

IA 304 – PRESENTATION TECHNIQUES III

Fall Semester 2017-18

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| <u>COURSE DESCRIPTION:</u> | 3 credits. Advanced application of architectural drafting and presentation skills; Sketching, rendering, and describing architectural environments to communicate design concepts through both hand and computer-generated methods. Lab/Studio. <i>Prerequisite: IA 201, 204, and 217</i> |
| <u>MEETING TIME & PLACE:</u> | Section 1 – Mondays & Wednesdays: 10:00 – 11:50 AM, Room 105 CPS Section 2 – Mondays & Wednesdays: 1:00 – 2:50 PM, Room 105 CPS |
| <u>INSTRUCTOR:</u> | Katja V. Marquart, Professor |
| <u>OFFICE</u> | 320 CPS |
| <u>TELEPHONE</u> | (715) 346-4090 |
| <u>E-MAIL</u> | kmarquar@uwsp.edu. <i>NOTE: I may not check email from Friday noon until Monday 9 AM</i> |
| <u>OFFICE HOURS</u> | Tuesdays 1:00 – 2:00 PM, and by appointment |

SUPPLEMENTAL TEXTS

References: Seidler, Douglas R., Digital Drawing for Designers (2017), Fairchild Publications, Inc., 2016.
Samara, Timothy, Design Elements: A Graphic Style Manual, Rockport Publishers, Inc., 2007.
Elam, Kimberly, Typographic Systems, Princeton Architectural Press, New York, 2007.

Online Resources: UWSP has access to online tutorials through Lynda.com. This website offers tutorials in a variety of computer programs relevant to design visualization and presentation. Go to mypoint.uwsp.edu for the Lynda.com link. There are a variety of other online resources that will be referenced through the semester.

IA 304 LEARNING OUTCOMES

At the end of this course, students will be able to:

- Demonstrate intermediate proficiency in using the computer as a tool to supplement and complement design communication skills in two-dimensional conceptual drawing, three-dimensional design visualization, and design presentation.
- Demonstrate intermediate proficiency in understanding and utilizing graphic applications in the digital design environment related to the field of Interior Architecture.
- Utilize a variety of design software programs for digital presentation techniques.

EVALUATION CRITERIA

Grades are calculated using the following point values:

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| 50 | Project 1: Personal Logo |
| 150 | Project 2: Digital Portfolio |
| 75 | Project 3: 3D Modeling and Printing |
| 200 | Project 4: Tiny House Final Presentation |
| 25 | Class Participation & Professionalism (on-time, regular attendance, attentiveness during class, contribution to class discussion, participation of in-class exercises, professional behavior, etc.) |
| 500 pts. | |

Percentage breakdown for grades is as follows:

100-94% =A; 93-91%=A-; 90-88%=B+; 87-84%=B; 83-81%=B-;
80-78%=C+; 77-74%=C; 73-71%=C-; 70-68%=D+; 67-60%=D; 59-0%=F

Late work is not accepted, and incompletes are not given either for projects or as a semester grade. **Turn in whatever work is complete on the due date to receive partial credit and valuable feedback.** Exceptions *may* be made for extenuating circumstances, and at the instructor's discretion. Please make arrangements to meet with me and discuss any circumstances you think may fall into this category as early as possible during the semester.

IMPORTANT: Students must account for the inevitable technology issues that may influence their ability to meet a project's due date throughout the time management process. DO NOT WAIT TO THE LAST MINUTE TO COMPLETE WORK. ALWAYS EXPECT THE

UNEXPECTED WHEN RELYING UPON TECHNOLOGY TO HELP COMPLETE YOUR WORK. In other words, plan ahead, manage your time effectively, and always maintain multiple back-ups of your work.

ADDITIONAL NOTES and EXPECTATIONS

Academic Integrity: In short, all work must be your own; not copied. While you are encouraged to work with your colleagues in the studio, students are expected to work individually on assignments (unless otherwise stated). This means that the entire assignment must be executed solely by you and the work you present is your own. It is possible to determine what work or pieces of work have been copied into a digital file and action against plagiarism will be taken according to UW procedures. For more information, see the University website on academic integrity and student rights:

<http://www.uwsp.edu/stuaffairs/Pages/assessmentServices.aspx>.

Attendance: Is required at all listed mandatory class meetings per the course schedule. Students are required to work on assigned projects during the entire scheduled lab period to effectively receive input from instructor(s) and peers. **You will be expected to come to class prepared, bringing the necessary materials to work for the entire class period.** Multiple late arrivals/early departures or sleeping in class constitute absence. Students are responsible for obtaining any information missed due to absence. **Notification of an absence prior to the class meeting via e-mail is preferred.** Make-up work or extra credit is not given.

Students are required to work on assigned projects during the scheduled lab hours and outside of class. Students are responsible for keeping the instructor informed of their progress on assigned projects when work is accomplished outside of the classroom. If you do not understand something it is your responsibility to see the instructor for clarification.

Participation: Individual participation and professionalism will consist as part of your grade in this course. Students are expected to participate in all course activities, and strive to develop productive, professional, and respectful studio rapport. One-on-one and/or group critiques may be held in order to encourage learning, rather than to judge work. Students are expected to provide constructive input and feedback to fellow students during these sessions and to be receptive to constructive criticism.

Online Learning Environment: This course utilizes the Desire2Learn courseware found at <https://uwsp.courses.wisconsin.edu/> for course content and supplemental activities as outlined in the schedule. This course may also use free online tutorials for assignments and exercises.

Computer Labs Information: Out of consideration for others who use these computing facilities, it will be the class's responsibility to maintain the space and report any equipment/technology issues to the appropriate support personnel during and at the completion of the semester. The lab area must be cleaned and returned to order at the end of each session. CPS 105 lab rules state: "No food or drink allowed."

Plotting and printing facilities are in a variety of locations around campus. Students are responsible for consulting individual lab open hours and individual printing capabilities. This information can be found on the UWSP website:

<http://www.uwsp.edu/infotech/Pages/ComputerLabs/Default.aspx>.

Cell Phones & Internet: Cell phones, ipads, messaging apps, etc., and any other messaging devices must be turned off or silenced during class. Check your device when you enter the lab to make sure that it is silenced. Use of these devices during class **lecture** times is not permitted; however you may use these devices with headphones to listen to music during class work times. Only the computer program(s) necessary for the course material for that lab period as specified by the instructor may be open and running during lecture, group critique, and any other times in class other than personal work times. This includes: E-mail, Internet, instant messaging, Facebook, games, etc. Not only are they a distraction to the learning process, running multiple programs can compromise the efficiency of the computer system and servers. If you are found to be using excessive amounts of other media during class times, you will be asked to leave, be marked absent for the day, and will lose the opportunity to turn in any/all assignments due that day.

UWSP Emergency Procedures

In the event of a medical emergency, call 911 or use red emergency phone located immediately outside the lab classroom in the CPS hallway. Offer assistance if trained and willing to do so. Guide emergency responders to victim(s).

In the event of a tornado warning, proceed to the lowest level interior room without window exposure. The CPS Rm 105 (our classroom) is a designated Tornado/Severe Weather shelter area. In general, avoid wide-span rooms and buildings.

In the event of a fire alarm, evacuate the building in a calm manner. Meet outside the building doors nearest to our classroom (between Science Building & CPS, closest to 4th Avenue). Notify instructor or emergency command personnel of any missing individuals.

Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Follow instructions of emergency responders.

See UW-Stevens Point Emergency Management Plan at www.uwsp.edu/rmgt for details on all emergency response at UW-Stevens Point.”

Interior Architecture Program Accreditation Information

The Division of Interior Architecture is preparing for two upcoming accreditation reviews: CIDA (Spring 2018) and NASAD (2017). As required by each accreditation agency, the instructor will collect suitable examples of student work for these reviews. If your work is selected, you will be notified by your instructor who will safely store them until the reviews. You may borrow any work collected to use for job interviews, internship interviews, portfolio shows, portfolio development, etc., but they must be promptly returned to the instructor. After both accreditation reviews are complete, you will be able to collect any retained work. If you have any questions about this process, please ask your instructor.

SUPPLIES

Flash/Jump/Thumb Drive (1 GB minimum)

Binder or folder for all hard copies of assignments and other course handouts is recommended

Notepaper for taking notes during lab lectures

External (portable) Hard drive is recommended for saving and transporting large digital files

CIDA STANDARD ALIGNMENT

This course aligns with the following CIDA Standard (v. 2017):

Standard 9. Communication.

Interior designers are effective communicators.

Student Learning Expectations

Students are **able** to effectively:

- distill and visually communicate data and research.
- express ideas developed in the design process through visual media: ideation drawings and sketches.
- apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences.