

THE ARCHITECTURE OF DEVELOPMENT

SUMMER 2018

P6769

1.5 CREDITS

Wednesdays, 7pm – 9pm, Wood Auditorium in Avery Hall

Instructor:

Brooks McDaniel

brooksmcdaniel@yahoo.com

Class assistant:

Kevin Chang

c.chang@columbia.edu

1. COURSE DESCRIPTION

The real estate development process is rife with potential complications and pitfalls. By understanding the distinct phases of the process and the decisions that are required in each phase, a developer can minimize risk and increase the potential value of a development. Additionally, a developer orchestrates the efforts of a team of consultants and city agencies to move a project towards completion, so an understanding of the roles and responsibilities of the various members of the project team will contribute to the efficiency of the decision-making process.

The purpose of this class is to teach you how to properly communicate with the design team, critically analyze the design and documents, and understand the value of design and its impact on your proforma.

2. COURSE REQUIREMENTS AND ASSIGNMENTS

Students will be expected to attend all classes and participate in class discussions. Homework will be assigned regularly to ensure the material is understood. Lastly, students will be asked to complete a final exam based on all of the material covered in class.

3. COURSE GRADING CRITERIA

Course grading criteria are as follows:

- Attendance and in-class participation: 20%
- Homeworks: 30%
- Final exam: 50%

Only exceptional performers will receive a High Pass. Those who fall short on more than one major assignment will receive a Low Pass.

4. READINGS

Students will be expected to complete readings in advance of class. These will be posted at least one week in advance on Courseworks.

Text books:

Professional Real Estate Development: The ULI Guide to the Business, by Peiser & Hamilton

Recommended books:

The Power Broker, by Robert Caro

The Death and Life of Great American Cities, by Jane Jacobs

5. COURSE OUTLINE

Class 1: 5/30: Development Theory

- Intro to the course
- James Graaskamp – Enterprise Theory
- Enterprise Theory Examples
- Traditional vs Idealistic vs Pragmatic Development Concept
- Value and Risk Analysis
- 1 Grand Army Plaza case study

Class 2: 6/6: Design Process

- Types of Drawings
- Design Phases (SD, DD, CD, CA)
- Timing and Impact of Design Changes
- Design Team Structure
- Team Motivations, and the Developer's Role
- Design from the inside out
- Project Goals
- VIA 57 Case Study

Final Case Study – group assignment
Homework 1

Class 3: 6/13: Building Improvements

- Land Improvements - Homestead Act of 1862
- Economies of Scale
- Assemblages
- Cantilevers
- Tower Voids
- Light & Air
- Increased Building Area
- Affordable Housing and 421A
- Holdouts

Guest Lecture 6/18: Tony Mannarino & Joaquin Stearns – Central Park Tower case study

Class 4: 6/20: Floorplate & Core

- Floorplate Shape
- Core and Corridor Location
- Floorplate Depth – Residential and Commercial
- Core Elements – Elevator, Stair, and Other Components
- Code Review
- Unit Blocking Plan
- Amenity Size and Location
- One Manhattan Square case study

Homework 2

Class 5: 6/27: Unit Design

- Unit Mix
- Unit Types
- What makes a “good” apartment layout
- Apartment Building Blocks
- Room Adjacencies / Public vs Private Space
- Circulation
- Kitchen Design
- Bathroom Design
- Examples

6. FINAL CASE STUDY

The Final Case Study will be due by 7pm on Friday 7/6.

