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Architectural Programming It is the nature of the problem as expressed in the architectural program that has the most profound effect on the design solution in architecture. As one outstanding architect and educator, Calvin C. Straub, FAIA, stated (1980):

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In this book, first published in 1999, Hershberger presents architectural programming and predesign management in a clear, detailed manner. With numerous examples and illustrations from both his and his colleagues' experience, he shows the reader step by step how to use the techniques of architectural programming, set values, resolve issues, apply tested methods, and leverage skills when working with clients. This title will be of interest to students of architecture.

The classic programming guide for architects and clients—fully updated and revised. Architectural programming is a team effort that requires close cooperation between architects and their clients. Problem Seeking, Fourth Edition lays out a five-step procedure that teams can follow when programming any building or series of buildings, from a small house to a hospital complex. This simple yet comprehensive process encompasses the entire range of factors that influence the design of buildings.

The constant in architecture's evolution is change. Adaptive Architecture explores structures, or environments that accommodate multiple functions at the same time, sequentially, or at periodically recurring events. It demonstrates how changing technological, economic, ecological and social conditions have altered the playing field for architecture from the design of single purpose structures to the design of interacting systems of synergistically interdependent, distributed buildings. Including contributors from the US, UK, Japan, Australia, Germany and South Africa, the essays are woven into a five-part framework which provides a broad and unique treatment of this important and timely issue.

The essential guide to beginning your career in architecture The Architecture Student's Handbook of Professional Practice opens the door to the vast body of knowledge required to effectively manage architectural projects and practice. A professional architect is responsible for much more than design; this book is specifically designed to help prepare you for the business and administrative challenges of working in the real-world—whether you are a student or are just starting out in practice. It provides clear insight into the legal, financial, marketing, management, and administrative tasks and issues that are integral to keeping a firm running. This new edition has been restructured to be a companion textbook for students undertaking architectural practice classes, while also fulfilling the specific knowledge needs of interns and emerging professionals. It supplements information from the professional handbook with new content aimed at those setting out in the architectural profession and starting to navigate their careers. New topics covered in this new edition include: path to licensure, firm identity, professional development, strategic planning, and integrated project delivery. Whether you want to work at a top firm, strike out on your own, or start the next up-and-coming team, the business of architecture is a critical factor in your success. This book brings the fundamentals together to give you a one-stop resource for learning the reality of architectural practice. Learn the architect's legal and ethical responsibilities Understand the processes of starting and running your own firm Develop, manage, and deliver projects on time and on budget Become familiar with standard industry agreements and contracts Few architects were drawn to the profession by dreams of writing agreements and negotiating contracts, but those who excel at these everyday essential tasks impact their practice in innumerable ways. The Architecture Student's Handbook of Professional Practice provides access to the "nuts and bolts" that keep a firm alive, stable, and financially sound.

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Programming Interior Environments introduces a four-component framework you can use to program interiors, and twelve methods for you to gather, analyze and synthesize programmatic information to take the guesswork out of your studio projects. This book studies the Student Programming Model: a realistic programming process for college and university interior design students that allows students to create accurate and in-depth programming documents essential for informing the design process. This is done whilst keeping in mind that students are often working solo, with imaginary clients and end users in mind, and collecting program information within strict time constraints. Including three appendices of student programs created following these guidelines, to help you understand how to apply the framework components and inquiry methods in your own work, this book is ideal for students and professionals in interior design and interior architecture.

The classic programming guide for architects and clients—fully updated and revised Architectural programming is a team effort that requires close cooperation between architects and their clients. Problem Seeking, Fourth Edition lays out a five-step procedure that teams can follow when programming any building or series of buildings, from a small house to a hospital complex. This simple yet comprehensive process encompasses the entire range of factors that influence the design of buildings. This new edition of the only programming guide appropriate for both architect and client features new ways of thinking about programming, new strategies for effective group action, and new settings in which to explore programming concepts. Supplemented with more than 120 helpful illustrations and diagrams, this indispensable resource provides updated technical information and faster, easier access to explanations, examples, and tools, including: Updated building costs and their relationship to interior fit-up costs A primer on discounted cash flow analysis and net present value analysis Project statement examples organized by project phase and building type Useful techniques for data management, functional relationship analysis, and more

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The classic programming guide for architects and clients—fully updated and revised Architectural programming is a team effort that requires close cooperation between architects and their clients. Problem Seeking, Fifth Edition lays out a five-step procedure that teams can follow when programming any building or series of buildings, from a small house to a hospital complex. This simple yet comprehensive process encompasses the entire range of factors that influence the design of buildings. This Fifth Edition of the only programming guide appropriate for both architect and client features new information related to BIM, integrated practice, and sustainable design when programming. Supplemented with more than 120 illustrations and diagrams updated for this edition, this indispensable resource provides revised technical information and faster, easier access to explanations, examples, and tools, including: Guidance on incorporating the latest technological tools when programming A primer on discounted cash flow analysis and net present value analysis Project statement examples organized by project phase and building type Useful techniques for data management, functional relationship analysis, and more

The building performance evaluation (BPE) framework emphasizes an evaluative stance throughout the six phases of the building delivery and life cycle: (1) strategic planning/needs analysis; (2) program review; (3) design review; (4) post-construction evaluation/review; (5) post-occupancy evaluation; and, (6) facilities management review/adaptive reuse. The lessons learned from positive and negative building performance are fed into future building delivery cycles. The case studies illustrate how this basic methodology has been adapted to a range of cultural contexts, and indicates the positive results of building performance assessment in a wide range of situations.

