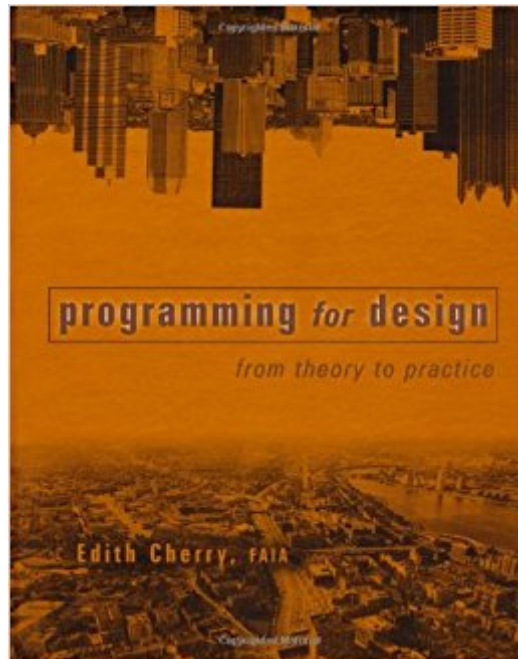The book was found

Programming For Design: From Theory To Practice

Synopsis

Quickly master architectural programming concepts, skills, and techniques In the essential discipline of architectural programming, the ideas of philosophy, sociology, anthropology, psychology, and history find their focus in the realities of site conditions, budgets, and functionality. Author Edith Cherry vividly demonstrates in this inspiring tutorial that the programming process not only helps architects avoid the endless design revisions occurring in most projects, but that it is also the key to designing for optimal form and function. Programming for Design lets you rapidly acquire the knowledge and skills needed to successfully program a moderate-size space. Rather than simply describe basic principles and practices, this straightforward guide helps you master architectural programming by actually doing it. Professor Cherry identifies the central issues involved and describes the skills needed to work with clients to identify problems to be solved by a design effort. Emphasizing designing for people, she offers proven strategies and techniques for goal setting, information gathering and analysis, concept development, program synthesis, and communicating with clients. The book is also devoted to practical applications. The author walks you step-by-step through a project of your own choosing, providing numerous examples and four case studies within each step that vividly illustrate how to effectively gather, process, and communicate information. Programming for Design features more than 200 supporting illustrations, diagrams, and sidebars appearing throughout the text, reproducing pithy sayings by such far-flung figures as Plato and Yogi Berra, Einstein and Lao Tzu, that help relate the programming process to other disciplines.

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Quickly master architectural programming concepts, skills, and techniques In the essential discipline of architectural programming, the ideas of philosophy, sociology, anthropology, psychology, and history find their focus in the realities of site conditions, budgets, and functionality. Author Edith Cherry vividly demonstrates in this inspiring tutorial that the programming process not only helps architects avoid the endless design revisions occurring in most projects, but that it is also the key to designing for optimal form and function. Programming for Design lets you rapidly acquire the knowledge and skills needed to successfully program a moderate-size space. Rather than simply describe basic principles and practices, this straightforward guide helps you master architectural programming by actually doing it. Professor Cherry identifies the central issues involved and describes the skills needed to work with clients to identify problems to be solved by a design effort. Emphasizing designing for people, she offers proven strategies and techniques for goal setting, information gathering and analysis, concept development, program synthesis, and communicating with clients. The book is also devoted to practical applications. The author walks you step-by-step through a project of your own choosing, providing numerous examples and four case studies within each step that vividly illustrate how to effectively gather, process, and communicate information. Programming for Design features more than 200 supporting illustrations, diagrams, and sidebars appearing throughout the text, reproducing pithy sayings by such far-flung figures as Plato and Yogi Berra, Einstein and Lao Tzu, that help relate the programming process to other disciplines.

EDITH CHERRY, FAIA, is an Associate Professor and former Director of Architecture at the University of New Mexico. Her professional experience includes seven years spent at CRS (now HOK) and twenty-one years as a partner in her firm Cherry/See Architects.

Edith Cherry provides a very comprehensive overview of a subject that tends to be overlooked or neglected by many individuals in the architectural field. This is a must read for every architectural office regardless of office size or scale of work. Understanding and implementing Programming is an essential component in the architectural process that can not be overlooked.

This book is a excelent guide to learn how to make a architectural program. It helped me a lot to

improve my projects and saved me a lot of time in design fase antecipating problems and minimizing re-design;

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