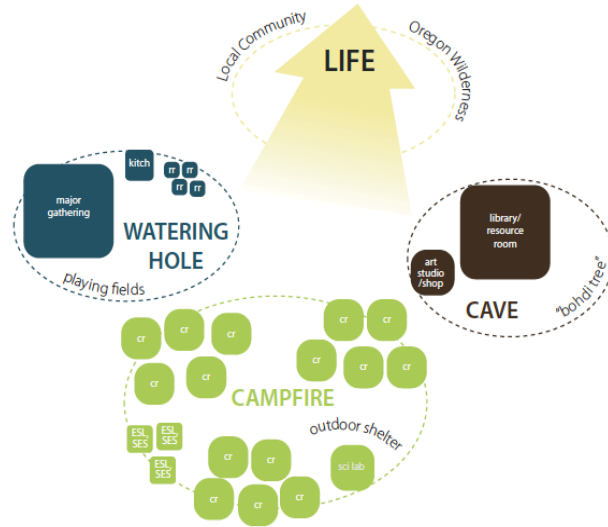


Assignment 6:

Programming Essence

- W 11/04: Draft & wood due
- W 11/11: Site models, analysis due
- W 11/18: Site/Program PDF due

A richly conceived building program can elevate the quality of an architectural design project. Step into other people’s shoes and craft a utopian, yet plausible future for them. Look deeply into client values, activities, and aspirations to envision new social arrangements and re-invent life’s rhythms and interactions.
 Group pre-design activities:





Thornburg's Primordial Learning Metaphors
<http://kristelaneanderson.wordpress.com>

1. **Research the place:** what is needed for social, economic & ecological sustainability? What is nearby, what needs to be supplied? What waste streams can be a resource?
2. **Document the site:** Create base drawings, digital site model & physical site model.
3. **Research building types and activities** through site visits, books, interviews and competition descriptions. Study regional & global best practices.

Document activity space needs
 Diagram spatial relationships with multiple-use spaces
 Show time-based cycles (diurnal, seasonal, annual, generational...).

4. **Organize program information.**
 - o **Summarize** with a matrix of Place, Activities, Character, & Relationships. Include images that encapsulate the emotional essence.
 - o **Quantify:** Make a spreadsheet to estimate the area for each space, then total, multiply by a net-to-gross ration, check to see if site coverage and FAR make sense.
 - o **Portray:** Who are the existing and potential inhabitants? Create character profiles that show 24-hour usage and needs.
5. **Display** your work with the class layout template. Upload as PDF to the course blog.

PLACE	ACTIVITIES	CHARACTER	RELATIONSHIP
Big Gathering Space Community Terrace. size: big enough for whole community to gather plus some. Approx. 35 x 35 ft 	<ul style="list-style-type: none"> • kid's play • community BBQ • eating • dancing • maypole dance • craft and projects • music • hanging out & talking • ceremonies & presentations • weddings 	<ul style="list-style-type: none"> • partially covered w/roof • variety of chairs • hard surface • green landscape • cob oven 	<ul style="list-style-type: none"> • adjacent to CH • flow from Dining Room • herb and/or rose garden integrated • protect from SW winds • sunny • view into community • view of woods /trees
Kids Playground /sandbox for kids under 6-7 years old and some tot area 	<ul style="list-style-type: none"> • climbing structure • swing • jumping area 	<ul style="list-style-type: none"> • with in sight of CH • separation from traffic • adjacent to common gathering space • sunny 	

from Corvallis Cohousing program by Kathryn McCamant and Charles Durrett of the Co-housing Company, Lisa Petterson of SERA Architects. <http://design.uoregon.edu/studio/coho/site%20analysis/coho-program.pdf>

READING:

- Kathryn Anthony's Programming by Design (unpublished document on library reserve)
- Henry Sanoff's free School Design Visioning Process and Assessment Methods include many techniques for involving stakeholders in clarifying learning approaches and environmental preferences to support learning. <http://www4.ncsu.edu/~sanoff/schooldesign/>
- UO Allan Price Science Library Renovation: Vision statement by Shepley Bulfinch and Conceptual Design by Pivot document client aspirations, programming process, furnishing space requirements and design recommendations. http://uplan.uoregon.edu/projects/Project%20Sums%20for%20Web/PriceScienceCommons/PriceSciCommons_proj.htm



Character profiles by Chanel Horn, B.Arch.'11. Lower bands show building usage over a 24 hour period

Finance & Management Services

Values	Goals	Facts	Needs	Ideas
Human				
Environmental	More efficient layout	Currently separate department divisions are inconvenient	Financial services require public access for bill payments	Privacy hierarchy or spaces (Bill payment desk - Meeting rooms - Cubes - Safe & mail room)
	Accommodate clients	Often have lunch meetings	More interactive spaces for employees	Group entire department in one space
	Accommodate staff	Most employees eat at desk	Proximity to restaurants	Provide break-out spaces
	Appropriately incorporate support facilities	Department uses a safe and mail room	Better lunch facilities	Locate in established area
Cultural	Connect to community	Often hold community meetings (1 - 100 people)	Separate mail room and separate safe room	Include cafeteria in city hall
		Most people coming to city hall are there to pay bills	Variable sizes of meeting rooms	Inviting outdoor space w/ tables
			Easily accessible	Locate in separate room
Technological	Access to Portland	Frequent meetings in Portland	Security presence	Large communal event room
		Prefer to take public transit	Access to public transit	Information marquee
Temporal				Street presence
Economic				Locate near public transit
Aesthetic				Incentivize transit use
Safety				

