DEVELOPING CULTURAL ART FACILITY PROGRAMS FOR THE URBAN/NON-URBAN BUILT ENVIRONMENT

Arch 576 AP

Professor David M Chasco, FAIA
3 credit hours
Wednesdays 8:00 – 10:50am, Location TBD

Students will engage architectural programming as a method to explore design issues and their intellectual impact on built cultural art facility projects in an urban/non-urban or academic environment.

Whether defining a "thesis" exploration or a professionally based project, programming provides a platform to understand the culture, base quantification of subject needs, and the intellectual underpinnings to engage for a comprehensive critical inquiry of the site, spatial needs, and material challenges to be imbedded in the proposed built response.

Students will define and develop a cultural art facility type on a unique site located anywhere in the world. Depending on the number of students, students may work individually or in teams of two.

PROGRAMMING: CULTURAL ARTS PROPOSALS IN BUILT ENVIRONMENT
Illinois School of Architecture   University of Illinois at Urbana-Champaign   Fall 2020

PROGRAMMING SEMINAR

The Programming Seminar intends to explore the architectural issues of cultural art facilities
and their intellectual impact on built responses in the urban and non-urban environment of a
intended culture. The seminar endeavor will provide students the opportunity to research
those issues worthy of a study in a programming seminar. Projects are limited in size and scope

but will allow for critical investigation and comprehensive development. Sites may be urban or non-urban. Urban sites may be located in any major city or international location. Urban sites must be bounded by a built environment on at least two sides. Non-urban sites may be in any geographic location and must have major identifiable site characteristics that will serve to meaningfully impact the project design (i.e. gorge, mountains, hillsides, ravines). Students are encouraged to take advantage of the rich urban opportunities and natural landscape/geographic locations around the world.

INTRODUCTION

Programming a Cultural Proposal in the Built Environment is a self-initiated endeavor of greater breadth and depth than similar efforts from past design studio activities: The Program should engage original research of unique architectural opportunities that will result in exploring cultural project issues. The programming of a cultural art facility should address societal, aesthetic, contextual, technical and philosophical /cultural issues to be worthy of substantial seminar investigation.

The semester will be devoted to identifying and developing factual and philosophical programming issues related to a cultural facility type and site best suited to explore those issues. Students will research, and identify issues that have meaning and stature in a given culture: a place, a time and location of local, regional or national/international significance.

PROJECT SCOPE

The Programming Project will be a personal endeavor that personally for the student, breaks new ground and explores or further develops an understanding of key architectural issues in a culturally built environment. Programming Seminar projects may not be extensions of previous efforts.

Projects should be scaled between 30-50,000 or greater square feet. The intent is to insure comprehensive and in-depth architectural development and representation of programming issues at a multiplicity of scales of integrative topics of site, sustainability, technology interfaces, form, space, urban or non- urban co-habitation and landscapes.

ABSTRACT

The Student will develop a maximum 1 page (750 word minimum) abstract to identify and discuss their programming seminar project topic. Four architectural issues must be identified, discussed and referenced to academic sources. Students should discuss the proposed project type(s) utilized to explore the architectural issues as well as discuss the site, its attributes and character and why it is appropriate for the issues to be explored. Students will discuss and cite a minimum of four built precedents in support of the issues including discussing the Architects precedent intentions relevant to the programming topic and/or issues. Students should also

cite three relevant theory sources in support of your own design process or direction. Your one-page abstract should be professionally formatted with your name, course title, date, abstract title and email address.

Students will initially develop a one page 250 word abstract identifying a cultural arts projects or project type, issues to explore, and a potential site location or locations. Students will present both abstracts in class for general discussion. The 250 word brief abstract will then become the genesis for the final fully developed 750 word abstract (which may contain photos and graphics).

PROGRAMMING PROGRAM DOCUMENT

Format: The Programming Seminar Project will be typed and bound following the general outline described below. Provide two complete copies at the final submission.

Cover: Provide a (cover stock) cover and back sheet. The Cover should have the Project Title and graphic related to your programming/thesis seminar project.

Title Page: Name of Your Programming Project Investigation, Your name and address(s), Telephone(s), Student Number, Date, email address.

Table of Contents: Provide a numbered Table of Contents. Number each page.

Abstract: One page maximum: Define/discuss issues, project type and site.

Proposal: Define the "issues" that you intend to explore via the project and site selected.

Theory: Define the theoretical and or general propositions behind the programming/thesis seminar project issues (i.e., prevailing architectural theory, recent social movements or trends, technical developments, etc.) Document and list 4-5 sources of theoretical discussions.

Rationale: What are the significant factors in terms of modern life, social or historical values, technology, or other factors? Why do you believe that they will be especially challenging such that they could raise your awareness of Architecture and the cultural significance of the built environment? Document and list 4-5 bibliographic sources of "issues" investigations.

Goals: Discuss and define your proposed design goals.

Research Proposal Program: Prepare an "architectural bibliography" of the 7 to 10 minimum sources that you have researched and intend to utilize in the course of development of your programming document: (specific books or periodicals). No more than 3 internet sources may be utilized.

Proposal Type Precedents: Document and discuss 4 examples of similar precedents (i.e. site plans, floor plans, sections, elevations). What are the prevailing conceptual/theoretical approaches taken by the Architect? What types of sites have been utilized? How did the Architect respond to site situations? What approaches were taken in regard to design, materials structure, energy conservation/environmental issues, sustainability issues, etc.

Site Analysis: Describe the potential site and location for your programming project. What are basic characteristics of the site? Provide a graphic and descriptive site analysis.

Space Requirements: Provide a space summary list of each space/room with square footage noted for the proposed programming seminar project. What is the assumed total net square feet and gross square feet? Provide a summary of spaces by department, a department relationship diagram and description of key spaces that are unique to your program, as well as general building systems material/performance qualifications.

EVALUATION AND APPROVAL

Programming Seminar Proposals will be evaluated based on: (1.) Identification and discussion of issues; (2.) Significance of the theoretical underpinnings of the issues to be addressed. (3.) Clarity and cohesiveness of the Program Proposal.

. 250 word abstract.	10%
. 750 word final abstract.	20%
. Mid-term review of chapter drafts.	20%
. Final review of completed document.	40%
. Class participation.	10%

DESIGN RESEARCH ISSUES

- Deflection
- Integration/Disparity
- Movement
- Dis-Appearance
- Place
- Void, Vision & Light
- Re-Construction/Post Reality
- Thresholds

- Human Body
- Paths-Places
- Changing Lifestyles
- Spirituality
- Feminism
- Alternative Lifestyles
- Emerging Technologies
- Solar Responsive Architecture
- Environmentally Responsive Architecture
- Single Family Households
- Streets
- Memory
- Associations

PROJECT TYPES EXAMPLES

General Themes.
- Rosa Parks Senior Citizens Center
- New City Library
- Center for African-American Studies
- Artist studios/housing, student housing)
- Museums: Marine Museum; Foreign Film Museum; Museum of Cultural Art; Music Museum; Contemporary Art Museum
- Institute of Contemporary Art
- Institute for the Study of Constructivist Architecture
- Art & Architecture Center of Classical Studies
- Chapel & Reflection Retreat for Study of Shaker Culture
- Monastic Retreat
- Institute for the Study of Indigenous Cultures
- County Courthouse

Past Student Seminar Examples.
- Xi'an Music Museum
- Institute for the Advancement of Indigenous Cultures, Lima, Peru.
- The Three Lanes and Seven Alleys Museum District, Fuzhou City, China
- New Rare Book and Manuscript Library, University of Illinois.
- The Channel Islands Biodiversity Science Center, California
- Ancient Mayan Life Museum
- The Geology Museum of Cappadocia
- Hayao Miyazako Animation Museum, Shodo Island, Japan.
- National Great Rivers Museum, Illinois River.

- Coral Reef and Research Center, Summerland Key, Florida.
- National U.S. Military Archives and Research Center.
- Aging Chicago: Live-In Assisted Living Mid-Rise for Aging Artists.
- Museum of Waters, India.

PROGRAMMING SEMINAR PROPOSAL

I   CHAPTER ONE – ORIENTATION
Educational objectives of the course. Why do we engage programming? Generally and specifically for the project type.
Purpose, scope and objectives of the problem. What is the purpose of the project type…..what is it reasons for being and what is to be achieved? What is the scope of the project culturally and physically? What objectives are being addressed culturally, impact on landscape and or urban environment, functionally, ect.
Design, process and methods. What is a typical design, design process and methods; what are needed for this project; what is your design process and methods for this project.

II.   CHAPTER TWO – CULTURAL CONTEXT/PRECEDENTS
History of Project Type. Discuss the project type of how several projects types are crafted together.
Purpose of the Project. Purpose of your project culturally.
Function of the Project Type. Normal and unique functionality.
Site/Context/Issues. Narrative of your site: description/ context / issues.
Precedents (4): Issues/embedded theory. Full narrative dissection description; cultural issues, concepts, function, site, Issues, embedded theory.

III. CHAPTER THREE – THEORY CONTENT
Identification and Description of "Architectural Issues"
Identification and Discussion of Theory references and influences
Narrative of personal design input

IV. CHAPTER FOUR – SITE ANALYSIS
Site program narrative description.
Architectural issues: climate, orientation, topography, landscape
Technical issues: utility infrastructures, subsoil, acreage
Urban/site planning context: zoning and surrounding boundaries
   vehicular and pedestrian access, service area
Visual Form: edges (figure-ground, etc.), existing skyline, views, environmentally
   restricted areas, buildable zones, land/tree masses.
Limits of growth: development/open land proportions, building/parking alternatives, zoning constraints, infrastructure limits.

Site context -physical and historical site use and strategies.
Environmental Issues: climate, sun angles, wind, ect.
Site photographic documentation of conditions.
Site and Program area relationship diagrams.

V.   CHAPTER FIVE – FUNCTION CRITERIA PROGRAM
Program narrative of key spatial groups: spatial hierarchies, spatial activities, spatial quantities
Area Standards and Criteria
   − Functional size of program spaces, key design code issues
Technology Integration: structure, hvac, sustainability
Relationship diagrams, departmental activity, special technologies, special furniture.
Program room lists by department, each department space, staff quantity, net square feet, net to gross square foot totals.
Data Sheets: Program summary and analysis: Key design drivers

VII. CHAPTER SIX – APPENDIX

1. Project Typology
   − Research, data, codes, space standards
2. General Conditions
   − Functional data sheets, equipment standards, etc.
3. Bibliography: Arch. Issues References, Theory References, Precedent References

TEXTS

There are several texts that are important resources for this course.

1. Problem Seeking, by William Pena (Wiley, 5th ed., 2012).

2. Programming for Design by Edith Cherry (Wiley).

3. Time Savers Standards for Building Types.

4. The Architects Studio Companion, 6th ed., 2017.

5. Architectural Graphics Standards.

6. Architectural Research Methods (2013) by Linda Groat & David Wang.

Additional texts that are resources.

1. Architectural Programming: Information Management (1993) by Donna P. Duerk.

2. Architectural Programming: Creative Techniques for Design Professionals (1995).
3. Architectural Programming: & Pre-Design Manager (1999) by Robert Hershberger

4. Scripting Cultures: Architectural Design & Programming by Mark Brown.

Precedent Studies: University of Illinois Programming/Feasibility Study Documents.

1. School of Art and Design Space Consolidation Feasibility Study, 2016.

2. School of Architecture Building-Renovation and Addition Feasibility Study, 2016.

3. Civil Engineering Hydrosystem Laboratory Renovation and Expansion Study, 2017.

4. Electrical and Computing Engineering Facility Analysis, Volumes 1 & 2, 2009

5. The Design Center Facility Analysis, 20018.

Precedent Studies: Gunnar Birkerts & Associates (David M Chasco FAIA)

1. Michigan Technological University Performing Arts Center Program, 1994

2. University of Michigan-Flint Library.