

LDA 184: INDEPENDENT CAPSTONE STUDIO

SPRING QUARTER 2017 - Mondays and Wednesdays 9am-1pm, Hunt Hall 149

Instructor: David de la Peña, dsdelapena@ucdavis.edu, 530-752-4082
office 111 Hunt Hall, hours: Mondays 2-4pm, or by appt.

Teaching Assistant: Cory Parker, geoparker@ucdavis.edu
office 175 Hunt Hall, hours: by appt.

DESCRIPTION

This course allows students to pursue an individual design research project in a thorough and systematic way. Students will adapt their senior project proposals and prepare final senior project documents. They will engage in design projects under supervision of a senior project chair and with assistance from other technical advisors, the senior project advisor (Prof. de la Peña), and the graduate reader (Cory Parker). Students are expected to carry out their projects with little supervision, although they are expected to attend class regularly and to work in studio. Class announcements will be made via Canvas; please make sure you are receiving them through the correct email address.

PRE-REQUISITES

Must be senior LDA students having successfully completed LDA 102, 170, 171, 172, & 180.

LEARNING OUTCOMES

At the end of this course, students should be able to:

- Undertake a complex, individually-driven project, including schedule management, coordination with advisors, and delivery of final products.
- Identify appropriate research and design methods and put them into practice.
- Prepare visual and written materials for presentations.
- Format a research document, including proper use of citations, images, and clearly-written text.

HOW THE COURSE WORKS

We will meet regularly Mondays and Wednesdays for four hours a day. Students will work independently but should show up for class time, just as if it were a job (small breaks are okay but should be an exception). We will begin each day with one hour of writing time, and the rest of the class period will be dedicated to independent work with desk critiques or interactive lectures. Students have been placed into small thematic groups, and pin-ups, reviews, and peer-reviews will be done in these smaller groups in order to foster shared learning and to cross-pollinate your ideas, resources, and techniques. Please let the instructors know if you would like to be in a different group than the one assigned. These requests will be considered but are not automatic. Throughout the quarter, we will be working in two parallel tracks - a writing track and a design track. Submissions for both writing and design are intended to build your project up steadily over the entire quarter, so you don't have to produce everything at the last minute.

WORKING WITH YOUR FACULTY ADVISOR AND CHAIR

Professor de la Peña will act as your "*faculty advisor*" and in addition you each have been assigned a

LDA 184 • SENIOR CAPSTONE STUDIO IN LANDSCAPE ARCHITECTURE

COURSE DETAILS

Spring 2017 | Monday and Wednesday 9:00 – 1:00 | Hunt 139

Professor Patsy Eubanks Owens | peowens@ucdavis.edu | Office hours Wednesday 2 - 4 | 177 Hunt

Teaching Assistant Cory Parker | geoparker@ucdavis.edu | Office hours TBD | 175 Hunt

COURSE OVERVIEW

The completion of a capstone project is a requirement for the receipt of a Bachelors of Science in Landscape Architecture. The completion of this final studio allows students to pursue individual and personal interests within the realm of environmental design or synthesis of design, technology, and representation skill sets into a comprehensive project. By integrating with real stakeholders, projects have the potential to become ‘real,’ in their application to community interests, local initiatives, competition entries, private clients, etc.; however, a project may also operate as a purely theoretical application to a site.

Capstone Studio allows opportunities to apply different design, representation, and technical skills into a synthesis project. This includes, but is not limited to free-hand drawing and hand-drafting, computer-aided drafting, conceptual design, digital and physical 3D modeling, grading and drainage, site planning, planting design, construction detailing and materials selection, construction documentation, verbal and graphic presentation skills. In addition, Capstone Studio allows students to select a more individual path or approach to design, pertinent to student interests. This could mean focusing on a range of possible approaches to the site, including, but not limited to: wayfinding and streetscape design, digital apps and website design, tactical/DIY/participatory urbanism techniques, community-engaged design, urban infrastructure planning, urban ecological/restoration approaches, green infrastructure and materials research, urban agriculture, public park design at a range of scales, private landscape design for a range of stakeholders, and/or a combination of these and other design approaches. It will be up to the student to select their approach and relevant site.

This course will build on the project topic, methodology, and preliminary research you developed in LDA 102. During this quarter, students are primarily focused on developing a designed response to the selected site, as rooted in their individual research pursuits in the previous quarter, and in response to site analysis and stakeholder integration. This quarter’s site is the community of Vacaville. Students are expected to conduct themselves as they would in a professional office setting. As such, each student is the project manager for their individual project and is responsible for establishing and meeting deadlines, arranging site visits, consulting with community and city staff as necessary, and determining deliverables. When possible, we will attempt to coordinate requests from students to the Vacaville staff so as not to overburden them. We will also arrange several presentation/review dates where all students in this course will present to the staff or community members. Your project deliverables will need to be approved by Prof. Owens and must include a one-page project summary in PDF form for the LA+ED website. In addition, you may desire to invite an “advisory board” to guide you on your design efforts. This board could consist of Vacaville staff, community members, or University experts. Due to other commitments, this advisory board may not include any UCD landscape architecture faculty members.

STUDIO SITE DESCRIPTION

Vacaville is a city of a little less than 100,000 that lies at the western edge of the Central Valley. While most people currently know Vacaville by its prevalent fast-food chains and outlet mall shopping, the city has a rich and notable history. Early on the city was an important transportation hub -- it was a Pony Express stop, located along the Lincoln Highway (the first trans-continental road), and was a major railroad shipping center. As highway travel between the Bay Area and the Sierras became popular, Vacaville’s fruit stand, The Nut Tree, became a popular destination. This stopping point is memorialized in the current Nut Tree shopping area.

Currently, the city is actively pursuing light industrial, residential, and commercial development. Several businesses such as Genentech and Icon Aircraft have located in the community along with the health care provider Kaiser Permanente. Much of the commercial development has been focused along the I-80 frontage roads, whereas the downtown core features many local real estate businesses and local cafes. The local downtown business association actively promotes the community through events such as concerts, farmers' market, and other events. Current residential development is primarily focused on single-family homes on the periphery of the community, however the core area has significant older and architectural significant homes.

COURSE EVALUATION

Evaluation of student work will be conducted at several key points during the quarter. The criteria for this evaluation includes the completion of the required work, the thoroughness of the work, the creativity of the approach and final products, and the appropriateness and quality of project deliverables. In addition, a student's attendance and participation during designated studio times and outside reviews is required.

Because of the independent nature of this studio, representations of student work may vary dramatically -- in past years this has included a website, a published pamphlet, a performance, a garment, as well as more conventional landscape architectural drawings, reports, and presentations. However, as noted above, each student is required to prepare a one-page project summary for inclusion on the LA+ED webpage. It is the student's responsibility to discuss their project (and their progress) with the instructor and the teaching assistant throughout the quarter. The final grade will be based on:

- Inventory and analysis (i.e. research) – 20%
- Design concepts – 20%
- Final design – 20%
- Final design deliverables (i.e. model, design intervention, report) – 30%
- Attendance and participation – 10%

STUDIO FORMAT

This course meets weekly for two 4-hour sessions. As with all studio courses, the sharing and communication of ideas, questions, concerns, etc. is the fundamental basis for studio-based learning. As such, student presence and participation in the classroom and with fellow students is absolutely mandatory. Any emergencies, illnesses, etc. that prevent a student from attending class must be discussed with the instructor prior to the absence, and proper documentation will be required.

This course has been scheduled concurrent with the Independent Senior Studio to allow for cross-pollination of ideas, and pin-ups may include members of either studio.

COURSE SCHEDULE*

PART ONE: SITE INQUIRY

M 04.03 Course Overview – project timelines; site analysis; other research

W 04.05 Site Analysis & Research - desk critiques

M 04.10 Site Analysis & Research pinups

W 04.12 Site Analysis & Research pinups

PART TWO: DESIGN DEVELOPMENT

M 04.17 Design Development - desk critiques

W04.19 Design Development - desk critiques

M 04.24 Design Development - desk critiques

W04.26 Design Development – Interim Review with Vacaville staff

M 05.01 Design Development - desk critiques

W05.03 Design Development - desk critiques

PART THREE: DESIGN CLARITY & REPRESENTATION

M 05.08 Design Development & Production of Deliverables - desk critiques

W 05.10 Design Development & Production of Deliverables - desk critiques

M 05.15 Community Presentation (in-progress Mid-review)

W05.17 Design Revisions & Production of Deliverables – desk critiques

M 05.22 Design Revisions & Production of Deliverables – desk critiques

W 05.24 Design Revisions & Production of Deliverables – desk critiques

M 05.29 UNIVERSITY HOLIDAY – MEMORIAL DAY

W 05.31 Independent Work Day

M 06.05 Final Presentation Rehearsal

ALL design products are due (including one-page project summary)

W 06.07 Final Presentation to Vacaville (time to be determined)

M 06. 12 Last Day to submit any revised deliverables

R 06.15 FINAL PROJECT SHOWCASE (concurrent with independent senior project presentations)

** Dates subject to change per instructor's discretion.*

“*faculty chair.*” As the faculty advisor, professor de la Peña will provide an overarching structure for everyone’s projects as well as general guidance on your individual research **process**. Your capstone chair will be your primary contact for the project **content** and will help you with the theories, methods, literature and examples that are specific to your area of interest as well as their expertise.

Every faculty member has their own approach to working with capstone students. You should immediately find an arrangement that works for you and your faculty chair. This may be a weekly or bi-weekly meeting, along with a way to share your progress as well as graphics or documents for their input and approval. However you set this up, be sure to stay in regular contact with your chair.

Your faculty chair will attend your mid-quarter review and your final review. Additionally, they will sign your final capstone document. You will need to provide them with plenty of time (budget at least a week) to read your document and to provide comments. And budget more time to make the revisions they suggest.

EVALUATION

Students will be graded on the quality of their work; graphic and verbal communication; effort; punctuality; and the pursuit of intellectual curiosity. Grades will be based on the following percentages:

Participation	20%
Midterm Presentation & Draft	30%
Final Presentation & Document	50%

Because the research steps build on each other in an iterative manner, assignments must be completed in a timely manner that meets the expectations outlined in each handout. Failure to hand in assignments before the time specified will result in an immediate one grade reduction (ie from B+ to C+) regardless of technical issues (plan ahead). Assignments handed in more than one week after the due date will be graded as 0%.

- A (Excellent) Indicates exceptional achievement.
- B (Good) Indicates extensive achievement.
- C (Fair) Indicates acceptable achievement.
- D (Barely passing) Indicates only minimal achievement.
- F (Not passing) Indicates inadequate achievement.

A	A-	B+	B	B-	C+	C	C-	D	F
100-	92-	89-	86-	82-	79-	76-	72-	69-	
93	90	87	83	80	77	73	70	60	<60

COURSE READINGS

Required readings are available on Canvas or provided in person. In addition, the following books are recommended as references:

- Creswell, John W. (2009). *Research design : qualitative, quantitative, and mixed methods approaches* (3rd ed.). Thousand Oaks, Calif.: Sage Publications.
- Laurel, Brenda, Ed. (2003). *Design research: Methods and perspectives*. Cambridge and London: MIT Press.

Martin, Bella & Hanington, Bruce. (2012). *Universal Methods of Design*. Beverly, MA: Rockport Publishers

Zeisel, John. (2006). *Inquiry by design : environment/behavior/neuroscience in architecture, interiors, landscape, and planning*. New York: W.W. Norton & Co.

ACADEMIC HONESTY

In line with University of California at Davis policy, students are expected to maintain high standards of academic honesty. Work that you present as your own must in fact have been done by you, and that all sources must be properly cited. Graphics must be credited as well as text. There are a number of possible ways to cite information; please refer to standard reference books or online citation resources available through <http://www.lib.ucdavis.edu/dept/instruc/research/cites.php>. Academic dishonesty may lead to the student failing the course or other more serious measures. For additional information: <http://sja.ucdavis.edu/cac.html>

ACCESSIBILITY AND SUPPORT

Our class is meant to support each student as they define their personal and professional interests in this career. All learning styles are welcome in this class and individual needs are valued. Please let me know if you have concerns about our class environment. I also encourage students to take advantage of UCD's Student Health and Counselling services [<http://shcs.ucdavis.edu>].

LDA 184 SCHEDULE (subject to change)

Week 1

4/3 Course Introduction - Process, Writing, Project Management & Schedules

4/5 Research and design process - desk critiques

Due: Revised Abstract and Outline (review formatting guidelines on Canvas)

Week 2

4/10 *Workshop - InDesign & Text / Image Layouts*

4/12 Site analysis - desk critiques

Week 3

4/17 Site analysis - desk critiques

4/19 **Pinup: Site Analysis and Design Concepts - 45 minutes each group**

Week 4

4/24 Design Development - desk critiques

4/26 Design Development - desk critiques

Week 5

5/1 **Mid-term Reviews – Group 1 & 2 - 90 minutes each group**

5/3 **Mid-term Reviews – Group 3 & 4 - 90 minutes each group**

Week 6

5/8 Design Development - desk critiques

5/10 Design Development - desk critiques

Week 7

5/15 *Workshop: Advanced graphics*

Due: Complete Document Draft

5/17 Design Production - desk critiques

Week 8

5/22 Design Production - desk critiques

5/24 **Pinup: Final Designs - All Groups (All Final Draft Graphics Due) - 45 minutes each group**

Week 9

5/29 *NO CLASS - MEMORIAL DAY*

5/31 *NO CLASS - EDRA CONFERENCE - Students work independently*

Week 10

6/5 Document Production - desk critiques

6/7 Document Production - desk critiques

Send out documents for capstone chair review

FINALS WEEK

6/15 **Final Review, 9am-12pm & 1pm-4pm (20 minutes each person)**