# Help! I Work for Engineers!





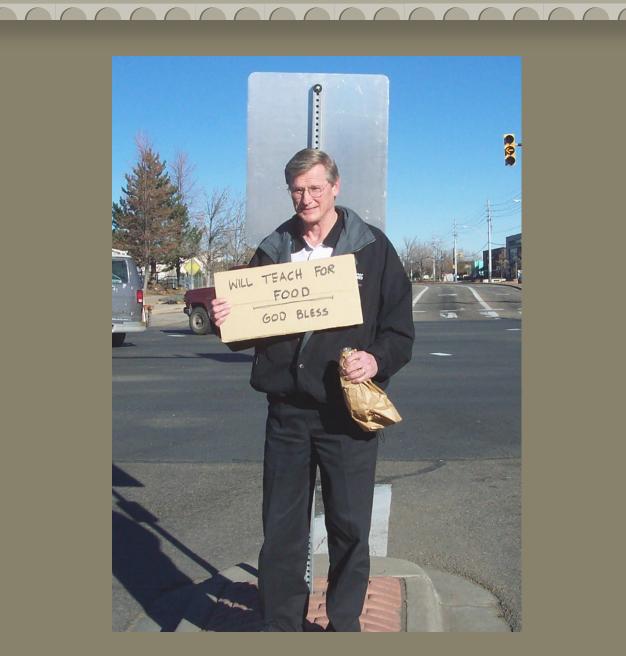


# Administration/Engineers View of Architects

























#### FOUR PERSONAL BEHAVIORAL STYLES



#### **High Responsiveness**

#### AMIABLE STYLE

Slow with Actions and Decisions
Likes Close, Personal Relationships
Dislikes Conflict
Listens to Others
Is Supportive and Gains Support
Seeks Security and Belonging
Works Slowly and Conscientiously
Works Cohesively with Others
Weak at Goal Setting and Self Direction
Reliable and Pleasant
Softhearted
Prefers First Names

#### Low Assertiveness

Avoids Risk

#### ANALYTICAL STYLE

Cautious Actions and Decisions
Likes Organization and Structure
Dislikes Involvement
Seeks More Details
Prefers Objective, Task-Oriented,
Intellectual Work Environment
Wants to be Right
Works Slowly and Precisely Alone
Good Problem-Solving Skills
Systematic
Diligent and Perseverant
Picky
"Prove It" Attitude

#### **EXPRESSIVE STYLE**

Spontaneous Actions and Decisions Likes Involvement Dislikes Being Alone Optimistic and Excitable Manipulative

Dramatic and Stimulating
Can Juggle Many Activities at Once
Works Quickly and Excitedly with Others
Spontaneous
Good Persuasive Skills
Animated
Impatient
Time Undisciplined

#### **High Assertiveness**

#### **DRIVING STYLE**

Decisive
Likes Control
Dislikes Inaction
Prefers Maximum Freedom and Autonomy
Cool, Independent, Competitive
Little Tolerance for Feelings, Attitudes,
and Advice of Others
Works Quickly and Impressively Alone
Seeks Esteem
Good Administrative Skills
Firm and Productive
Uncompromising and Overbearing

#### Low Responsiveness



#### **ENVIRONMENTAL CUES**



#### **High Responsiveness**

#### AMIABLE STYLE

Work space may contain family pictures and personal items

Decorated in open, airy, friendly, bright manner

Walls may contain slogans or family, group, or serene pictures

Furniture arranged informally to build personal relationships

#### Low Assertiveness

#### ANALYTICAL STYLE

Work space may appear structured and organized

Walls may contain charts, graphs, exhibits, or pictures relating to job

Furniture arranged functionally for work and may suggest formality and non-contact

#### **EXPRESSIVE STYLE**

Work space may look disorganized and cluttered

Decorated in open, airy, friendly manner

Walls may contain awards, motivational slogans, or stimulating posters

Furniture arrangement indicates warmth, openness, and contact

#### High Assertiveness

#### **DRIVING STYLE**

Work space may appear busy - lots of work, materials, papers

Walls may contain large planning sheets or calendar or achievement awards

Furniture arranged in closed, formal, noncontact positions often suggesting power and control

Low Responsiveness



### When Working with An Amiable



#### Do...

- Start, however briefly, with a personal comment to break the ice.
- Show sincere interest in them as people. Find areas of common interest.
- Be candid and open.
- Present your case softly and nonthreateningly.
- Ask questions to draw out their opinions.
- Look for hurt feelings and personal reasons when you disagree.
- Progress casually and informally.
- Detect possible areas of early disagreement or dissatisfaction and prepare sensitive responses.
- Articulate clearly (preferably in writing) individual contributions.
- Provide assurances, guarantees (when possible) and benefits that their decisions will minimize risks to themselves and others.

- Rush headfirst into business or agenda.
- Force them to respond quickly to your objectives.
- Be domineering or demanding, or threaten with position or personal power.
- Debate about facts and figures (Amiables will get lost or go quiet).
- Manipulate or bully them into agreeing (while Amiables probably won't fight back, they will resent that you imposed your views).
- Patronize or demean.
- Be abrupt or rapid.
- Be vague or deal in probabilities.
- Offer too many options.
- Offer assurances and guarantees you can't fulfill
- Keep deciding for them (they will lose initiative).
- Leave them with no back-up support.



#### When Working with An Expressive



#### Do...

- Allow time for relating and socializing.
- Plan interaction that supports their desires, dreams, and intentions.
- Talk about people and their goals and opinions.
- Ask for their ideas and opinions.
- Provide ideas for implementing action.
- Provide enough time to be stimulating, funloving, fast-moving, and entertaining.
- Provide testimonials from people they see as important and prominent.
- Offer special and immediate incentives for their willingness to take risks.
- Put details in writing and tie them to plans for action.
- Explore options and alternatives

- Legislate or muffle interaction.
- Be curt, cold, or tight-lipped.
- Deal extensively with details, facts, figures, abstract ideas.
- Leave things hanging in the air (they'll stay there).
- Waste time trying to be impersonal, judgmental, or task-oriented.
- "Dream" with them too much (you'll lose time).
- Kid around too much or stick to the agenda too much.
- Talk down to them.
- Be dogmatic.



### When Working with An Analytical



#### Do...

- Prepare your "case" in advance.
- Approach them in a straight-forward, direct way.
- Stick to business.
- Support their principles and thoughts.
- Build your credibility by listing pros and cons to any suggestion you make.
- Make an organized contribution to their efforts talk in specifics and do what you say you can do.
- Take your time, but be persistent.
- Draw up a scheduled approach to implementing action with timetables. Assure them there will be no surprises.
- Make an organized presentation of your position, when you disagree.
- Be accurate, reliable, and realistic and give them time to see these traits.
- Provide solid, tangible, practical evidence.
- Indicate "guarantees" over long period, but provide options as you go.

- Be disorganized or messy.
- Be circuitous, giddy, too informal, or loud.
- Rush the decision-making process.
- Be vague about what's expected of either of you.
- Fail to follow through.
- Dilly-dally.
- Leave things to chance or luck.
- Provide many special or personal incentives.
- Threaten, cajole, wheedle, coax, or whine.
- Use testimonies of unreliable or noncredible sources.
- Use someone's opinion as evidence.
- Use gimmicks or clever manipulations.



### When Working with A Driver



#### Do...

- Be clear, specific, and to the point.
- Stick to business.
- Come prepared with all requirements, objectives, support material in wellorganized "package".
- Present facts logically and plan an efficient presentation.
- Ask specific (preferably "what?") questions.
- Provide alternatives and choices for making their own decisions.
- Provide facts and figures about probability of success or effectiveness of options.
- Take issue with facts not people when you disagree.
- Motivate and persuade by referring to objectives and results.
- Depart graciously after talking business.

- Ramble or waste their time.
- Try to build personal relations.
- Forget or lose things.
- Be disorganized or messy.
- Confuse or distract their time from business.
- •Leave loopholes or cloudy issues.
- Ask rhetorical or useless questions.
- Come with a ready-made decision or make the decision for them.
- Speculate wildly or offer guarantees or assurances.
- Direct or order.
- Try to convince by "personal" means.



### (e)

# Help! I Work for Engineers!



Seizing an Opportunity to Take Back Our Campus





# Opportunity

- University of Missouri has been presented with a unique opportunity
  - Change in administrative leadership
  - \* Future development of a new campus district
  - Need to define a process to maintain architectural heritage of campus





### Development of Design Principles

- ◆ Create illustrative document for administration
- ◆ Initiate Architectural Review Committee
- Create Public Arts Committee
- ◆ Planning, Design & Construction is "in charge"





### Goals

- ◆ Present campus design principles to administration and <u>laypeople</u>
- Define and administer design review process
- ◆ Increase department interaction with higher levels of administration
- Guide Southeast District development

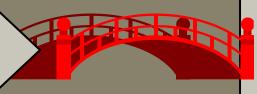




### Development Process

**MU Design Principles** 

Master Plan (*macro*)



Design Guidelines (micro)

Campus growth and land use

Bridging the "gap" in the development process

Building materials, systems and components





### MU Master Plan

- → Master Plan is actually a "draft" that is updated every year
- ◆ Master Plan was first implemented in 1980 and has had a positive impact on the evolution of campus
  - ◆ 1/3 of the current campus has been constructed or improved since 1986





South Quadrangle



Before



After





♦ Kuhlman Court



Before



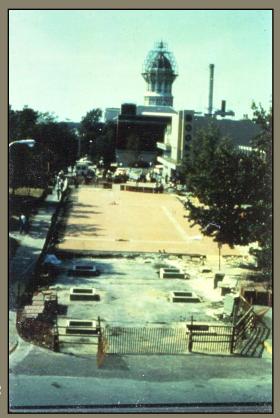
After







### → Lowry Mall





After

Before





Providence & Elm Campus Entrance





Before After





### Misses

◆ Donors are out of control: "Tiger Spot"







### Misses

Virginia Avenue Parking Structure









### UM Design Guidelines

- ◆ New facilities must conform to the UM Consultant Procedures and Design Guidelines
  - Minimum requirements for architecture or site density
  - Detailed standards for every piece of mechanical and electrical equipment





# MU Design Principles

Planning Principles (Master Plan)

Campus growth and land use

University of Missouri-Columbia



Design Principles
The Campus, The Buildings & The Space Between

Architectural and landscape design

Design Guidelines

Building materials, systems and components





### What The Principles Cover

- → Harmony, Scale and Massing
- ◆ Shape, Color and Texture
- Quality, Size and Appearance
- Features and Transparency
- Open Spaces and Edges
- ◆ Gateways, Connections and Circulation
- Art and Amenities
- ◆ Development of Architectural Review Committee
- Role with Public Arts Committee





# Developing the Principles

- ◆ The MU master planner recommended laying out the campus in distinct districts
  - Understanding the collective parts would assist staff in planning the greater whole
  - The initial analysis defined 20+ districts based on functional and visual relationships





# Developing the Principles

- → Design Principles Committee chose new characteristics for defining a more reasonable number of districts
  - Geographically-based segments of campus with established or evolving styles, colors, mass and/or common function
- Eight districts emerged using the new formula

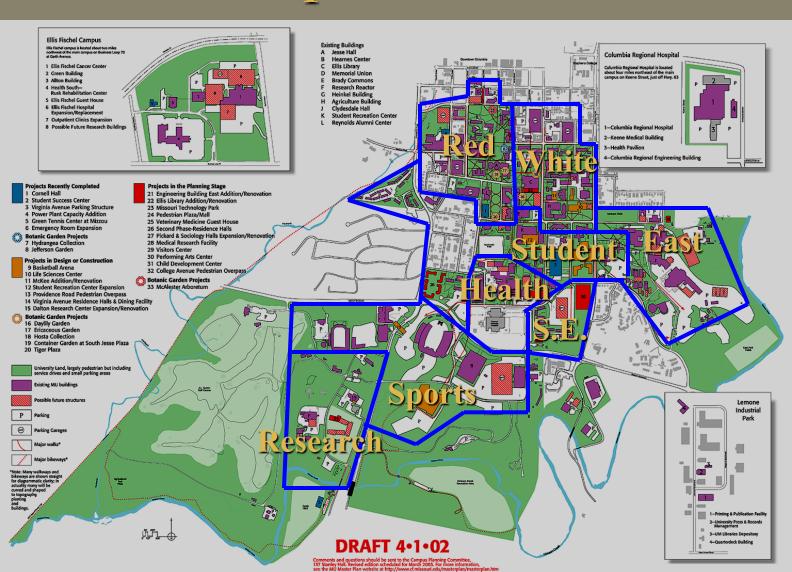




- Varied styles of architecture over the eight districts.
- → "Midwest common sense" style.
- ◆ Do we have a general architectural image?
- ◆ Where do we go from here?











- 1. Red Campus
  - Francis and SouthQuadrangles





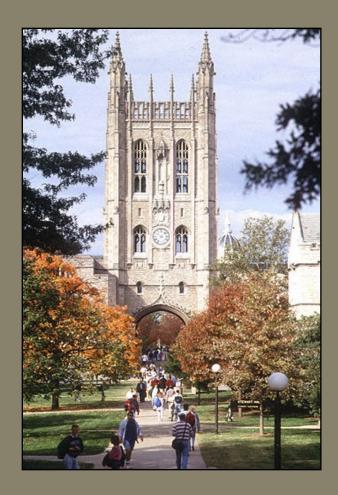






- 2. White Campus
  - Memorial Union,Ellis Library andneighbors









- 3. East Campus
  - Agriculture and VetMed facilities









- 4. Health Sciences
  - MU Health Care facilities











- 5. Sports Park
  - \* Athletic facilities south of Stadium Boulevard











- 6. Research Park
  - Reactor Field,MURR, Dalton andneighbors









### Campus Districts

#### 7. Student Life

\* Residential, dining and recreation facilities











#### Campus Districts

8. Southeast Campus

Future site of the Performing Arts
Center



New Hotel &Conference Center





## MU Design Principles

The Campus



The Buildings

The Space Between





## The Campus

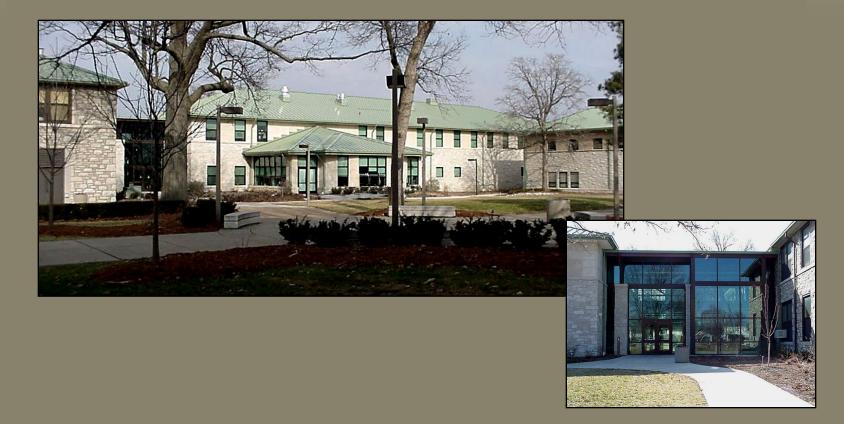




#### (a)

#### Harmony of Campus

Visual and functional ties







#### Harmony of Campus

Disharmonious designs from the past









#### Harmony of Campus

Setback and build-to lines



Reynolds Center & Cornell Hall



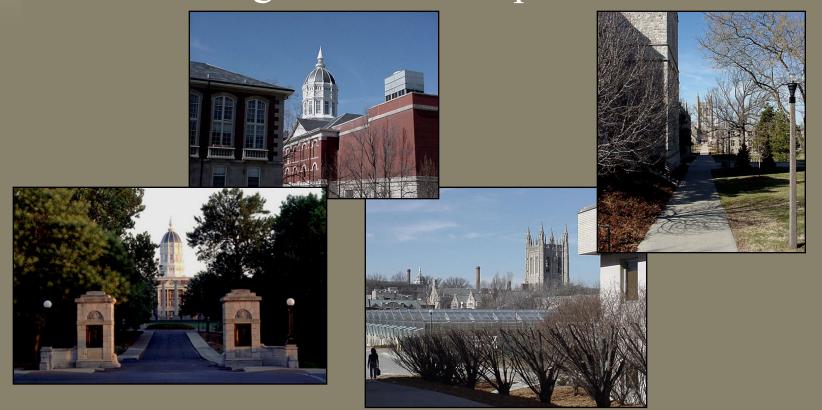
Future build-to line





## Scale & Massing

Maintain sightlines to campus icons







### Scale & Massing

- Unity within districts
- ◆ Transition between districts
- Parking structures



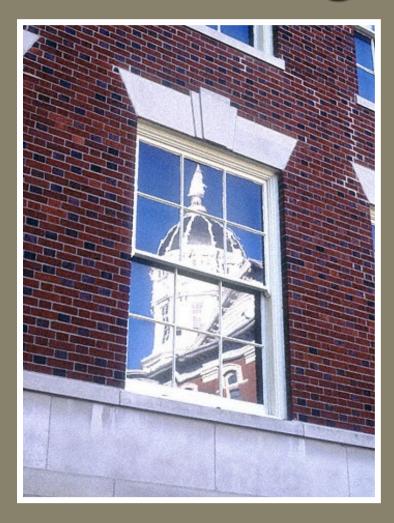








## The Buildings







## Quality

→ Building life expectancy of 100+ years







## Quality

Durable materials are necessary for maintainability

◆ Focus on infrastructure

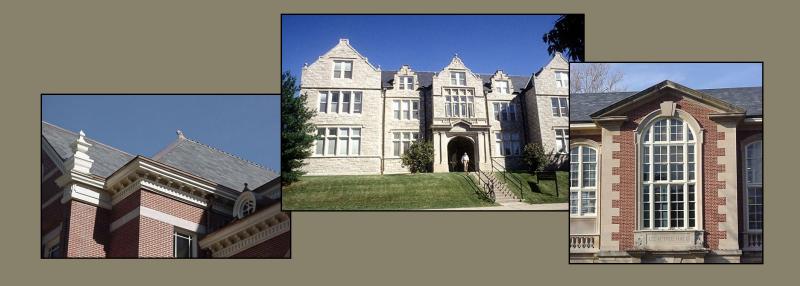






## **Building Shell**

- ◆ Portions with pitched roofs or elements
- ◆ Acceptable materials are brick, stone and precast
- ◆ Metal window frames in a complementary color







#### Features

- Entrance elements and doorways
- ◆ Visual and pedestrian axes anchored by building features











#### Transparency

- New buildings designed as public buildings
- Fusion of indoor and outdoor spaces





#### (a)

## The Space Between







- ◆ Conscious effort since 1980s to incorporate more open space
  - Taking advantage of opportunities







- → Types of spaces
  - Large, formal quadrangles and parks



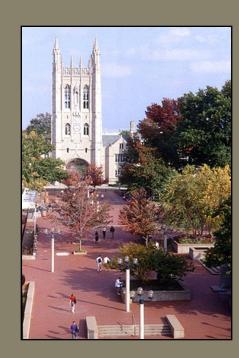






Medium courts and linear malls









\* Small, intimate courtyards and plazas



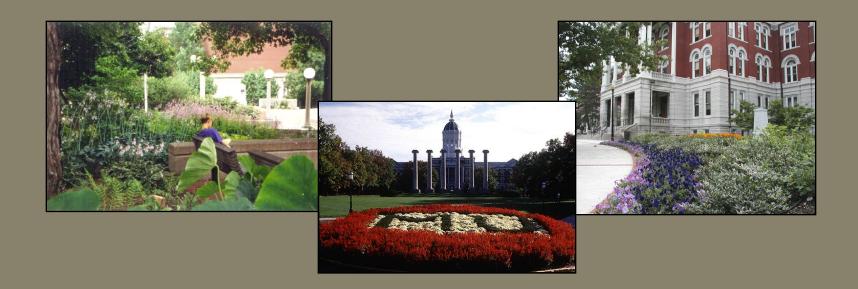






#### Botanic Garden

- → MU Botanic Garden is a public resource
- → Features plants suited to central Missouri







# Collegial Edges



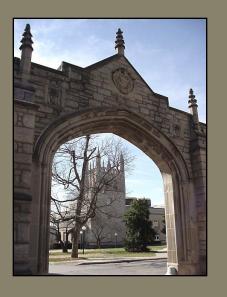


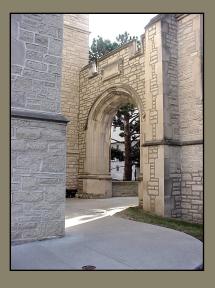




#### Gateways & Connections

- Entrance attractions
  - Portals and gates
  - ♦ Visual axis













#### Circulation

- → MU is a pedestrian-dominant campus
  - Closed campus during the day







#### **Amenities**

◆ Site furnishings: seating, lighting, bicycle racks, trash/recycling bins



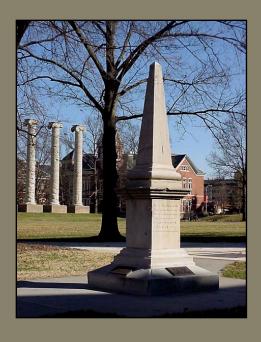






#### Public Art

- Monuments and memorials
- → Sculptures and fountains











#### Architectural Review Committee

◆ An Architectural Review Committee will follow a more structured and formalized review process based on the Design Principles

♣ Approved designs will continue to be forwarded to campus administration





## What did we hope to accomplish?

- → Provided campus leadership with the understanding that MU heritage will be preserved control?
- ◆ Created a document to resist administrative whims and donor causes
- Written policy for design decisions





#### Questions Posed

- → Will we add cost to a project?
- ◆ Do we have credibility with campus leaders to handle issues without debate?
- ◆ Do we have support of UM System Facilities Planning & Design
- → How much "heat" will we take?





#### Further Considerations

- Determine the ARC review process
  - Which projects will be reviewed and at what stage(s)
  - Client involvement
- Process for submittals
- ◆ Interaction with Public Arts Committee



## What else is going on?

- Public Art Committee developed
- Planning, Design & Construction Advisory
   Council
- Space Planning Advisory Committee