



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

CULTURAL ARTS CENTER FOR NEWARK – DESIGN AND VISUALIZATION

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

DESCRIPTION: A comprehensive interior design studio with a project of advanced design and programming complexity concentrating on a larger multi-level institutional and/or mixed-use building type. The semester consists of a single design project, broken up into various components in a structured process. Students work to initiate research and development through all design phases to synthesize the functional, sociological, aesthetic, regulatory, and project-specific technical requirements of their projects as they relate to interior design. Students produce an interiors project that demonstrates the understanding and integration of furniture and finishes, environmental and life-safety systems, temporary and permanent interior construction systems, and principles of sustainability. As part of the final project, multiple media investigations that include video and VR are used to comprehensively explore design opportunities.

PROJECT: The studio is a semester-long engagement with the making of public interior space, structured around the design of a Cultural Arts Center for Newark, New Jersey. Students will first perform typological studies about community and cultural centers after which they are required to engage various local stakeholders in the arts including, but not limited to: Theater/Music (NJIT Theater Department, Newark School of the Arts), Visual Arts (Newark Arts, Empty Space Gallery), Community Organizations (Ironbound Community Center, Greater Newark Conservancy), and Social Justice Organizations (Newark LBGTQ Community Center, Family Success Center – Newark East, Family Success Center – Newark West). Thorough code and building analyses of the existing structure and neighborhood will precede the programming of the space and proposals for the spatial organization of any new facility.

REQUIREMENTS: Preliminary research shall be assembled into a two- to three-minute video (without voiceover) that describes what each designer believes to be the most important aspects of the project and how these define the goals of the proposed facility. These videos must include interviews, site studies, existing building analysis, and programmatic adjacency diagrams. After approval of the overall program and project, students are to completely design the interior facility including all spaces, furnishings and finishes, and interior building systems. VR explorations of the building shall be used throughout the design process to better understand the nature of the spaces design, and the clarity of the interior organization. The final project shall be presented with a combination of still images that include plans, sections/interior elevations, and renderings of important spaces as well as real-time interactive VR tours of the building for “visitors” and guest critics.

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. CIDA-based objectives are: (1) To continue developing an understanding of the social/cultural dimensions of interior environments. (*CIDA Standard 4*); (2) To demonstrate an understanding of the concepts, principles, and theories of sustainability as they pertain to building methods, materials, systems, and occupants. (*CIDA Standard 13*); (3) To understand and appropriately apply theories of human behavior for learning environments. (*CIDA Standard 7*); (4) To engage in the practice of a design process that facilitates the resolution of an interior design problem. (*CIDA Standard 8*); (5) To gather appropriate and necessary information and research findings to resolve programmatic design issues (evidence-based design). (*CIDA Standard 8*); (6) To analyze historical precedent as a means of exploring issues pertaining to the project typology. (*CIDA Standard 10*); (7) To evaluate, select, apply and synthesize information and research findings to generate multiple concepts and/or multiple design responses to programmatic requirements. (*CIDA Standard 8*); (8) To demonstrate creative thinking and originality through presentation of a variety of ideas, approaches, and concepts for a residential environment. (*CIDA Standard 8*); (9) To engage in collaboration, consensus building, leadership, and team work. (*CIDA Standard 5*); (10) To produce competent presentation drawings across a range of appropriate media. (*CIDA Standard 9*); (11) To select and apply appropriate materials and products on the basis of their properties and performance criteria, including environmental attributes and life cycle cost. (*CIDA Standard 13*); (12) To be able to layout and specify furniture, fixtures, and equipment. (*CIDA Standard 13*); (13) To understand the relationship of building and environmental control systems as an integral component of interior design solutions. (*CIDA Standard 14*); (14) To demonstrate knowledge and application of interior construction and building systems. (*CIDA Standard 15*)

REFERENCES and RESOURCES:

A variety of online articles about typologies and community requirements are available. Students will use assigned studio space for work. Primary modeling application is Autodesk Revit and VR is accomplished with Enscape 3D and Oculus Rift.