

GUJARAT TECHNOLOGICAL UNIVERSITY

Syllabus for Bachelor of Interior Design

SEMESTER-6

SUBJECT NAME – RESEARCH METHODOLOGY

SUBJECT CODE – 1065105

EMPHASIS:

- To understand concept, need and scope of architectural programming. To develop research skills necessary for programming.
- To develop the ability to synthesize data/information in order to evolve the pre-design concept. The process must investigate the organizational, social and individual aspects of overt behavior in any social organization.
- Programming is the analytical aspect of design.
- The course focuses on collecting data, procedure, and techniques which can help improve design and practice.
- Programming is basically pre-design service leading in major decision making aiming at improving our built environment in areas of interior architecture and design.

CONTENT:

- Introduction to programming, Identification of objectives for programming
- Gathering information/ educating client, Process of programming
- The methodology for information gathering, Analysis, organization and interpretation of data/information
- Documentation and presentation of material
- Computer aid in programming
- Projection and forecasting in programming, Case studies of architectural programming
- Post occupancy evaluation

PROJECTS:

- The students will be required to gather information, data for the particular project. The final submission of the report will incorporate analysis, interpretation and presentation of the collected material along with conceptual pre-design strategy.
- Preparation of power point slides, which include videos, animations, pictures, graphics for better understanding theory and practical work.

REFERENCES:

- Architectural programming, Kumlín, Robert R.
- The architect's guide to programming, Palmer Mickey A.
- The impact of the client organization on the programming process, Faberstein, Jay (Edited by Wolfgang Preisner, Van Nostrand Reinhold)
- Architectural programming: Information Management for Design Duerk, Donna P. (Van Nostrand Reinhold)
- Behavioral Research Methods in Environmental Design Michaelsin, William Hutchinson Ross)
- Problem seeking: An Architectural Programming primer Pena, William M. (AIA Press)