absences may result in being dropped from the class. While students are expected to be at their workstations during class sessions and contribute to the design studio experience, they are also expected to work on their project between classes. Attendance at each class is required because learning from critical response to the work of other through all peer critiques is as meaningful as learning from working on each project. Students who must miss class for just cause will need to make prior arrangements with the instructor. “90% of success is just showing up” - Woody Allen

Design Philosophy
One of the hallmarks of a professional designer is the discipline to perform under “planned inspiration.” For most of us the creative process is stimulating, boring, painful, filled with self-doubts and satisfying-in varying degrees and sequences, depending on the particular stage of the project. Because creativity is so idiosyncratic, it may be difficult to manipulate all the variable forces toward planned inspiration. But you must learn to “turn on” your talent when it is needed. Similarly, students must stick with their design concept once they have been developed, and seek to further enhance and support the design philosophy with the final design presentation.

Planning
Staying up all night is an inefficient way to compensate for lack of time management. Careful planning to avoid a time crunch at the end of a project is critically important to achieve success. Consider developing a schedule based on the tentative timetable. Identify and prioritize all the tasks and requirements for the project during the whole term. Deadlines are extremely important in the real world, so learn to respect them.

Criticism
The essence of the studio experience is the development of design solutions under criticism. The interaction between peers and instructors in class has been the cornerstone
of design education since the 19th century. Make sure that your work is reviewed and discussed as openly as possible by both your peers and your instructor. This is your responsibility, but will also be facilitated by the instructor. We expect to have active peer to peer criticism during reviews and informal pin-ups.

**Collaborative environment**
Talk to your classmates. Collaborative learning is strongly encouraged. This can take place in the presence of the instructors as well as at times when students work independently. Cultivate the habit of listening and talking about everything you hear, read, and see in the class.

**Evaluation**

**Assignments, Projects**
Student work is evaluated based on the appropriateness of approach and problem solving, the quality of design, finishing (craftsmanship), and presentation. Completion and in-time submission of each assignment are necessary to get a good grade.

**Grade**

Grades will be assigned at the end of the semester for your final presentation. Final presentation will be evaluated based on the quality of its visual and verbal content. Spatial attention will be given to the development of the concept as well as the format, clarity, aesthetics, innovation and creativity of your design solution.

Grading of this class is important only if it helps the student reflect on what was good and bad about the project. No matter what objective criteria exist and no matter how fair your instructor wants to be, there will always be an element of subjective judgment. However, your work ethic and willingness to learn and improve will always be respected. Try to perform at your highest level.

**Texts**

**Required Texts**

**Recommended Texts**

Additional handouts will be posted in Blackboard

**Supplies/ Material List (Tentative)**

Media for each assignment the student can use will be flexible.
USB thumb drive (min. 2GB)

**Final Outcome**

The final design proposal should reflect the design process including the evolution of
design form the program schematics, the exploration of design alternatives, and the evidence for the development and refinement of the final decision.

To help your progress towards a successful final outcome, you are required to complete a series of assignments by deadlines. The assignments will be reviewed at the end of each period announced in advance. The reviews may take forms of peer review, informal desk critique, or formal presentation with guest critique. Your final presentation will be a composite of multiple assignments throughout the semester. More details will be given as the semester evolves.

**Special Needs**

If you need accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please inform me immediately. Please see me privately after class, or at my office.

To request academic accommodations (for example, a note-taker), students must also register with the Office of Disability Services, [http://disabilityservices.missouri.edu](http://disabilityservices.missouri.edu), S5 Memorial Union, 882-4696. It is the campus office responsible for reviewing documentation provided by students requesting academic accommodations, and for accommodations planning in cooperation with students and instructors, as needed and consistent with course requirements. For other MU resources for students with disabilities, click on "Disability Resources" on the MU homepage.

**Plagiarism Policy**

**Academic Dishonesty**

Academic integrity is fundamental to the activities and principles of a university. All members of the academic community must be confident that each person's work has been responsibly and honorably acquired, developed, and presented. Any effort to gain an advantage not given to all students is dishonest whether or not the effort is successful. The academic community regards breaches of the academic integrity rules as extremely serious matters. Sanctions for such a breach may include academic sanctions from the instructor, including failing the course for any violation, to disciplinary sanctions ranging from probation to expulsion. When in doubt about plagiarism, paraphrasing, quoting, collaboration, or any other form of cheating, consult the course instructor.

**Intellectual Pluralism**

The University community welcomes intellectual diversity and respects student rights. Students who have questions concerning the quality of instruction in this class may address concerns to either the Departmental Chair or Divisional leader or Director of the Office of Students Rights and Responsibilities [http://osrr.missouri.edu/](http://osrr.missouri.edu/). All students will have the opportunity to submit an anonymous evaluation of the instructor(s) at the end of the course.