

PROGRAMMING PURPOSE

Architectural programming is the process of identification and systematic organization of the functional, architectural, structural, mechanical, aesthetic, and budget criteria which guide decision making in the design of buildings.

A central purpose of programming is to identify and understand the nature of the problems associated with a particular facility.

PROGRAMMING PROCESS

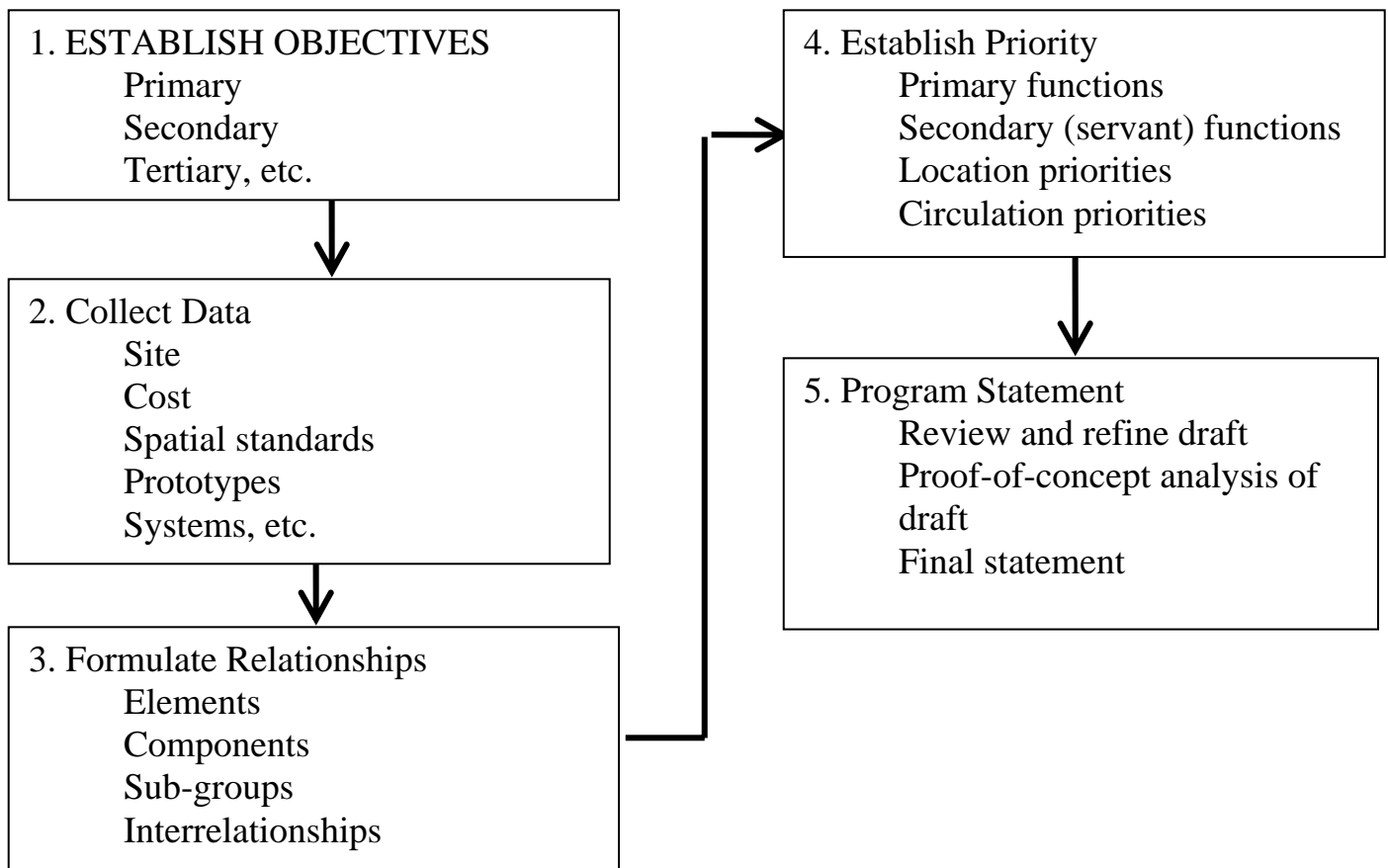
Programming is a process of problem seeking, while design is problem solving.

One should not attempt to design a building, or anticipate a design solution, while programming.

In the first phase, broad objectives are stated; in the second phase, functional requirements are described by size and relationship; and in the third phase, detailed requirements are noted.

An effective format for organizing programmatic information is the division of information into function, form, economy, and time.

Each phase in programming can be undertaken through a five step method.



1. **Establish objectives.** Often project goals are described in terms of the program, the site, the budget, and the element of time. This information should be collected and documented with care. It should be reviewed to prevent misunderstanding, to clarify ambiguous concepts, and to allow an opportunity to confirm, reconsider, or modify intentions.
2. **Collect, organize, and analyze facts.** Facts must be organized and analyzed before their meaning and relative importance can be determined. It is essential to discriminate between pertinent facts and non-essential details; otherwise, details may become overwhelming and disconcerting. A variety of factual information is necessary; for example, the number of occupants or users and their activities, initially and in the future. In addition, the programmer must determine the characteristics of spaces and their relationships to other spaces. Site data must be collected, organized, and analyzed, since the site influences form by its physical and legal characteristics. Other constraints which affect the project and which must be analyzed include building codes, zoning ordinances, the project budget, construction costs, and all other expenses of the project development.
3. **Formulate relationships.** Functional relationships are established through the use of schematic designs. At this point it may be helpful to evaluate such concepts. In this example, the idea would be to determine which services should be centralized and which decentralized. Services such as libraries, administration, dining, and recreation have a marked effect on an institution's social organization, administration, and management. Other concepts that may be tested include integration, compartmentalization, expandability, convertibility, etc. Most important, however, is the investigation of concepts derived from the physical, social, and psychological characteristics of those for whom the facility is to be designed.
4. **Establish priorities.** One of the most important tasks is to balance the programmed spaces with the budget. Unless the programmed space requirements are realistic, relative to the available construction funds, the program will be untenable. If modifications to the program are found to be necessary because of budget restrictions, they should be made at this time.
5. **State the problem.** After evaluating all the information derived from the first four steps, the problem should be stated. This statement, concerning the program, the site, the budget, and schedule, all of which are premises for design, should be expressed concisely; otherwise, it may be misinterpreted as detailed design instructions. The statement should be expressed in terms of functions, areas, and relationships. It must also be sufficiently broad so as not to suggest specific architectural designs, or to limit the possible range of those designs.