THE ARCHITECTURAL CONTEXT AND DESIGN PROCESS

The Design and Construction Team

- Owner/Client
- Architect
  - Construction Manager
  - Contractor
- Subcontractors
  - Subcontractors
- Engineers
- Interior Designers
- Consultants
- Contractors
  - Subcontractors
• Past (working separately)
• Presently (integrated)
  – Offer as "one-stop shopping" for a construction project, from beginning to end = "design Build" contract:
    (specification, design to construction)
Pre-construction requirements

Legal requirements and documentation

**DA (Development Application) [Before Construction]**

**Local council:** description of the usage, style, size and location, zoning and any special conditions that may be placed upon the property (ex. Heritage, waterway...)**
Site Preparation

- Demolition of old site/buildings.
- Manage all the service work before demolition.
The Design Process

1. **Problem Statement:** Identify Client Needs + Preference + Set Goal (Function Requirement, Style & Meaning)
2. **Analysis:** Exiting? What can be changed? – Develop Hypothesis
3. **Synthesis (Projection/Concept):** Diagram + Design
4. **Evaluation:** Compare alternative, Decide, Test + refine ideas
5. **Implementation:** Detail Drawing, Implement, Reevaluate Work
Good and Bad Design

A Design maybe GOOD because:

– it functions well, it works
– it is affordable – it is economical, efficient, and durable
– it looks good – it is pleasing
– it recreates a feeling remembered from another time and place – it carries meaning
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I. User Requirements

[Function & Purpose]

- Identify Users
  - Individuals
  - User groups
  - User characteristics
  - Age groups

- Identify Needs
  - Specific individual needs and abilities
  - Group needs and abilities

- Establish Territorial Requirements
  - Personal space
  - Privacy
  - Interaction
  - Access
  - Security

- Determine Preferences
  - Favored objects
  - Favorite colors
  - Special places
  - Special interests

- Research Environmental Concerns
ACTIVITY REQUIREMENTS

[ ] Identify Primary and Secondary Activities
  - Name and function of primary activity
  - Names and functions of secondary or related activities

[ ] Analyze Nature of the Activities
  - Active or passive
  - Noisy or quiet
  - Public, small group, or private
  - Compatibility of activities if space is to be used for more than one activity
  - How often is the space to be used?
  - What times of day or night?

[ ] Determine Requirements for
  - Privacy and enclosure
  - Access
  - Americans with Disabilities Act (ADA) accessibility guidelines
  - Flexibility
  - Light
  - Acoustic quality
  - Security
  - Maintenance and durability

FURNISHING REQUIREMENTS

[ ] Determine Furnishing and Equipment Requirements for Each Activity
  - Number, type, and style of:
    - Seating
    - Tables
    - Work surfaces
    - Storage and display units
    - Accessories

[ ] Identify Other Special Equipment Required
  - Lighting
  - Electrical
  - Mechanical
  - Plumbing
  - Data and communications

[ ] Establish Quality Requirements of Furnishings
  - Comfort
  - Safety
  - Variety
  - Flexibility
  - Style
  - Durability
  - Maintenance

[ ] Develop Possible Arrangements
  - Functional groupings
  - Tailored arrangements
  - Flexible arrangements
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Human factor
Human Dimension
Space

Space for movement varies from 30-36 (762-914) for a single person to 72-96 (1829-2438) for three people walking abreast.
Plan Arrangements for Seating

Distance zones affect furniture arrangements.
Space Analysis: Relationship

### Desired Relationships

- Desired relationships between
  - Related activity areas
  - Activity areas and space for movement
  - Room and adjacent spaces
  - Room and the outside

- Desired zoning of activities
  - Organization of activities into groups or sets according to compatibility and use

### Questions

- Which activities should be closely related?
- Which activities can be isolated by enclosure or distance?
- What degree of accessibility is required?
- Are there specific proportional requirements?
Fitting into space/ Plan Arrangement
Tight Fit
Loose Fit
Architectural Drawing