

Course Objective & Program:

This course seeks to expand on the student's existing knowledge and understanding of the theoretical principles of urban planning and design. The curriculum will specifically focus on the applications of urban planning and design via a series of lectures, presentations by guest speakers, and hands on design sessions covering two primary objectives; *Methods & Techniques*; and *Processes*. Instruction covering *Methods & Techniques* will examine the broad range of physical applications that are used to analyze, plan, conceptualize, design, develop, and present quality plans and design documentation, while instruction regarding *Processes* will discuss the administrative and legal requirements, including regulatory factors that drive the design process and the role that government plays in adopting, administering, and implementing development plans. The practical skills and knowledge developed throughout this course will provide students with a greater understanding and ability to envision, plan, and develop sound urban designs that meet the contemporary needs and challenges.

To fulfill humanities needs for ecological and economic sustainability, equity, and social well being, it's imperative that we utilize best management and design practices that foster a strong sense of identity and community in our cities and towns. Building on this ideology, students will be introduced to a number of planning and design concepts that address the physical structure and function of communities. To facilitate a clear understanding of these design concepts, students will work both independently and in teams by researching historical development patterns and examining several current design objectives utilized at present, including Traditional Neighborhood- and Transit-Oriented Developments (TNDs & TODs), Neo-Traditional Planning (New Urbanism), and urban renewal initiatives.

The course will evolve as a hybrid lecture-studio mix, culminating in the completion of a final design project. The first half of the course will focus on developing a more advanced knowledge of the practical applications of the planning and design process, while the second half of the course will be facilitated by a final design project. The project will require students to work in teams and develop a master site plan; applying numerical reasoning and computation skills in conjunction with and facilitated by the use of land development codes, zoning regulations, and other variables necessary in producing a quality plan and design. A balance of written, oral, and graphic communication methods will be utilized in successfully completing all assignments and project work.

Topical Outline:

Methods & Techniques in designing urban environments

Conceptual and theoretical topics

- Understanding the pedestrian realm and human-scaled developments
- Ecological responsibility, open space, and conservation issues
- Creation of community centers and development focal points
- The importance of streets and developing streetscapes
- The concept of Mixed- and Multiple-use developments
- Importance of variation and diversity in cities, towns, and neighborhoods
- Security and safety issues involved in urban design
- Longevity of development and the importance of maintaining the urban environment

Physical design applications

- Conducting site inventories, reconnaissance, analysis, and visual assessments
- Visualization in the design process
 - Developing conceptual plans and drawings
 - The use of 3-Dimensional computer applications for communication
 - Effective design techniques and presentation methods
- On-site development studies and design theory research exercises

Processes involved in designing urban environments

- Understanding the steps in generating a design proposal
- Consideration of stakeholders in the physical and non-physical aspects of the design process
- Public participation and the communication of concepts and ideas
- Understanding codes, zoning & land-use regulations, and other legal considerations
- The development review process and why it's important

Course Information:

Instructor:	Ilir Bejleri, Ph.D, Associate Professor; ilir@ufl.edu , 392-0997ext.432; ARCH #454
Assistant:	TBD
Office hours:	TBD
Class meeting times:	Fridays 8:30 to 11:30am
Classroom:	Arch 439
Credits:	Three credits
Prerequisites:	URP6871 or with Instructor's permission
Attendance:	Mandatory, on time (see Expectations, Evaluation, and Grading section)
Field visits:	Mandatory (Some assignments and the final project will require travel)
References & Resources:	See References & Resources section for text references and web, computer, & software resources
Materials:	Digital camera, tracing paper, tape measure, architectural/engineering scale
Course format:	All material will be posted on the Sakai, e-Learning system. System entry & support can be accessed at: https://lss.at.ufl.edu/ .

Expectations, Evaluation, & Grading:

Due to the physical design requirements for this course, many of the assignments including the final project will be graded both objectively and subjectively, based on the pertinence, content, and creativity of the student's work and evidence supporting the successful completion of assigned tasks. Submitted assignments are required to meet scheduled deadlines and delivery dates. Evaluation and grading for this course has been divided into three primary parts:

Attendance/Participation – 20% (10% Attendance, 10% Participation): Class attendance is mandatory and should be respected. If it is imperative that if you miss class for any reason, please make arrangements with the instructor to be excused prior to the class period. Two or more unexcused absences will result in a reduction of one grade point off the final grade. While in class, participation is required. Participation includes playing an active role during lectures and class discussions, and displaying equal engagement with team members during collaborative assignments. Participation will be graded in two ways: by the instructor and through peer performance review.

Assignments – 35%: Assignments have been developed in a chronological order (serving as building blocks) and will be essential components in the development of the final design product. Masterful understanding of the concepts, skills, and knowledge throughout the course of the semester will successfully contribute to your plans, designs, and presentations. The evaluation and grading of assignments will include willingness to conduct effective and meaningful research, exploration of design options and alternatives, development and depth of visualization methods and techniques, and the capacity to work individually and collaborate within a team

Final Project – 45%: The final design project, consisting of the generation of a master site plan, will transpire over the course of approximately eight weeks. The solutions and strategies developed during the final project phase will be evaluated and graded based on the willingness to conduct effective and meaningful research, exploration of design options and alternatives, development and depth of visualization methods and techniques, the capacity to work individually and collaborate within a team, as well as the complexity, creativity, and depth of your final designs, and execution of the final presentation.

University of Florida grading scale

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	E	WF	I	NG	S-U
% Range	>93	90-92	87-89	83-86	80-82	77-79	73-76	70-72	67-69	63-66	60-62	<60				
Grade Point	4.0	3.67	3.33	3.0	2.67	2.33	2.0	1.67	1.33	1.0	.67	0	0	0	0	0

Non-Punitive Grades (not counted in GPA)

- W Withdrew
- U Unsatisfactory
- H Deferred
- N No grade reported
- I Incomplete

Failing Grades (counted in GPA)

- E Failure
- WF Withdrew failing
- NG No grade reported
- I Incomplete

Academic Honesty

Student Honor Code and Academic Honesty: Students must follow the University’s policy regarding cheating and the use of copyrighted materials. Please consult the graduate catalog or visit <http://www.dso.ufl.edu/stg/> for more information.

Disabilities

Accommodation for students with disabilities: Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.

College of Design, Construction and Planning – Spray Painting Policy:

Spray painting, or the use of any other sort of aerosol spray, is not allowed in the Architecture Building, Rinker Hall and in Fine Arts C, except within the spray booth found in Room 211 of Fine Arts C. Students found in violation of this policy will be referred to the Dean of Students for disciplinary action.

References & Resources:

Readings will be required throughout the course of the semester. Required readings and other multi-media materials will be made available for students through the Architecture and Fine Arts Library (Located on second floor of Fine Arts building A) and the University of Florida CIRCA Architecture Lab (Located on first floor of the Architecture building – ARCH 116).

Text References

- A. Watson, D., Plattus, A., & Shibley, R. (2003). *Time-Saver Standards for Urban Design* (McGraw-Hill)
- B. Steiner, F.R., & Butler, K. (2007). *Planning and Urban Design Standards* (John Wiley & Sons, Inc.)
- C. LaGro Jr., J.A. (2008). *Site Analysis: A Contextual Approach to Sustainable Land Planning and Site Design* (John Wiley & Sons, Inc.)

- D. Gindroz, R., Carter, D., Ostergaard, P., Robinson, R., & Long Jr., B. (2003). *The Urban Design Handbook: Techniques and Working Methods* (W.W. Norton & Company)
- E. Carmona, M., Heath, T., Oc, T. & Tiesdell, S. (2003). *Public Places Urban Spaces: The Dimensions of Urban Design* (Architectural Press)
- F. Calthorpe, P. (1993). *The Next American Metropolis: Ecology, Community, and the American Dream*. (Princeton Architectural Press)
- G. Parolek, D., Parolek, K., & Crawford, P. (2008). *Form-Based Codes: A Guide for Planners, Urban Designers, Municipalities, and Developers* (John Wiley & Sons, Inc.)
- H. Hall, K. & Porterfield, G. (2001). *Community by Design: New Urbanism for Suburbs and Small Communities* (McGraw-Hill)
- I. Duany Plater-Zyberk & Co. (2002). *The Lexicon of the New Urbanism*
- J. Duany, A., & Plater-Zyberk, E. (1991). *Towns and Townmaking Principles*
- K. Cuesta, R., Sarris, C., & Signoretta, P. (2003). *Urban Design: Methods and Techniques*, Second Edition (Architectural Press)
- L. Jacobs, J. (1992). *The Death and Life of Great American Cities*. (Vintage Books)
- M. Katz, P. (1994). *The New Urbanism: Toward an Architecture of Community* (McGraw-Hill)
- N. Kunsler, J. (September 1996). "Home from Nowhere" The Atlantic Monthly.
- O. McHarg, I. (1996). *Design with Nature*. (The Natural History Press)
- P. Randall A. (1994). "Rural by Design" (APA Planners Press)
- Q. Nelessen, A.C. (1994). *Visions for a New American Dream* (APA Planners Press)
- R. Tal, D. (2009). *SketchUp for Site Design: A Guide to Modeling Site Plans, Terrain and Architecture* (John Wiley & Sons, Inc.)
- S. Chopra, A. (2007), *Google SketchUp for Dummies* (John Wiley & Sons, Inc.). e-Book can be found at: <http://www.uflib.ufl.edu/>

Web Resources

- Congress for the New Urbanism (CNU): <http://www.cnu.org/>
- Transit Oriented Development (TOD): <http://www.transitorienteddevelopment.org/>
- Form-Based Codes Institute: <http://www.formbasedcodes.org/>
- Urban Land Institute (ULI): <http://www.uli.org/>
- Smart Growth Network: <http://www.smartgrowth.org/>
- Urban Design Compendium: <http://www.urbandesigncompendium.co.uk/>
- Urban Design – RUDI (Resource for Urban Design Information): <http://www.rudi.net/>

- City of Gainesville: <http://www.cityofgainesville.org/>
- City of Gainesville Community Redevelopment Agency (CRA): <http://www.gainesvillecra.com/>
- City of Gainesville Land Development Code (LDC) (MUNICODE): <http://www.municode.com/Library/clientCodePage.aspx?clientID=2308>
- Alachua County (Dept. of Growth Management): <http://growth-management.alachuacounty.us/>
- North Central Florida Regional Planning Council: <http://ncfrpc.org/>
- Alachua County Property Appraiser: <http://www.acpafl.org/>

- Florida Geographic Data Library (FGDL): <http://www.fgdl.org/>
- Land Boundary Information System (LABINS): <http://data.labins.org/2003/>

- Google SketchUp: <http://sketchup.google.com/>
- Google Earth: <http://www.google.com/earth/index.html>
- Go-2-School (SketchUp and Google Earth resources): <http://www.go-2-school.com/>

- ESRI ArcGIS (Introducing ArcCatalog): http://www.esri.com/flashmedia/arcviewhowtos/Introducing_ArcCatalog.html
- ESRI ArcGIS (Introducing ArcMap): http://www.esri.com/flashmedia/arcviewhowtos/Introducing_ArcMap.html

UF Libraries and Labs (links and web addresses to facilitate your access)

- University of Florida (Library homepage): <http://www.uflib.ufl.edu>
- University of Florida Architecture & Fine Arts Library: <http://www.uflib.ufl.edu/afa/>
- University of Florida (Course Reserves): <https://ares.uflib.ufl.edu>
- Library Tools and Mobile Apps (smart phones, RSS feeds, etc.): <http://www.uflib.ufl.edu/tools>
- University of Florida (Architecture CIRCA computer lab): <https://labs.at.ufl.edu/architecture.php>

New Urbanism, TND, Master Planned Communities (Florida based examples)

- Abacoa (Jupiter, Florida): <http://www.abacoa.com/Neighborhoods>
- Celebration (Osceola County, Florida): <http://celebrationtowncenter.com/>
- Baldwin Park (Orlando, Florida): <http://www.baldwinparkfl.com/web/community.asp>
- Haile Plantation (Gainesville, Florida): http://www.haileguide.com/haile_about.php
- Town of Tioga (Gainesville, Florida): <http://www.townoftioga.com/>
- Brytan (Gainesville, Florida): <http://www.brytan.com/Default.aspx>

Computer & Software Resources

1. Sakai (e-Learning)

This course will be taught in the classroom during most of the sessions. Lab/assistance sessions will be taught online via live web-conferencing such as Gotomeeting or some other system. The course will be supplemented with online support provided by e-Learning in Sakai. The Sakai system will be used to post all course materials (e.g., lectures, course documents such as assignments, required readings, grades, and other materials). Sakai can be accessed at <http://lss.at.ufl.edu>

2. Web-Conferencing / Online Assistance

Help with homework and project assignments will be provided in the classroom and through real-time web-conferencing using GotoMeeting software. The instructor will provide the link to the students at the meeting time. Additionally, Google Talk will be used for online office hours to communicate with the instructor. Students are required to have a Google account to use Google talk. Instructor's Google talk id is ilir.bejleri@gmail.com.

To communicate via audio with the instructor during the online hours students can use microphone and speakers on your computer or telephone. The use of a headset is recommended for best audio quality.

3. Software Requirements / Recommendations

All students are required to have a personal laptop computer in order to conduct work and participate during class. The following list identifies required and recommended software applications that should be installed on machines being used by students enrolled in this course:

- **Required:** Google SketchUp & Google Earth (free downloads), MS PowerPoint, and ArcGIS (students will be issued an evaluation copy in class)
- **Recommended:** Adobe Photoshop (also available in CIRCA Architecture Lab – Located on first floor of the Architecture building – ARCH 116)

URP 6872 – Planning & Design II

University of Florida
College of Design, Construction, and Planning
Department of Urban and Regional Planning

Section 3220 / Spring 2013

Tentative Course Schedule:

WEEK	TOPIC	ASSIGNMENT	
		Due	Assigned
1	Introductions; Course Overview; Review syllabus; Review of general planning & design theory (P&D1)		<ul style="list-style-type: none"> Asgmt. #1 Readings (TBD)
2	<ul style="list-style-type: none"> <u>Tentative Guest Speaker</u>: The urban design process, public participation, the visioning process, importance and use of visual and verbal communication 	Asgmt. #1	<ul style="list-style-type: none"> Readings (TBD)
3	<ul style="list-style-type: none"> Conducting the initial site inventory and analysis Introduce final project area and teams 		<ul style="list-style-type: none"> Asgmt. #2 Readings (TBD)
4	<ul style="list-style-type: none"> Collecting and using GIS data Preparing maps 		<ul style="list-style-type: none"> Readings (TBD)
5	<ul style="list-style-type: none"> <u>Desk Crit</u>: Review base maps, discuss findings from the site inventory/analysis; Discuss design theory assignment (#3) 	Asgmt. #2	<ul style="list-style-type: none"> Asgmt. #3 Readings (TBD)
6	<ul style="list-style-type: none"> <u>Tentative Guest Speaker</u>: Development review process, codes and ordinances land use challenges/issues, special use permits, variances Discuss case study research assignment (#4) Review models of planned communities; 		<ul style="list-style-type: none"> Asgmt. #4 Readings (TBD) Continue design theory assignment (#3)
7	<ul style="list-style-type: none"> <u>Presentations</u>: Design theory assignment (#3) <u>Visualization (Part 1)</u>: drawing sections & elevations, displaying site characterization, creating composited imagery 	Asgmt. #3	<ul style="list-style-type: none"> Asgmt. #5 Readings (TBD) Continue research assignment (#4)
8	<ul style="list-style-type: none"> <u>Visualization (Part 2)</u>: methods and techniques for generating effective presentations 		<ul style="list-style-type: none"> Readings (TBD) Continue visualization assignment (#5)
9	<ul style="list-style-type: none"> <u>Presentations</u>: Case Study Research assignment (#4) 	Asgmt. #4 due Asgmt. #5 due	Project work
10	No Class – Spring Break		
11	Project review (Desk Crit. tentative)	TBD	Project work
12	Project work		Project work
13	Project work		Project work
14	Project review (Desk Crit. tentative)	TBD	Project work
15	Project work		Project work
16	Final Project presentations		Revisions per presentation comments
17	All project work/material due		