

King Saud University

College of Architecture & Planning

Department of Architecture & Building Sciences

Course Description Form

Course Code and Number	Arch 424	Course Title	Facility Programming
Credit Hours	2	Pre-requisite	None
Contact Hours	2	Course level	8

Course Objectives and Skills to be developed

1. Analyze project requirements.
2. Transform requirements into activity , functional and spatial programs as an initial stage of architectural design process.

Course Description

1. Historical review of the development of facility programming and its importance.
2. Analysis of project requirements, and methods of transforming such requirements into activity , and functional programs.
3. Transformation of the functional and activity programs into spatial programs and requirements, both quantitatively and qualitatively within the physical limitation and the design constraints imposed on the project taking into account the socio-cultural, economic, technological and environmental factors as well as sustainability and firmness factors.

Instruction Methods and Techniques Used

<input checked="" type="checkbox"/>	Lectures	<input type="checkbox"/>	Seminars
<input type="checkbox"/>	Multi-media and interactive presentations	<input type="checkbox"/>	Group work
<input type="checkbox"/>	Field and Experimental Course work	<input checked="" type="checkbox"/>	Students participations
<input type="checkbox"/>	Computer Applications and Programming	<input type="checkbox"/>	Presentations by students
<input type="checkbox"/>	Site visits, projects, construction sites and professional offices	<input checked="" type="checkbox"/>	Preparation of Research work, brief / extended

Knowledge and Skills to be acquired

<input checked="" type="checkbox"/>	Knowledge and understanding of subject	<input type="checkbox"/>	Team work abilities
<input checked="" type="checkbox"/>	Ability to apply acquired knowledge on similar cases	<input checked="" type="checkbox"/>	Positive participation and self expression
<input type="checkbox"/>	Thinking, Critical / Creative	<input type="checkbox"/>	Preparation of Field Reports
<input checked="" type="checkbox"/>	Ability to Analyze and study	<input type="checkbox"/>	Ability to locate resources and information
<input type="checkbox"/>	Professional work : Professional Practice and Ethics	<input checked="" type="checkbox"/>	Research abilities; Preparation and presentation

Text Books and References

- 1- Hershberger, R., G., Architectural Programming and Predesign Manager (1993).
- 2- Preiser, W.F., Programming the Built Environment. VNR (1985).
- 3- Duerk, D., Architectural Programming Management for Design (1993).
- 4- Kumlin, R., Architectural Programming, Creative Techniques for Design Professionals (1993).