

## **INTDS 176 Design Studio III**

### **COURSE LEARNING OUTCOMES (CLOs)**

1. To identify the qualities of successful design teams, their method of operation, conflict resolution, and methods of motivation, and practice those skills in a team focused design problem.
2. Gain broad understanding of Universal Design principles, and demonstrate those principles by applying them to a design studio project.
3. Demonstrate an understanding of the design process by applying it to a variety of studio projects and assignments.
4. Formulate design decisions based on research, historical influences, cultural influences, and personal experiences.
5. Apply industry based knowledge to design projects through analyzing established criteria, comparing alternatives for design and materials, and proposing solutions that
6. Create completed design projects that meet industry standard practices for craftsmanship, technical skills, and presentation style.

### **COURSE OUTLINE**

#### **I. Developing Teamwork Skills**

- A. Working in a team
  - a. Team defined
  - b. Advantages of teamwork
  - c. Challenges of teamwork
  - d. Roles of each team member
  - e. How to create effective project teams
  - f. Team building strategies
- B. Elements of a team
  - a. Identifying the team's purpose and establishing goals
  - b. Developing a code of conduct
  - c. Giving and receiving feedback within the team setting
  - d. Characteristics of effective teams
  - e. Guidelines for working within a team structure
- C. Application – working on a team project
  - a. Establishing goals for the project
  - b. Defining member roles and responsibilities
  - c. Developing a team operating agreement
  - d. Developing a design concept for a project as a team
  - e. Completing preliminary design for a project as a team
  - f. Making revisions to a project, as a team
  - g. Finalizing the design and presenting the work as a team

#### **II. Universal Design**

- A. What is Universal Design
  - a. Definition of Universal Design
  - b. History behind Universal Design
  - c. Cultural influences of Universal Design
- B. Legislation and Codes pertaining to Universal Design
  - a. Definition of barrier free design

- b. History of legislation for design safety
- c. American's with Disabilities Act
- d. How the codes/ legislation affect residential design
- e. How the codes/ legislation affect commercial design
- C. Universal Design criteria/ guidelines
  - a. Site design considerations
  - b. Entrances and circulation
  - c. Doors and Windows
  - d. Kitchens
  - e. Bathrooms
  - f. Bedrooms

### **III. Application**

- A.** Project #1: Analysis of an existing residential space for UD compliance and non-compliance
- B.** Project #2: Re-design of an existing kitchen space to incorporate Universal Design criteria
- C.** Project #3: Design a children's bedroom space incorporating UD guidelines.
- D.** Project #4: Design a single-family residential home using UD guidelines, in the style of a modern-day Bungalow