street level
Designing the Building User Interface

This studio will explore the dynamic interconnections between human behavior and our buildings in an urban street-level setting. Close attention will be paid to the means and manners in which people engage and disengage with buildings and how the architect's material and pattern choices, detail and threshold design decisions affect the users and passers of a building.

The objective of the street level studio is to practice integrating the scientific, construction and functional requirements of building and site with the phenomenological and behavioral connections to people. Attention will be paid to translating design ideas into buildable details. The instructor developed this studio in response to a perceived dearth of attention/focus among practicing architects and clients on how people experience the exterior of building on a daily basis and over prolonged use.

We will have in-person visits to the program site and local precedents, and potentially visit projects currently under construction in the Champaign-Urbana area.

Students will undertake the following exercises:
- Assemble a project library and resource collection – digital and/or physical.
- Research local urban and semi-urban street level architectural precedents both good and bad.
- Research the historical and contemporary use and future potential of an urban in-fill site in downtown Champaign, IL.
- Build a scale site model as a class for studio wide use.
- Design a semi-permanent pop-up or commercial installation on the in-fill site.
- Design a mid-rise mixed use building on the in-fill site.