Design projects usually start with a program. The program establishes the goals for the project including the types and quantities of spaces, and their character. Program is frequently mistaken for a list of a building’s spaces (lobby, reception, office, etc). Although that is certainly an aspect of the program, it assumes a very predefined function, for example, one might ask whether an office for a particular business might even need a reception area. We will avoid these prejudices by defining program as a collection of verbs (yes, back to Serra).

Consider the activities of those you saw at the pier — the fisherman, the merchant, the tourist, the diner, the seal, the seagulls, among others. Think of the many actions it takes to clean a fish—cut, twist, pull, toss, scrape. Pelicans nearby perch, swoop, gobble and peck. How can a space be formed that is influenced by these activities and accommodates them in a more deliberate and beautiful way? You must consider how the actions you design for (and with) might overlap with others. The spaces for seals and the places for people are frequently in conflict, and signs prohibiting overhead casting are evidence of fishing mishaps that are likely avoided using thoughtful design.

As a team, define the activities (as a list of verbs) you wish to engage, and identify the qualities of a space that might accommodate it (casting a fishing rod, for example, requires a tall space). Each member of your team is to create a minimum of 6 diagrams that describe the spatial qualities of an activity. These diagrams should not be located to a specific site on the pier (that will come later). Concentrate on a more general activity and then break it down into its smaller actions and diagram those. The sheet you create can be a mix of activities (3 diagrams related to fishing, the other three for eating a meal, for example).

Diagrams may be 2 or 3 dimensional and will be 5x5 formatted on 11x17 paper. Analog or digital (or instructor’s discretion). Due Monday at the beginning of class.