Collaboration Studio Syllabus

An interdisciplinary studio for the design professions that addresses the process and skills necessary for collaboration as well as team-developed products.

Mission Statement:
To introduce students and faculty to the process of teaming and collaboration in an interdisciplinary design setting.

Goal:
To develop students' abilities to recognize and respect the conceptual, critical, and programmatic syntheses of allied disciplines.

Outcomes:
1. To teach team-building skills and group dynamics for the successful implementation of the design process.
2. To promote an understanding of and creative definition of designed space as it relates to human needs, expectations, and responses.
3. To familiarize students with any differences in the design process as practiced by other professions.
4. To develop students' recognition and application of design contexts, including both natural and fabricated environments.
5. To foster an enjoyable and interactive educational, professional, and social setting for the positive exchange of ideas and experiences.

Course Rationale:
To introduce architecture, interior design, and landscape architecture students to the process by which an interdisciplinary team accomplishes a design project.

All students are expected to contribute equally to the final design solution after thorough analyses and group interaction, participation, and cooperation during the process of implementing the project's requirements.

Class Organization:
Collaboration Studio meets from 1:00 p.m. to 4:50 p.m. on Monday and Wednesday, from 1:00 p.m. to 1:50 p.m. for Interior Design students on Friday, and 1:00 p.m. to 3:50 p.m. for Architecture and Landscape Architecture students on Friday.

Studio time is devoted to: 1) design development and resolution; 2) individual instruction / criticism; 3) juried presentations and explanations of design projects; and 4) field trips / special events / research.

Textbook:
No single textbook has been selected. Assigned readings and research will be the responsibility of each student. A variety of materials will be used in the preparation of assigned projects.
Course Requirements:
There will be two projects during the semester. Both projects will involve several phases of concentration, each with specific, required end products. Field visits will be required.

Each aspect of the project must apply universal design principles.

Class Participation / Conduct:
- Participation in studio is required. Projects will not be accepted for review and evaluation that have not been developed in the studio with continuous instructor criticism and awareness during the design development.
- Students are expected to provide an appropriate surface for their desks and to maintain a clean, "thought and design" conducive space (before and after project completion).
- **Smoking or other uses of tobacco and the use of spray paint or aerosol products of any kind are not permitted anywhere in the Architecture Building.** There is a designated smoking area outside in the courtyard near the bridge. The stairwells are not to be used for smoking or painting.
- Television is prohibited during studio hours. Audio devices (music, etc.) are prohibited except through individual listening devices.
- The studio must be cleaned and straightened before grades will be submitted to the registrar at the end of the studio. This is a "class" team requirement.
- Students are expected to maintain a classroom environment that is conducive to learning. In order to ensure that all students have the opportunity to gain from time spent in this class, students are prohibited from engaging in any form of distraction unless approved by an instructor. Inappropriate behavior in the classroom shall result, minimally, in a request to leave class.

Attendance:
Attendance at all class sessions is mandatory; absentees are responsible for all work missed.

Attendance will be used in the determination of grades as follows:
- 1-3 absences: no penalty
- 5+ absences student is advised to drop the course

*Each student is responsible for informing professor of late arrival in order to avoid an absence.*

Grading:
The studio's faculty will retain all student team projects submitted for grading. It is the responsibility of each team to take digital, reproducible, photographs of all phases of their projects by the due date. All images should be jpeg or tif files at 300 dpi resolution.

Students will not have access to projects once the drawings, boards, models, etc., have been submitted for grading. No one will be permitted to "borrow" work for portfolio photography after final grading.

Late assignments: 10% deducted from final earned grade for each day late

Two Projects @ 50% each: 100%

Projects break down as follows:
- Research: 10%
- Site analysis: 10%
- Project concept: 10%
- Schematic: 10%
- Preliminary: 20%
- Final: 40%

Total 100%
A 90-100
- Scholarship and Design: excellent, complete, approaches professional quality
- Team Functioning: respectful of other's milieu and abilities, seamless integration within all teams throughout the semester
- Initiative: independent resourcefulness and self-motivating within team structure. Supportive of other team member's contributions
- Holistic Design: parts support the whole design and its conceptual base

B 80-89
- Scholarship and Design: accurate, complete, meets requirements
- Team Functioning: some difficulty with participation/cooperation within one team but resolved
- Initiative: good
- Holistic Design: average, valid, and appropriate parts in support of overall concept

C 70-79
- Scholarship and Design: minimally meets assignments
- Team Functioning: problems with participation/cooperation issues in two out of three teams
- Initiative: minimal
- Holistic Design: some parts do not support the total design, i.e., some conceptual fragmentation

D 60-69
- Scholarship and Design: some requirements not met
- Team Functioning: problems with participation/cooperation issues in three out of three teams
- Initiative: rarely
- Holistic Design: fragmented design with major portions not supporting design concept, inaccuracies

F Below 60
- Scholarship and Design: major requirements not met
- Team Functioning: no participation/cooperation with other members of any team
- Initiative: none
- Holistic Design: no conceptual basis for design, major inaccuracies

Special Needs:
Option I: The University is committed to the principle that in no aspect of its programs shall there be differences in the treatment of persons because of race, creed, national origin, age, sex, or disability, and that equal opportunity and access to facilities shall be available to all. If you require special accommodations in order to participate, please contact one of the instructors. Students should present appropriate verification from Access TECH in the office of the Dean of Students. No requirement exists that accommodations be made prior to completion of the approved University process.

Option II: Any student who, because of a disability, may require some special arrangements in order to meet course requirements should contact the instructor as soon as possible to make necessary accommodations. Students should present appropriate verification from Disabled Student Services, Dean of Students Office. No requirement exists that accommodations be made prior to completion of this approved University process.