ARCHITECTURAL PROGRAMMING
(3 Credits + 1 Credit available for Human Context)

ARCH 4/549  I  Fall 2012  I  Yosa Huggins  I  TH  9:00 - 11:50 am

Course Introduction
The essence of architectural ideas begins with a design problem. Understanding human interactions with the built environment is vital to making design decisions relevant to the social and cultural nature of people and the places they inhabit.

At the earliest stages of a project, the possibilities are endless. Every decision directly influences the design solution. Establishing a framework for the design process based on values and research is fundamental to guide the choices made along the way and bring ideas to life in our built environment.

This course is intended to comprehensively explore Design, Theory, and Culture as vehicles for developing an architectural program. It will emphasize how research can break paradigms, and how programming can inspire design.

Course Objectives
- To develop an understanding of the psychological, cultural and functional expectations of users
- To examine case studies for programming at a master planning scale and at a building planning scale
- To use research methods and critical analysis of precedents as tools
- To investigate architectural values and various programming theories to develop a design program and inform the design process

Course Format  Lecture / Discussion

Required Text  Architectural Programming, R. Hershberger.

Class Credit and Time  Thursday 9:00 - 11:50am for 3 credits + 1 credit for Human Context will be covered by readings and reading’s related assignments.

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