

Community Development Series

METHODS OF ARCHITECTURAL PROGRAMMING

HENRY SANOFF

Dowden, Hutchinson & Ross, Inc.

Methods Of Architectural Programming

**William Peña, William Wayne
Caudill, John Focke**



Methods Of Architectural Programming:

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Methods of Architectural Programming (Routledge Revivals) Henry Sanoff, 2016-05-20 First published in 1977 this volume was intended as a sourcebook for designers and attempts to specify the ingredients necessary to develop a design program rather than postulate a model program for which no consensus exists As such it filled a void in the existing literature which seldom covered programming with much depth and provides technical aids to guide designers The author attempts to integrate the pioneering contributions from others in order to identify the substance of programming for designers and represents a culling of the strategies and techniques from the social behavioural and management sciences building on the developing efforts of other disciplines Architectural Programming: Creative Techniques for Design Professionals Robert R. Kumlin, 1995-05-22 Architectural programming is the key to successful design It is the crucial process of gathering organizing and assessing a client's building use information This process includes design concepts and program objectives staff and employee projections current and future space requirements adjacencies and relationships equipment and utility requirements project cost and more This unique book and diskette provide architects engineers facilities managers corporate and institutional administrators and others with an effective method for gathering and assessing data needed to successfully design virtually any type of building from office towers and educational facilities to laboratories and medical facilities **Problem Seeking** William M. Peña, Steven A. Parshall, 2001-08-13 The classic programming guide for architects and clients fully updated and revised Architectural programming is a team effort that requires close cooperation between architects and their clients Problem Seeking Fourth Edition lays out a five step procedure that teams can follow when programming any building or series of buildings from a small house to a hospital complex This simple yet comprehensive process encompasses the entire range of factors that influence the design of buildings This new edition of the only programming guide appropriate for both architect and client features new ways of thinking about programming new strategies for effective group action and new settings in which to explore programming concepts Supplemented with more than 120 helpful illustrations and diagrams this indispensable resource provides updated technical information and faster easier access to explanations examples and tools including Updated building costs and their

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