San José State University  
Department of Design  
dsIT 103, Interior Architecture Conceptual Design Studio, Fall, 2015

Course and Contact Information

Instructor:          Virginia San Fratello
Office Location:    IS 201
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Email:              virginia.sanfratello@sjsu.edu
Office Hours:       W 11:00 am-12:30 pm, 6:20-6:50 pm
Class Days/Time:    M/W 3:30p.m.-6:20p.m.
Classroom:          IS 240

Course Description

In this class you will learn how to organize programmatic adjacencies and allocate planned spaces based on a singular design concept or objective. You will learn how to conceptualize and execute a design through the use of 3D modeling software and analogue methods of fabrication. Site analysis, formal, thermal and material issues will also be addressed in relation to each assignment, as well as issues like problem-solving, iterative and rigorous production, experimentation, and research. Precedent research and analysis will provide you with ideas and inspiration and improve your knowledge of historical and current design-world practices. Students will present their work to a jury of professionals and or academics for critique at the end of the semester.

Learning Outcomes

At the end of this course students will understand:

1. How to weigh design decisions within the parameters of ecological, socio-economic, and cultural contexts. Students develop concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants.
2. The work of interior designers is informed by knowledge of human factors and theories of human behavior related to the built environment. Students understand that social and behavioral norms may vary from their own and are relevant to making appropriate design decisions and apply the knowledge by appropriately applying theories of human behavior in the built environment, by selecting, interpreting, and applying appropriate anthropometric data when designing a space.
3. How to apply all aspects of the design process to creative problem solving. Design process enables designers to identify and explore complex problems and generate creative solutions that optimize the human experience within the interior environment. Students are able to identify and define relevant aspects of a design problem (goals, objectives, performance criteria).
4. Students are able to gather, evaluate, and apply appropriate and necessary information and research findings to solve the problem (pre-design investigation).
5. Students are able to synthesize information and generate multiple concepts and/or multiple design responses to programmatic requirements.
6. Students demonstrate creative thinking through presentation of a variety of ideas, approaches, and concepts.
7. How to engage in multi-disciplinary collaboration. Students work in team structures and dynamics and learn the nature and value of integrated design practices.
8. How to apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences and are able to express ideas clearly in oral and written communication.
9. How to express ideas clearly through visual media (ideation drawings and sketches), the production of presentation drawings across a range of appropriate media and to produce integrated contract documents including drawings, schedules, and specifications appropriate to project size and scope.
10. How to apply elements and principles of two- and three-dimensional design. Students effectively apply the elements and principles of design to two-dimensional design solutions and three-dimensional design solutions.
11. Entry-level interior designers have a global view and weigh design decisions within the parameters of ecological, socio-economic, and cultural contexts. Students develop concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants.
12. Students understand the implications of conducting the practice of design within a world context and how design needs may vary in cultural and social groups with different economic means.

**Library Liaison**

Rebecca Feind  408.808.2007  
Associate Librarian, Dr. Martin Luther King, Jr. Library  
Liaison to the School of Art and Design  
San Jose State University

**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).

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 15 minutes of class. If it is not you will receive a grade of 0 for that assignment.
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 a set of criteria including the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design principles you have learned, and the time and care you have invested in making models, final objects, renderings and presentations.

Breakdown: 

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Assignment 1</td>
<td>5%</td>
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<tr>
<td>Assignment 2</td>
<td>20%</td>
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<tr>
<td>Assignment 3</td>
<td>55%</td>
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<tr>
<td>Class Participation</td>
<td>15%</td>
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<tr>
<td>Sketch book</td>
<td>5%</td>
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</tbody>
</table>

Class Participation will be based on preparedness for in class desk critiques and pin ups and your role in the group project.

Grading Percentage Breakdown

97-100 = A+
93-96  = A
90-92  = A-
87-89  = B+
83-86  = B
80-82  = B-
77-79  = C+
73-76  = C
70-72  = C-
67-69  = D+
63-66  = D
60-62  = D-
59 and below = F

A- Excellent. Indicates work of a very high character; the highest grade given. This grade is reserved for work that shows leadership and inspiration, demonstrating significant insight developed to its fullest extent and presented with exquisite craftsmanship.

B- Good. Indicates work that is definitely above average, though not of the highest quality. This work shows thorough exploration and development, and is well presented with good craftsmanship, but it may not rise t the highest level of excellence.

C- Fair. Indicates work of average or medium character. Work in this category demonstrates compete fulfillment of the stated requirements and an understanding of the issues covered, but does not exceed the expectations of understanding, development, or execution.

D- Pass. Indicate work below average and unsatisfactory. The lowest passing grade. Though work may meet the minimum requirements, it lacks depth, development or is unsatisfactorily crafted.

F- Fail. Indicates work that the student knows so little of the subject that it must be repeated in order that credit may be received. Work in this category may be unfinished, unimaginative, underdeveloped or poorly executed, and shows minimal understanding of issues.

Required Materials:
You will need a laptop that is powerful enough and meets the minimum requirements to run the appropriate software for this class.

SOFTWARE:
Modo 901
MeshMixer
Photoshop
Adobe Illustrator

You may purchase the student version of MODO 901 online at: https://www.thefoundry.co.uk/products/modo/
You MUST have the educational version of MODO 901 installed on your computer by the second class.

Photoshop and Illustrator are part of the Adobe Creative Suite and are now free to SJSU students.

Meshmixer is free and can be downloaded at: http://meshmixer.com.

You will use these software applications for the rest of your academic career and newer versions and variations on them as you move into the profession. They are mandatory and no designer can expect to be gainfully employed without working knowledge of these tools today.

Students will also be responsible for purchasing material as required for assignments, materials may include: pens, pencils, paper, wood, cement, acrylic, adhesives, plastics, foamcore, plaster, fastening hardware, aluminum, wax prints, cornstarch prints and other materials suitable for model making, high quality paper for print outs, and professional printing services.

The following is a list of materials that you will need to have available to you throughout the semester. These are materials that you will continue to use throughout your education and career.

Architectural Scale
Cutting knives: Olfa and X-acto knife and blades
Drafting tape or draft dots
Erasers: Mars white plastic #526-50
Glues: Hot glue gun and glue sticks,
Elmer’s Glue
Lead pointer (handheld)
Lead holder (at least 2) – retractable Leads: H, HB, 2H, 4H, 6H
Push pins
Sketching pencils (variety)
Steel Cutting Edge (14” with cork backing and 36”)
Tracing paper rolls (bum wad):
10” adjustable triangle, 30/45/60
NOTE that University policy F69-24 at http://www.sjsu.edu/senate/docs/F69-24.pdf states that “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”

Classroom Protocol

Teaching is a two-way dialogue. Attendance is expected at all class sessions and the student’s presence throughout the entire class time is required. Whenever possible, the professor should be notified in advance of a student’s inability to attend a class. In the event the professor is late for class, students are authorized to leave after a half hour wait. It is important to be on time and to be present. It is possible to produce “A” work in the class yet receive a lower grade due to poor class participation and attendance. Students must be present for in class critiques, students who arrive late will not be allowed to present.

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 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 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 at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop 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 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.”
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.

- 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 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 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 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 (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 at http://www.sjsu.edu/senate/docs/S14-7.pdf.

Course Schedule

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<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topics, Readings, Assignments, Deadlines</th>
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<tbody>
<tr>
<td>1</td>
<td>Aug. 24</td>
<td>Project 1: Food Lab Research</td>
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<tr>
<td></td>
<td>Aug. 26</td>
<td>Desk critiques</td>
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<tr>
<td>2</td>
<td>Aug. 31</td>
<td>Desk critiques</td>
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<tr>
<td></td>
<td>Sept. 2</td>
<td>Project 1 Presentation</td>
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<tr>
<td>3</td>
<td>Sept. 7</td>
<td>Project 2: Agri-Wall</td>
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<tr>
<td></td>
<td>Sept. 9</td>
<td>Experimentation/ Desk Critiques</td>
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<tr>
<td>4</td>
<td>Sept. 14</td>
<td>Experimentation / Desk Critiques</td>
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<tr>
<td></td>
<td>Sept. 16</td>
<td>Experimentation / Desk Critiques</td>
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<tr>
<td>Week</td>
<td>Date</td>
<td>Topics, Readings, Assignments, Deadlines</td>
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<tr>
<td>5</td>
<td>Sept. 21</td>
<td>Pin Up</td>
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<td>Sept. 23</td>
<td>Fabrication / Desk Critiques</td>
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<tr>
<td>6</td>
<td>Sept. 28</td>
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<td>Sept. 30</td>
<td>Fabrication / Desk Critiques</td>
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<td>7</td>
<td>Oct. 5</td>
<td>Presentation / Desk Critiques</td>
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<td>Oct. 7</td>
<td>Final Presentation: Argi Wall</td>
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<td>8</td>
<td>Oct. 12</td>
<td><strong>Project 3: Smart Gastronomy Lab Interior Design</strong></td>
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<td>Oct. 14</td>
<td>Schematic Design/ Desk Critiques</td>
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<td>Schematic Design/ Desk Critiques</td>
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<td>11</td>
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<td>Design Development / Desk Critiques</td>
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<td>Pin UP</td>
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<tr>
<td>12</td>
<td>Nov. 9</td>
<td>Design Development / Desk Critiques</td>
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<td>Nov. 11</td>
<td>Design Development / Desk Critiques</td>
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<td>13</td>
<td>Nov. 16</td>
<td>Construction Documents / Desk critiques</td>
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<td>14</td>
<td>Nov. 23</td>
<td>Assemble Final Model</td>
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<td>Prepare Final Presentation Documents</td>
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<td>Dec 2</td>
<td>Prepare Final Presentation Documents</td>
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<tr>
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