

The Design Process: Some Predesign Programming Techniques

Note: This handout was created for a cohousing design workshop presented by Design Coalition in 1992

It's helpful to think of the programming process as having five steps:

1. Collect information
2. Analyze information
3. Organize information and develop concepts
4. Communicate within the group and with others
5. Evaluate the program

Below is a list of some techniques used in predesign, presented to show what the techniques is best used for. It's not necessary that your group uses them all. Use the list as a reference to expand your repertoire of tools.

It's also important to understand what a technique cannot do. For example, *Brainstorming* is a great way to collect information, and it will help your group to communicate, but don't expect it to be useful for organizing the information.

- Primary Use**
- Secondary Use**

<u>Technique</u>	<u>Collect</u>	<u>Analyze</u>	<u>Organize</u>	<u>Communicate</u>	<u>Evaluate</u>
Background Data Research	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		
Surveys	<input checked="" type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>
Interviews	<input checked="" type="checkbox"/>				<input type="checkbox"/>
Questionnaires	<input checked="" type="checkbox"/>				<input type="checkbox"/>
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Direct Observation	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Ranking Chart	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Preference Matrix	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Descriptive Statistics	<input type="checkbox"/>	<input checked="" type="checkbox"/>		<input type="checkbox"/>	
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Pattern Language	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Space Program		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Energy Budgeting	<input type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>

<u>Technique</u>	<u>Collect</u>	<u>Analyze</u>	<u>Organize</u>	<u>Communicate</u>	<u>Evaluate</u>
Project Cost Estimating	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Construction Cost Estimating	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Life Cycle Cost Analysis		<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>
Cost-Benefit Analysis		<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>
Critical Path Method		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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Relationship Matrices	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Bubble Diagram	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Adjacency Diagram	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Layout Diagram			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Flow Diagram		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Organizational Chart	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
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Brainstorming	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	
Role Playing		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>
Informal Get-together	<input type="checkbox"/>			<input checked="" type="checkbox"/>	
Gaming	<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Group Planning	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
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Narrative				<input checked="" type="checkbox"/>	
Graphics and A/V			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
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Rating Chart	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>
Evaluation Matrix	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>
Weighting		<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>

Adapted from Mickey Palmer, *The Architect's Guide to Facility Programming*, 1981