INTERIOR PROGRAMMING:  
A COMPUTATIONAL APPROACH 

IARC 4/584 
Instructor: Stephen P. Maher (stephen@stephenpmaher.net) 
Winter 2020 | MWF 1–4:50PM | P/NP 
Prerequisites: ARCH/IARC 383 
Undergraduate Interior Architecture and Architecture Students Only 

STUDIO DESCRIPTION 

This studio will leverage design computational tools and thinking as a means of addressing programming, space planning, and interior design. Students will work in teams to investigate and develop a customized program for a local organization (TBD). Working from a deep understanding of the requirements, goals, and activities of the organization, students will also analyze and work within an existing building to transform raw space and structure into a beautiful, sustainable, and inspiring adaptive space. The studio will focus on articulating interior space with contemporary materials and processes, producing transformative daily experiences for those who use it. This studio is open to and inclusive of architecture students who seek to expand their experience into adaptive reuse. Experience with the Rhino/Grasshopper ecosystem will be helpful but is not required to be successful. 

Stephen is an architect and design technologist. He graduated from the University of Oregon and also studied at the Institute for Computational Design and Construction (ICD) in Stuttgart, Germany as a visiting student. While there, he contributed to the construction of the 2013/2014 Research Pavilion and played a key role in the design of the 2014 Leichtbau BW Installation. He is currently the Project Architect at Speranza Architecture + Urban Design in Eugene, OR. Prior to joining SA+UD, Stephen was the Studio Design Computation Leader at NBBJ’s Columbus, Ohio office. 

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