**HUMAN CONTEXT AND PROGRAMMING**

**Course Introduction**
The essence of architectural ideas begins with the discovery, exploration and definition of a design problem. Understanding human interactions with the built environment is essential to make design decisions relevant to the social and cultural nature of people and the places they inhabit.

At the earliest stages of a project, the possibilities are endless and every decision directly influences the design solution. Establishing a framework for the design process based on values and research is fundamental to guide the choices made along the way to bring ideas to life in our built environment.

This course is intended to comprehensively explore design, theory and culture as a vehicle to develop a “project language”. It will emphasize how human factors can inform spaces, how research can break paradigms, and how programming can inspire design.

**Course Objectives**
- To study human interactions with the built environment
- To develop an understanding of the psychological, cultural and functional expectations of diverse users
- To analyze the nature of pattern language as a basis for design process
- To examine examples as case studies for programming at a master planning scale and at a building planning scale
- To use research methods and critical analysis of precedents as tools to inform design
- To investigate architectural values and various programming theories as a basis to develop a design program

**Course Format** Lecture / Discussion/Conferences

**Class Credit and Time** Monday 6-8:50PM for 3 credits - 1 credit will be covered by attendance and project work at the PUARL Conference
Graduates/Undergraduates are required to do rigorous research. Graduates will have to do a few more critical readings on human context and programming.

Architectural Journal
Recording your observations throughout the term is an important resource for reflective thinking, research and an inspiration for design work. A sketchbook is required for this seminar and will be collected for review (bring your sketchbook to every class). Use this journal daily to organize your thoughts, record experiences, develop diagrams / sketches and document thoughtful ideas, and experiential and analytical evidence.

Readings
Reading material will be assigned per session and will be available as handout or online. Each week, a group of students will be assigned to lead the discussion. A basic bibliography will be provided including:


All class members are expected to contribute with book presentations and must record critical observations from weekly readings in their sketchbook.

Grading Criteria

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<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Participation / Weekly Reflections/Architectural Journal</td>
<td>20%</td>
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<tr>
<td>Project #1: Pattern Language – Project Language</td>
<td>30%</td>
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<tr>
<td>Project #2: Research (Conferences)</td>
<td>20%</td>
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<tr>
<td>Project #3: Programming</td>
<td>30%</td>
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All final projects are required to be published at the University of Oregon Scholar’s Bank.

Students are expected to attend all class sessions. Students with special needs and considerations should consult instructors at the beginning of the term. Late assignments will not be accepted without pre-authorization or documented extenuating circumstances.

The quality of the work is expected to convey critical thinking and advanced level of graphic presentation to clearly communicate ideas.

Schedule *(detailed schedule and assignments will be issued throughout the term)*

1  
*Monday, September 26*

- Introduction to Class Organization
- Introduction to Human Context / Programming

*Project #1: Pattern Project Language Assigned*

2  
*Monday, October 3*

- Patterns and Pattern Language – Project Language

3  
*Monday, October 10*

- Programming (Hershberger)
Monday, October 17
- The Oregon Campus
Project #2: Research Assigned for Conferences

Monday, October 24
- PUARL Conference October 28-30
Project #1 Due
Project #3: Programming Assigned

Monday, October 31
- International PhD Symposium

Monday, November 7
- Programming Case Studies: Regional Scale and Building Scale
Project #2 Due

Monday, November 14
- Programming Project in class Workshop (one on one reviews)

Monday, November 21
- Programming Project Presentation

Monday, November 28
- Review Week

Monday, December 5
Project #3 Due

Instructors:

Hajo Neis, PhD is an Associate Professor at the University of Oregon Portland and an experienced architect and urban designer since more than 30 years.

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Yosa Huggins, M. Arch is a graduate of the University of Oregon Portland and an associate designer at MulvannyG2 Architecture. She is a LEED accredited professional and active member of the AIA Committee on the Environment. Her experience expands across multiple cultures, project types, and design stages. Recent project experience includes the White Stag Building in Portland, Suning Chaoyang Plaza in Beijing, Xian Da Ming Palace Tourism Center and Tonkon Torp Corporate Offices in Portland.

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