

Standards, Goals and Objectives Assignment

3-4 pages in your book.

1. On the cover page for your book, write a tentative title for your project.
2. below your title, write an abstract describing the essence of your project. Use no more than 30 words and no more than two sentences.
3. Underneath that, put a poem, quote, or illustration of some kind that further encapsulates the essence of your project.
4. Next Page: make a list of the main goals and their associated objectives for your project. No more than five goals and no more than four objectives under each goal. Only your most important goals...
 - a. a goal is a broad, conceptual intention that expresses an abstract value: ie. an aesthetic quality, a type of function, a purpose.....
 - b. An objective describes something operationally observable that one can point to and say: "See, I did it." (A RIBEism)

Example from Rob Ribe:

GOAL 1:

Design a park on the former Quidlyville Dump that is evocative of what lies beneath it.

OBJECTIVE 1A: Build park structures and facilities out of discarded items that could well be found buried under the park.

OBJECTIVE 1B: Build some kind of a pit or trench where people can look and see the actual garbage within its walls.

OBJECTIVE 1C: Vary the topography of the park in a manner consistent with the archetypal form of an above-ground landfill.

GOAL 2:

Design a park on the former Quidlyville Dump that makes people aware and thoughtful about how much waste is produced by our culture without detracting from the attractiveness and enjoyment of the park.

OBJECTIVE 2A: Design a discrete but accessible information plaza in the park containing interpretive signs about the history of the site and the volume and type of trash accumulated there over 17 years.

GOAL 3:

Design a park on the former Quidlyville Dump that will be successful in offering many of the sorts of amenities expected and enjoyed in a recreational urban park.

OBJECTIVE 3A: Design a playground.

- OBJECTIVE 3B: Design a picnic area.
- OBJECTIVE 3C: Design a play field.
- OBJECTIVE 3D: Design a disk golf course.
- OBJECTIVE 3E: Locate bathrooms.
- OBJECTIVE 3f: Design a wading pond.

5. On the next page of your book, identify and describe which two to five project virtues from the list below most strongly characterize your planned comp. project. (No more than five. Identify just the best ones.) On this page write one short paragraph explaining how your project meets the corresponding standard. Then, write another new paragraph for another virtue, and so on... Label each paragraph with the number of the corresponding item from the list below. You may write these paragraphs in any order you wish.

- 1 a place you care about with passion;
- 2 a problem that embodies a uniquely interesting and progressive design challenge of interest to you;
- 3 a problem that embodies applying a contemporary "leading edge" technique or innovation in finding a design solution;
- 4 a real problem with a real client group;
- 5 a problem immanently subject to new design resolution by professionals;
- 6 a project that has recently already been designed and/or built so that you can do an alternative design;
- 7 a problem that requires construction documentation that you will do;
- 8 a problem that entails various issues or techniques that you have not learned as much about as you would like to before graduating; What are they?
- 9 a problem that entails applying analytical, technical, graphic, computer skills, etc. in finding a solution that you wish to master more. What are they?