



**NEW JERSEY INSTITUTE OF TECHNOLOGY
COLLEGE OF ARCHITECTURE AND DESIGN**

NEWARK CULINARY SCHOOL AND RESTAURANT

COURSE: INT 464 – Interior Design Studio V/Comprehensive Studio (5 credits)
PROGRAM: Interior Design/School of Art + Design
LOCATION: Second semester fourth year studio course/spring term (undergraduate)
INSTRUCTOR: David Brothers

DESCRIPTION: A studio course that offers advanced introduction to institutional/public design, with a particular focus on multi-story programmatically complex projects. Students are exposed to client requirements as well as sociological, physiological, and psychological aspects of design while using the site and building context to develop the spatial and physical character of the interior space.

PROJECT: The design of a community-based culinary school and associated restaurant for the City of Newark utilizing the 19th century Prince Street Synagogue, the oldest extant synagogue building in Essex County, NJ and currently owned by the Greater Newark Conservancy. The design of the project includes programming the space, evaluating existing conditions, developing priorities for users, and the design of a complete proposal including space planning, furniture and finish schedules, and interior visualizations/renderings to explain the project.

REQUIREMENTS: An explicit and collaborative design process performed by teams that includes precedent study, site analysis, and study of user needs precedes the schematic design phase of the project. As part of the process and to develop a visceral understanding of evidence-based design, students will study culinary arts as a vehicle for thinking about interior design as they both share sensual qualities of color, texture, temperature, smell, sound, and beauty/presentation. Students will produce videos about the making of a specific dish or food. Upon completion of the analysis, students are individually required to design and present all plans and sections, concept and adjacency diagrams, and renderings of significant spaces. Also required are design details of at least one significant custom feature (e.g. stairs, circulation desk, built-in furniture); diagram of heating and cooling systems; and schedules for materials, finishes, and lighting.

OBJECTIVES: The comprehensive studio for Interior Design is, in part, a “test” for students in their final semester of design studio to assure that the level of expertise meets CIDA standards for a designer who is ready for an entry-level position in the profession. This means, among other things, that the project must comply with health, safety, and welfare requirements of users – including ADA requirements. It also means that the project has a complete set of schedules and that spaces satisfy the needs of the diverse group of individuals who will use a project. Finally, a project in comprehensive studio must be a programmatically complex multi-story project that can demonstrate clear logic and circulatory flow within floors, and between floors. Specifically, objectives include the following: (1) Introduction of video and animation into the design and presentation processes for interior designers. (2) To understand and appropriately apply theories of human behavior for learning environments. (3) To demonstrate an understanding of the concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants. (4) To evaluate, select, apply, and synthesize information and research findings to generate multiple concepts and/or multiple design responses to programmatic requirements. (5) To include learning experiences that engage students in collaboration, consensus building, leadership, and teamwork. (6) To produce competent presentation drawings across a range of appropriate media. (7) To be able to lay out and specify furniture, fixtures, and equipment. (8) To understand the relationship of building and environmental control systems as an integral component of interior design solutions. (9) To demonstrate knowledge and application of interior construction and building systems.

REFERENCES: (1) Baraban, Regina and Joseph F. Durocher. *Successful Restaurant Design*. (Hoboken, NJ: John Wiley & Sons, 2010). (2) Franck, Karen A., editor. “Food + Architecture” in *Architectural Design*. December 2002. (3) Franck, Karen A., editor. “Food + the City” in *Architectural Design*. June 2005 (4) Klanten, Robert and Anna Siofzik (editors). *Knife and Fork: Visual Identities for Restaurants, Food and Beverage*. (Berlin, Germany: Gestalten Books, 2014). (5) Thomas, Chris with Edwin J. Norman and Costas Katsigris. *Design and Equipment for Restaurants and Foodservice: A Management View/4th Edition*. (Hoboken, NJ: John Wiley & Sons, 2013).