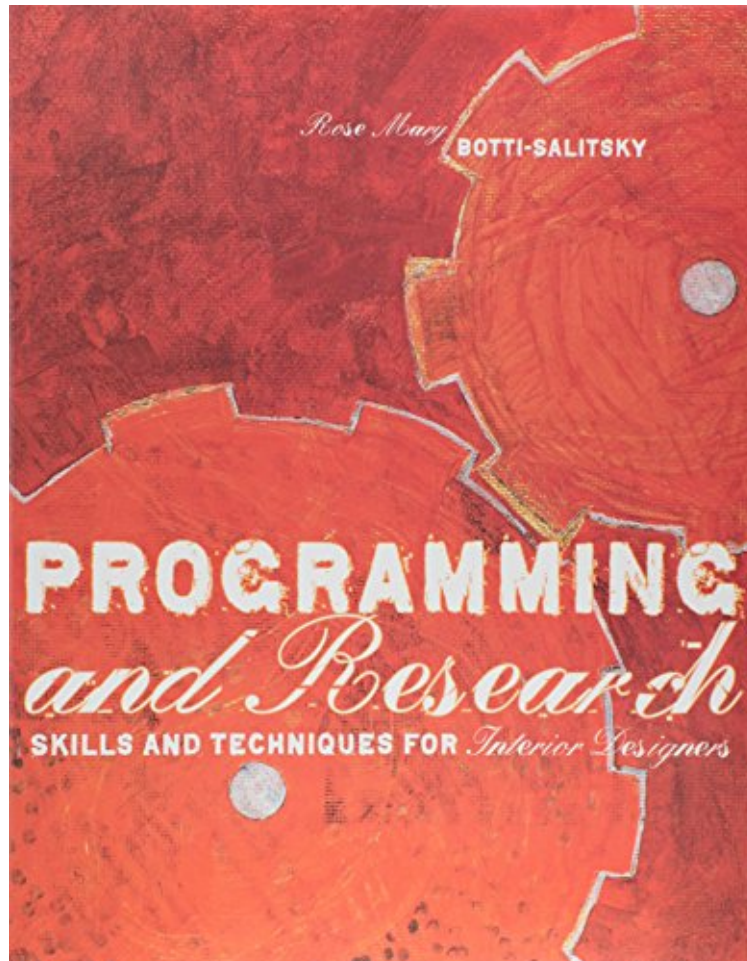


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Programming and Research: Skills and Techniques for Interior Designers

Rose Mary Botti-Salitsky

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Programming and Research: Skills and Techniques for Interior Designers offers a step-by-step approach to understanding the programming process. Programming is the process of setting forth, in written form, clients and users requirements for a given project. Drawing on her experience as both an interior design instructor and president of the Massachusetts Interior Design Coalition, Botti-Salitsky shares exactly what programming skills students need to meet the Council of Interior Design Accreditation. Specifically, the designer identifies and analyzes client and user needs and goals; evaluates existing premises; assesses project resources and limitations; identifies applicable life safety, accessibility and building code requirements; considers site issues; prepares the project schedule, develops a budget; analyzes design objectives and spatial requirements; and assesses the need for and coordinates consultants. Using examples of student and design firms, this text will guide students through programming research and help them to create their own programming document.

About the Author Rose Mary Botti-Salitsky, PhD, NCIDQ Certificate No. 8816, ASID, IIDA, IDEC, is currently a Professor and Program Director for the Interior Design Program at Mount Ida College where she joined the faculty in 1991. Research interests include distance and non-traditional learning styles and its applications within art and design; programming and the research process within the interior design profession. Prior to university teaching, Botti-Salitsky worked at The Architects Collaborative (TAC) in Cambridge, Massachusetts and has maintained her own practice A.D.I. Interiors since 1991. She is committed to professional recognition of the interior design profession at both the regional and national level and serves on the board of the Massachusetts Interior Design Coalition (MIDC).