



ARCH 3612 Design VI Housing Studio

Assignment: Programming + Bubble Diagrams

Programming: *Programming is the list of programmatic spaces that will be needed (or desired) in a project. When the programming begins the list may be longer than what will physically fit or be financially feasible, as it is prioritized throughout the design process. For this lesson please refer to the lecture for assistance in creating Matrixes and Bubble diagrams.*

There will be two different Matrixes and Bubble Diagrams –

1 The Site: *Building, Entrance, Delivery, Garbage pickup, playgrounds, seating areas.... Add your own program spaces....*

2 The Building: *Amenities, Lobby, mailroom, garbage/recycling collection, storage for residents, storage for building, bike parking, common spaces,.....look at your precedent studies or Openlab for our list.*

HW: Programing Assignment: Program Matrix and Bubble Diagrams Posted to site.