

Education Workforce Housing

Workshop #4

Innovative Housing Solutions to Live Near Work



Project Team

Project Lead



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Research Team



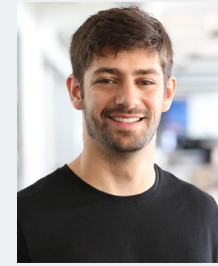
Dana Cuff, *Director, UCLA cityLAB*



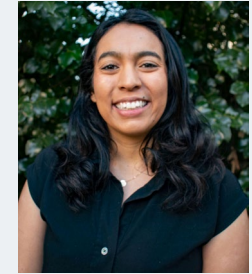
Jeff Vincent, *Director of Public Infrastructure Initiatives, UC Berkeley's CC+S*



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Emmanuel Prousaloglou, *Graduate Researcher, UCLA cityLAB*

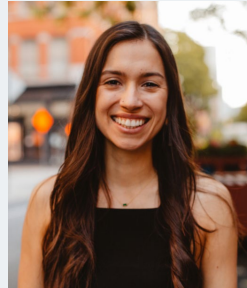


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Project Coordination Team



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Craig Adelman, *Senior Principal LDC*



Jessica Ripper, *Principal, GPLA*



Aria Cataño, *Program Manager, GPLA*



Workshop #3: Land Use and Site Considerations

Objectives

- ▶ A Developer's Perspective: Casa del Maestro Case Study
- ▶ Overview of key land use considerations that shape EWH planning
- ▶ Applied understanding of site capacity / yield studies



Workshop #4: Design and Synthesis

Objectives

- ▶ Learn how design decisions can impact “community,” site planning, sustainability, and resident experiences
- ▶ Visualize how regulatory concepts influence design
- ▶ Apply understanding of site design possibilities through architect breakout sessions



AGENDA

Timeframe	Agenda Item
9:00 am – 9:15 am	Welcome & Today's Agenda
9:15 am – 10:00 am	Why Design Matters
10:00 am – 10:15 am	Break
10:15 am – 11:15 am	Architect & LEA Team Breakout Groups
11:15 am – 11:50 am	Share Out on Design Schemes
11:50 am – 12:00 pm	Wrap Up



Design Matters

Design Matters

- ▶ Good Design
- ▶ Massing
- ▶ Construction Types
- ▶ Parking
- ▶ Investment

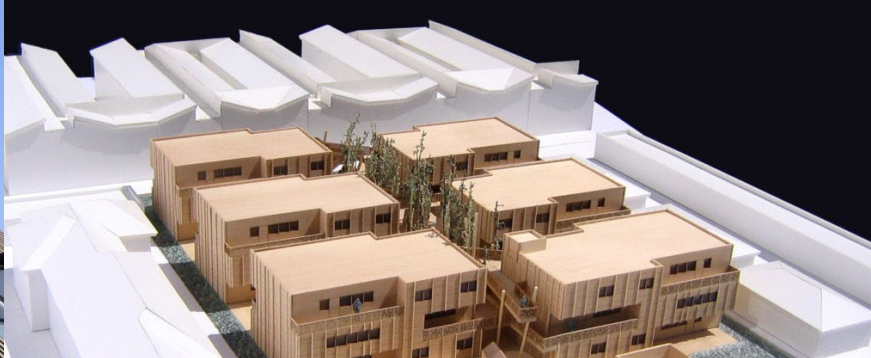
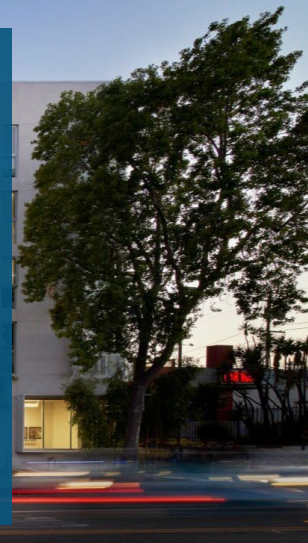




Good Design

- enables **community** and **privacy**
- brings residents **joy**
- considers **sustainable** futures
- **reflects** positively on your LEA

OUTDOOR LIVING ROOM DIAGRAM



What does it mean to create **good design**?



**Good design
starts with
people.**



**“I need my
students
to have
freedom.”**

**“I didn’t know
fresh air
could inspire
learning.”**

**NICOLE DRESCH, 32, PS1
PLURALISTIC SCHOOL TEACHER**

What does it mean to create **good design**?

PROGRAM

FORM



What does it mean to create **good design**?

SITE

BUILDING



Good design
acknowledges
its **context**

SITE



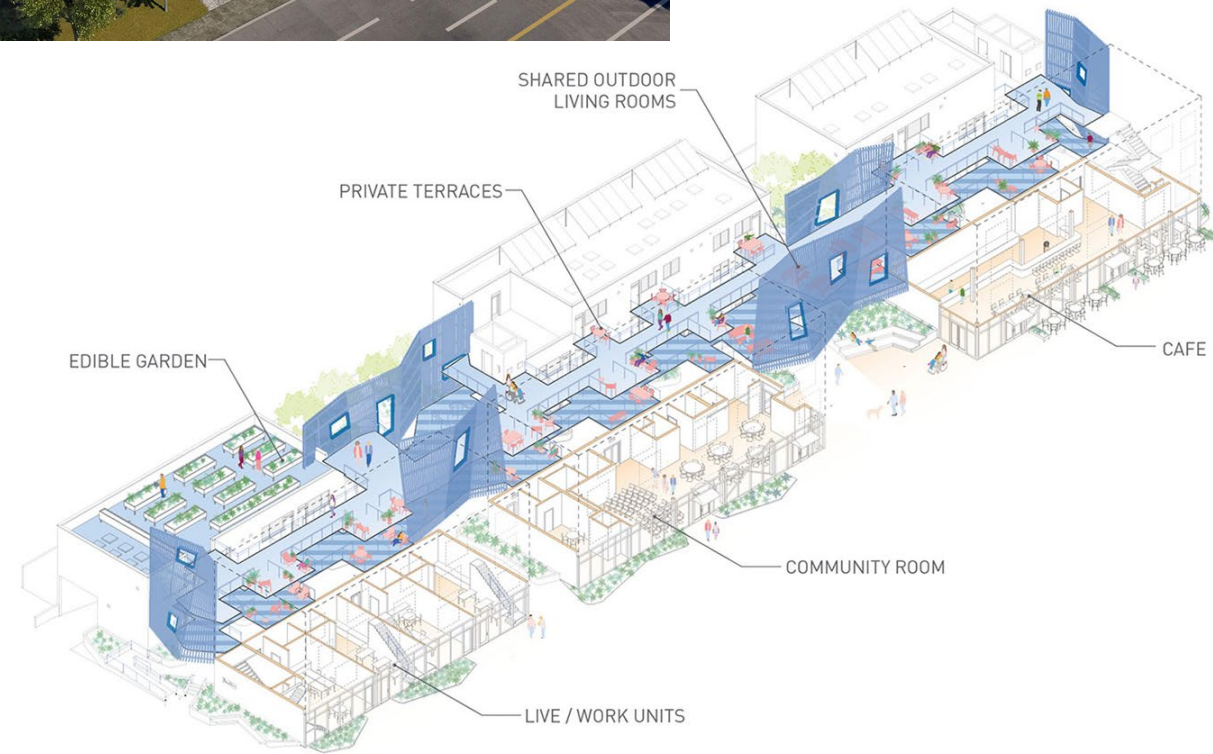


and creates a
dialogue
between new
buildings and
neighbors

BUILDING

Good design prioritizes sustainability

SITE



OUTDOOR LIVING ROOM DIAGRAM



starting with
common sense
choices

BUILDING

Good design
creates **shared
spaces**, indoors
and out



SITE



these **build**
community
between
residents and
neighbors

SITE

**Good design
activates the
street**



SITE



to draw
awareness and
activity

BUILDING

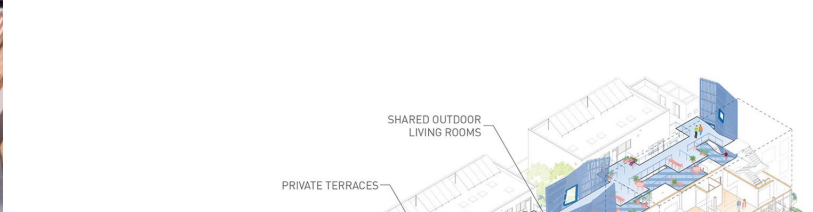
**Good design is
attentive to
material choice
and detailing**

BUILDING

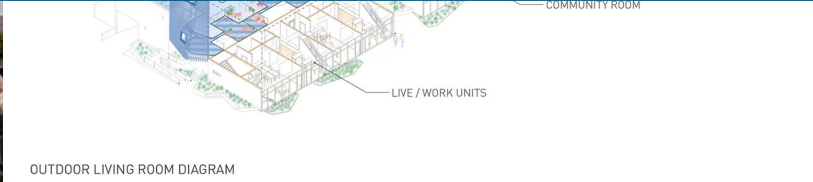




from the **level** of
landscape and
facades to unit
plans and
fixtures



Good design makes **everyday life better.**



OUTDOOR LIVING ROOM DIAGRAM



The Basics of Good Design

- ▶ Categories:
 - ▶ Program & Form
(what people do, where)
 - ▶ Building & Site
- ▶ Context
- ▶ Sustainability
- ▶ Shared Space
- ▶ Street Life
- ▶ Fully resolved details
 - ▶ Site plan, unit plans, materials
- ▶ **Makes everyday life better.**



Let's get **technical**.

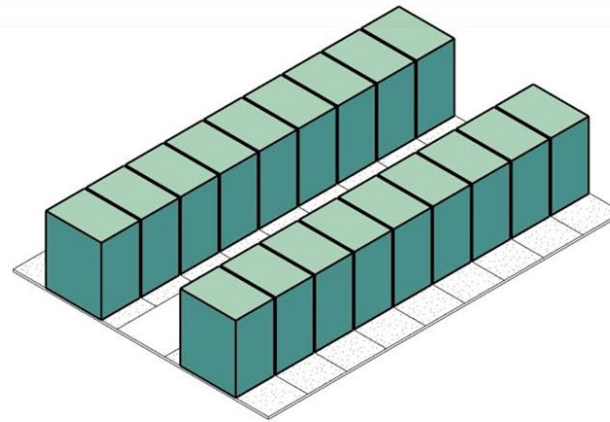


Massing indicates the size and form of a building.



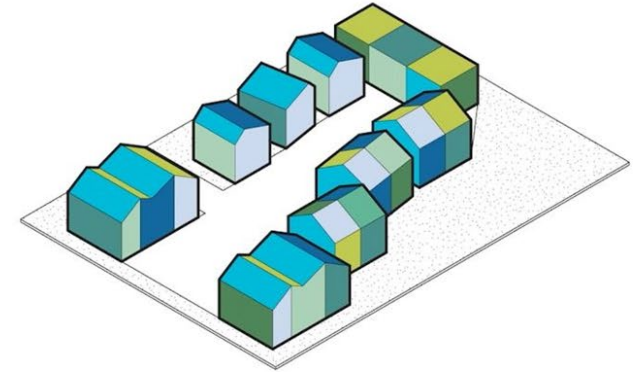
The Basics of Massing

- ▶ The basic form of building(s)
- ▶ Guided by access to light, air, circulation
- ▶ Constrained by height limits, setbacks, FAR, etc.



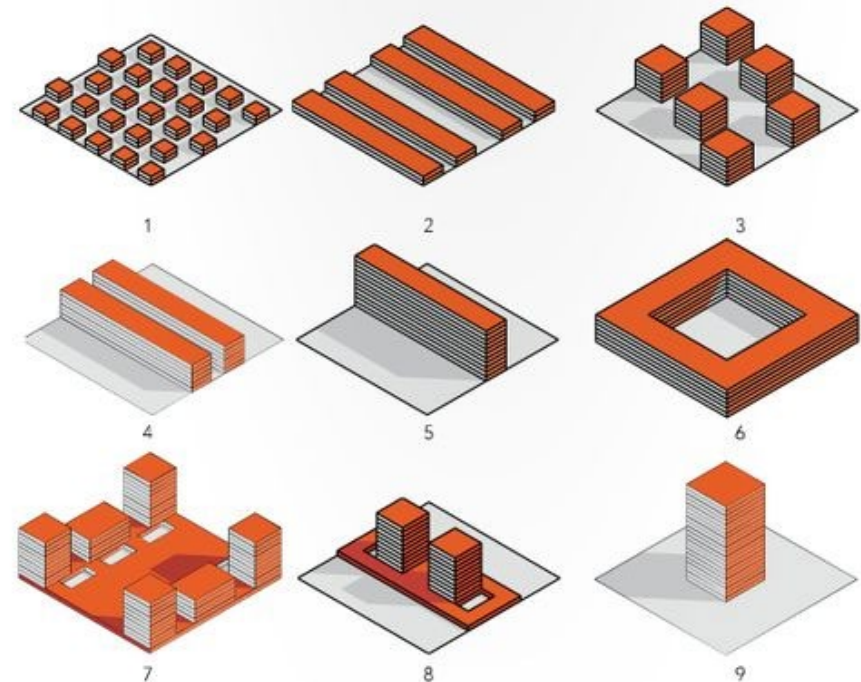
TYPICAL HIGH DENSITY

18 LOTS
18 UNITS



"STEALTH" DENSITY

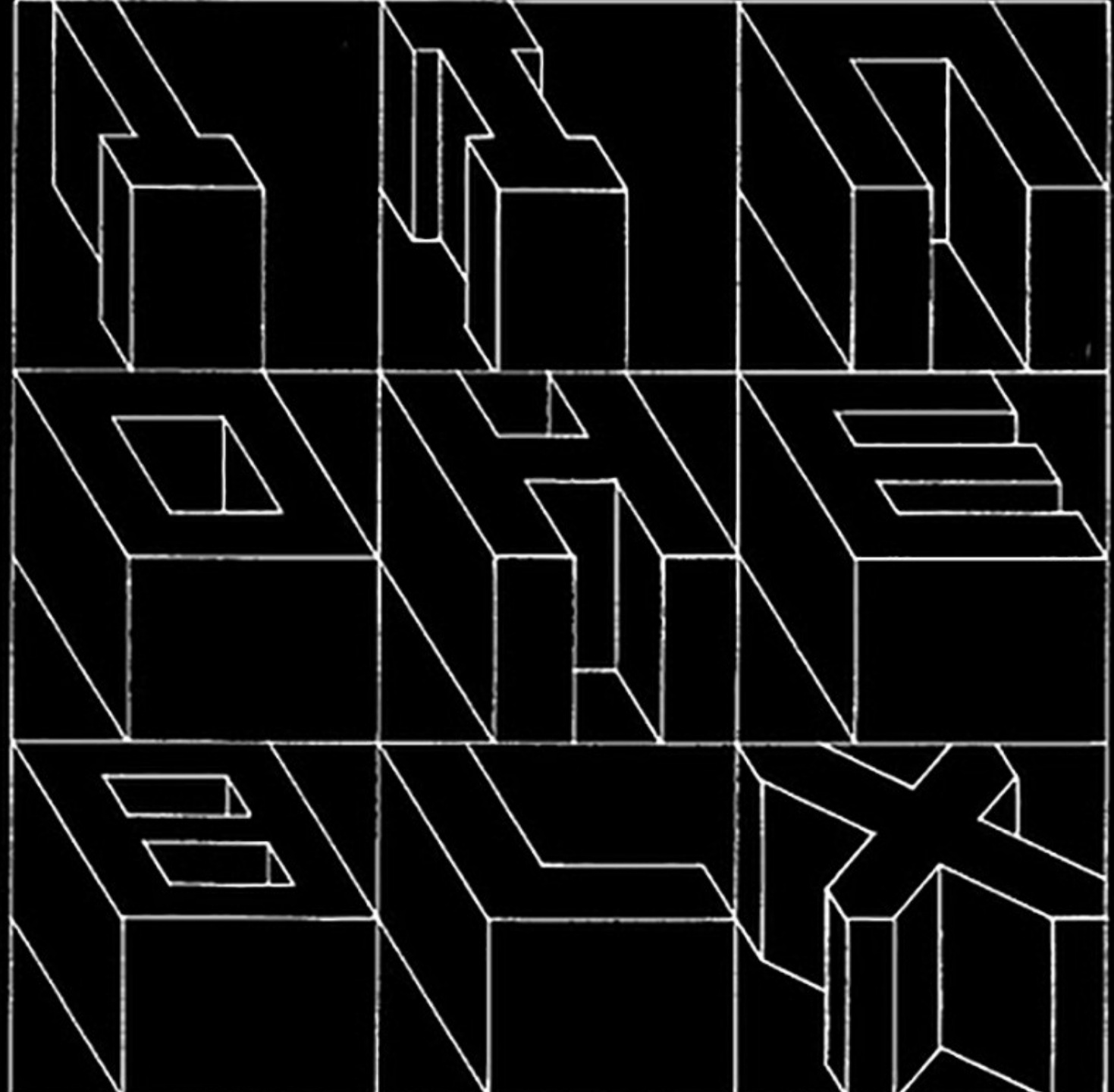
18 LOTS
18 UNITS



Source: Bestor Architecture; a+t research group

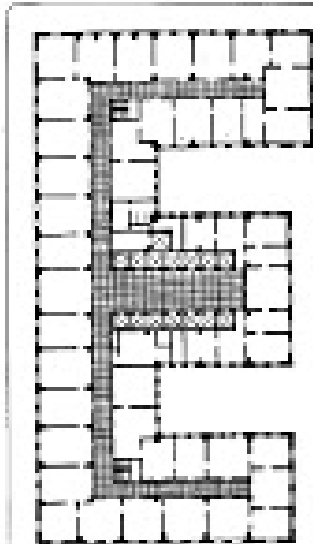
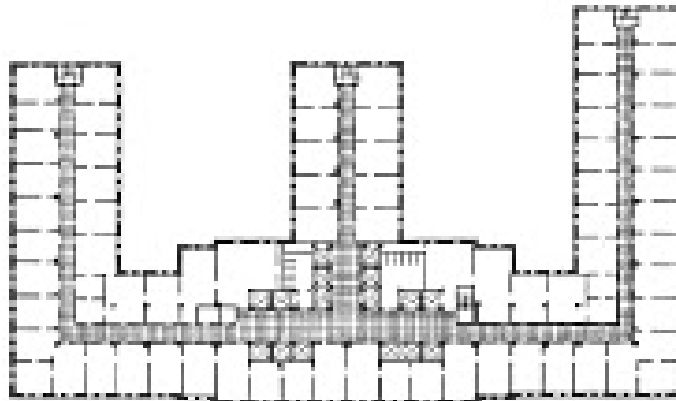
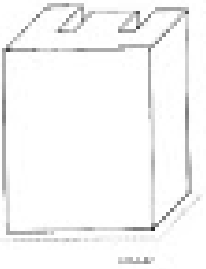
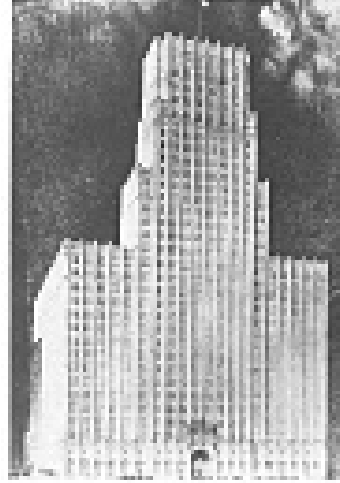
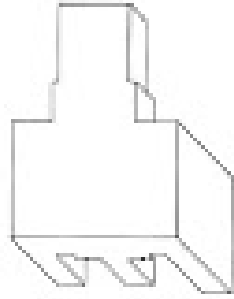
The Basics of Massing

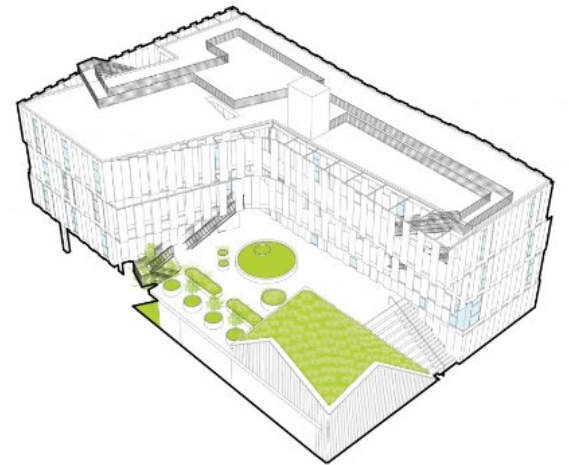
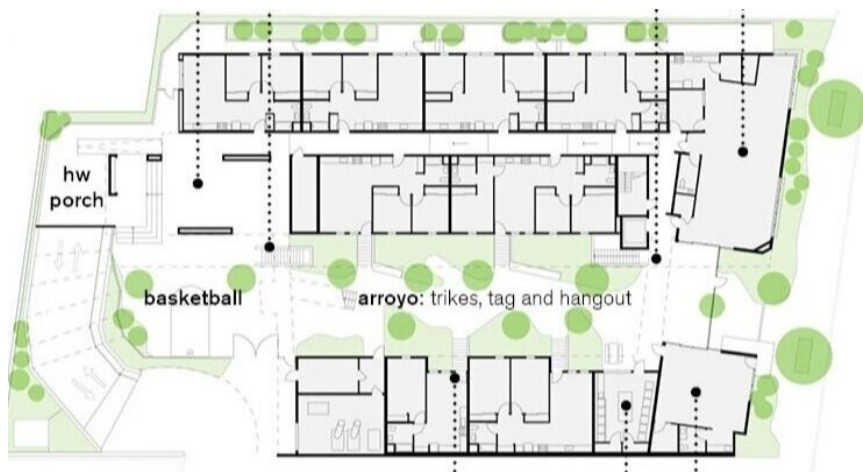
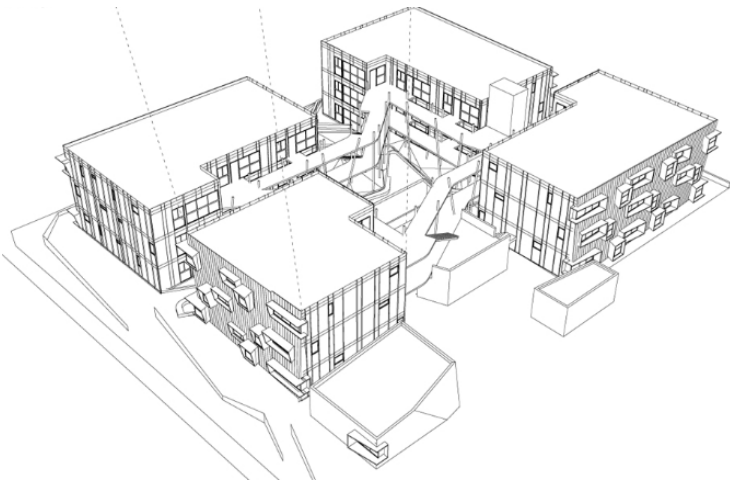
- ▶ Guided by access to light, air, circulation
 - ▶ “Alphabetical City”



The Basics of Massing

- ▶ Guided by access to light, air, circulation
 - ▶ “Alphabetical City”





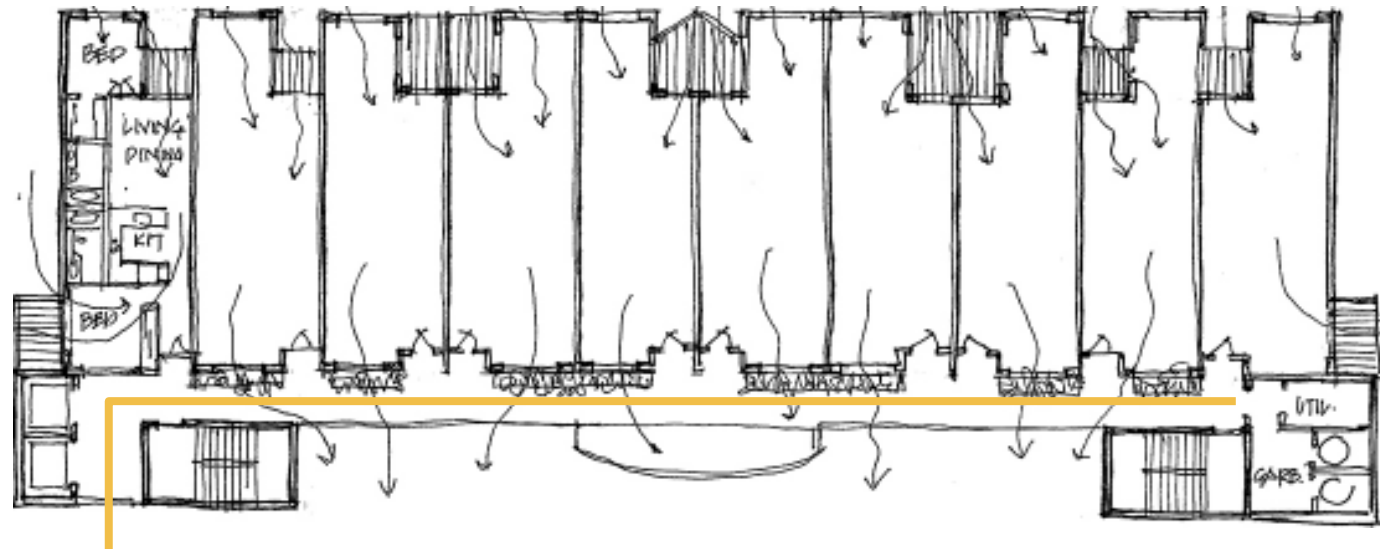
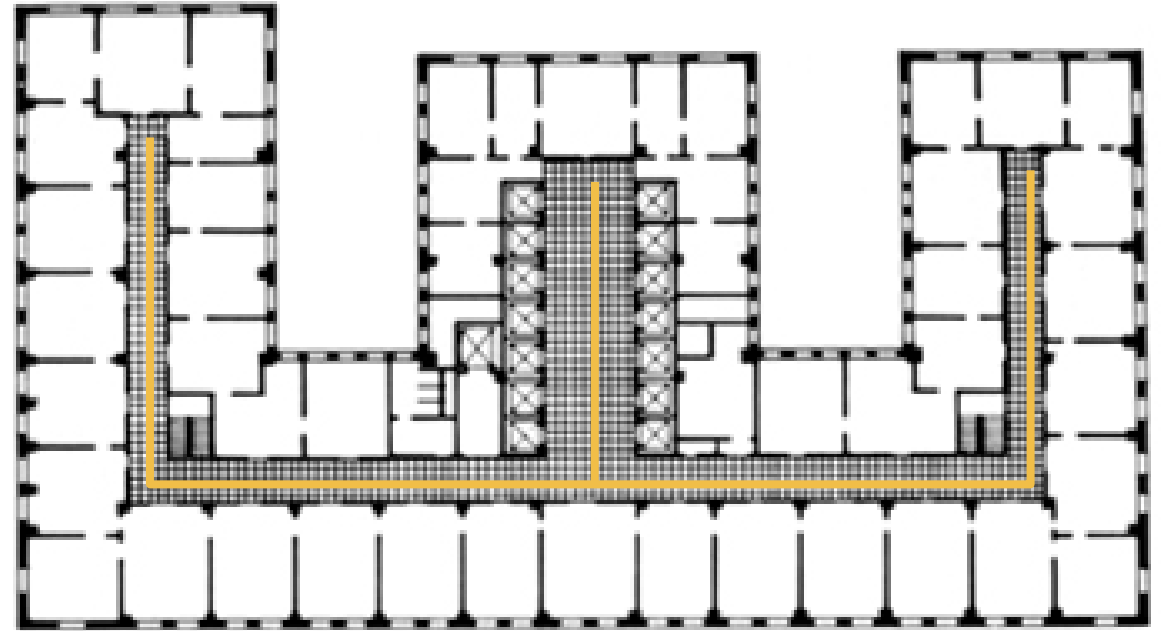
(cracked) "O"
"L"

(double) "I"

The Basics of Massing

Circulation

- Vertical: Core
 - Horizontal: Corridor
- ▶ Double-loaded corridor
 - ▶ Interior circulation
 - ▶ Light and air on one side
 - ▶ More “efficient” (dense)
 - ▶ Single-loaded corridor
 - ▶ Exterior circulation
 - ▶ Light and air on both sides





400 Grove | Fougeron Architecture
 “d” courtyard | single-loaded | common space circulation

Construction type
relates to height and cost.



The Basics of Construction Types

5 main types (I - V)

- ▶ designated by fire rating
- ▶ most common / least expensive for multifamily:
 - Type V
 - Type III



Type I

Fire-Resistive

All structural materials are non-combustible. Walls, floors, and roofs are constructed with reinforced concrete and protected steel.



Type II

Non-Combustible

Non-combustible walls, partitions, columns, floors, and roofs.



Type III

Ordinary

Non-combustible exterior, no interior requirements.



Type IV

Heavy Timber

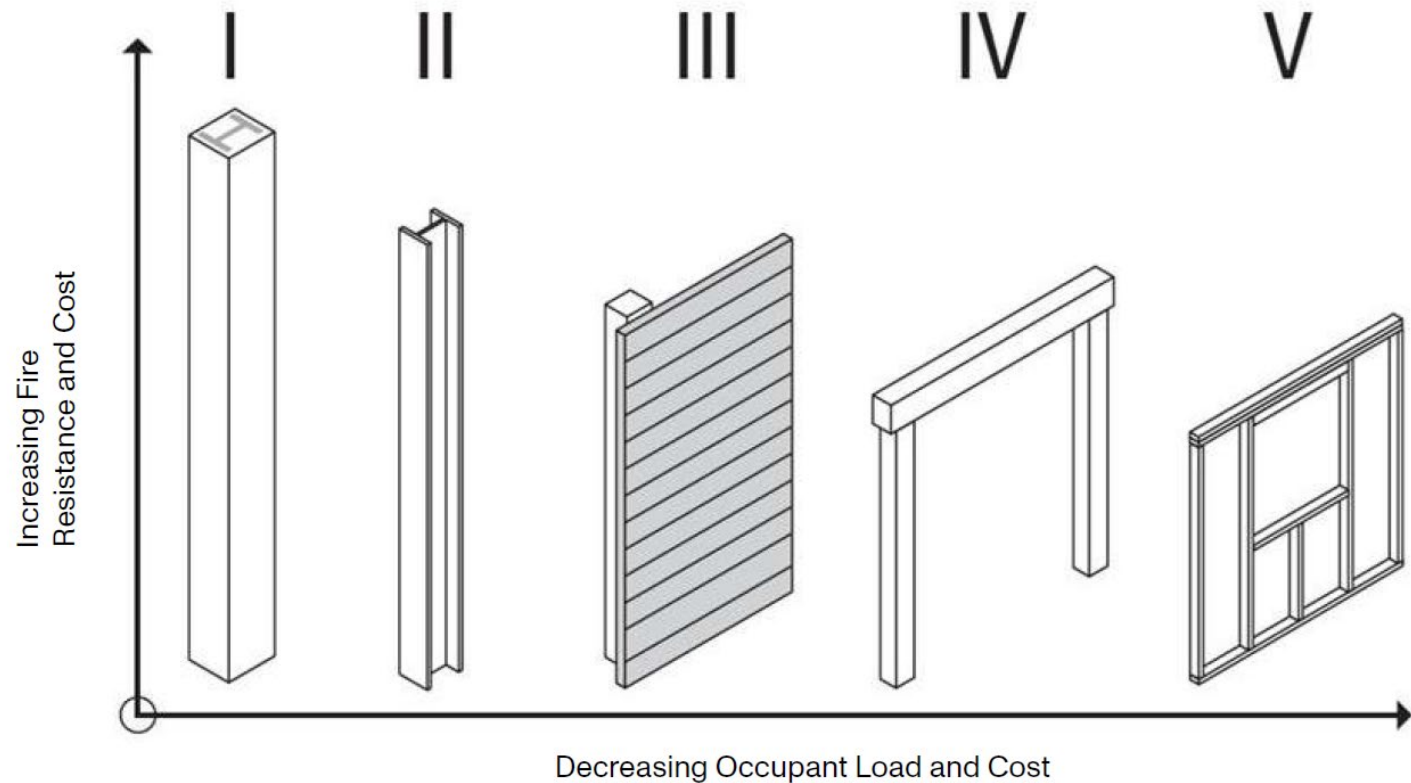
Specific dimensional requirements. Type IV buildings have noncombustible exterior walls and interior elements.



Type V

Wood-Framed

Frames, walls, floors, and roofs are made entirely or partly out of wood.



The Basics of Construction Types

Type V

- ▶ wood framing
- ▶ 3-4 stories
- ▶ Least expensive, most common CA construction type

5 over 1

- ▶ Type I concrete podium
 - often commercial / parking
- ▶ 5-6 stories (60')



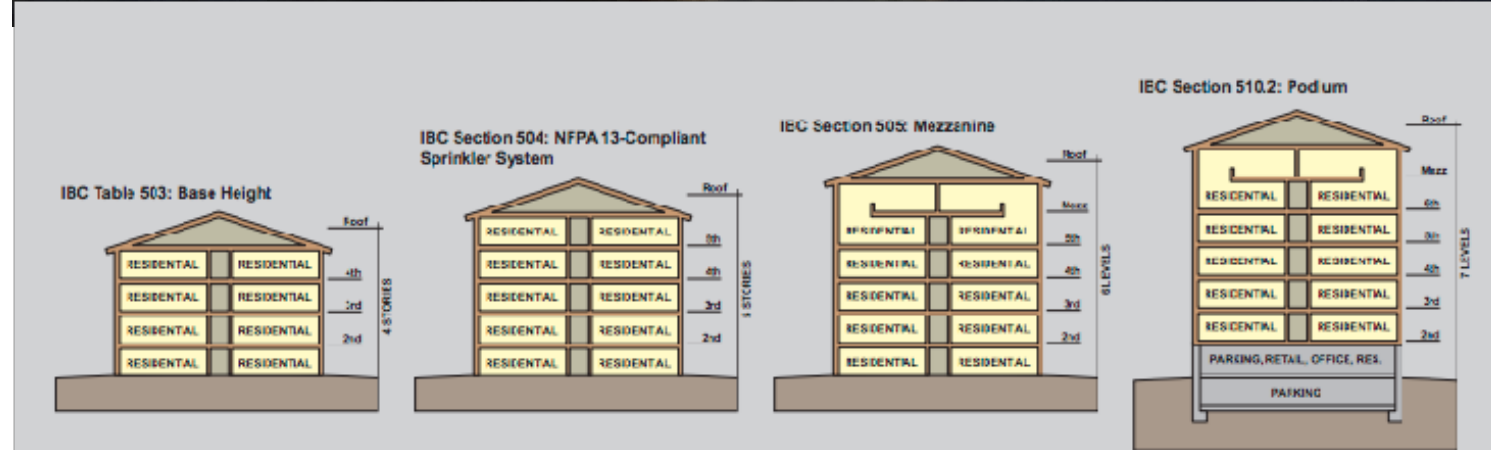
The Basics of Construction Types

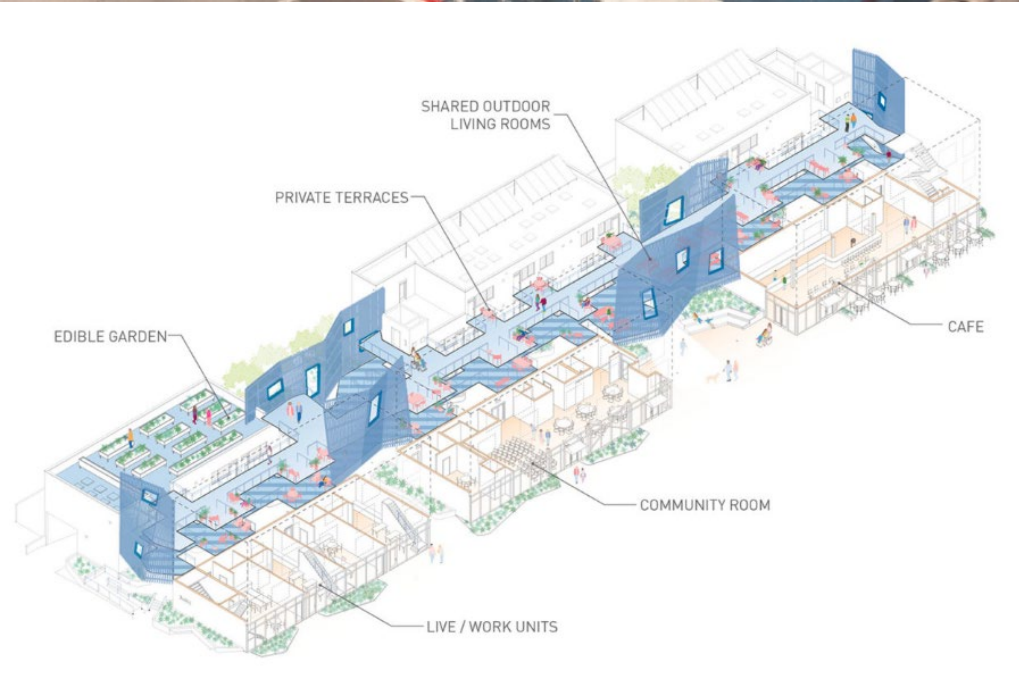
Type III

- ▶ treated wood (+)
- ▶ max 5 stories

Type III with Podium

- ▶ Type I concrete podium
 - often commercial / parking
- ▶ 6-7 stories (85')





Gramercy Apts | Kevin Daly Architects
“double I” | type V | common space circulation

What about **parking**?



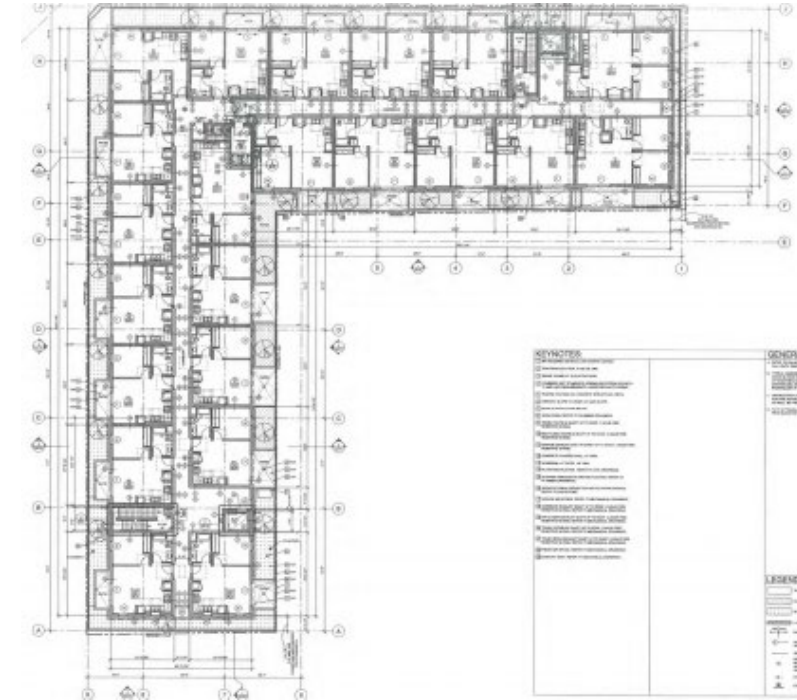
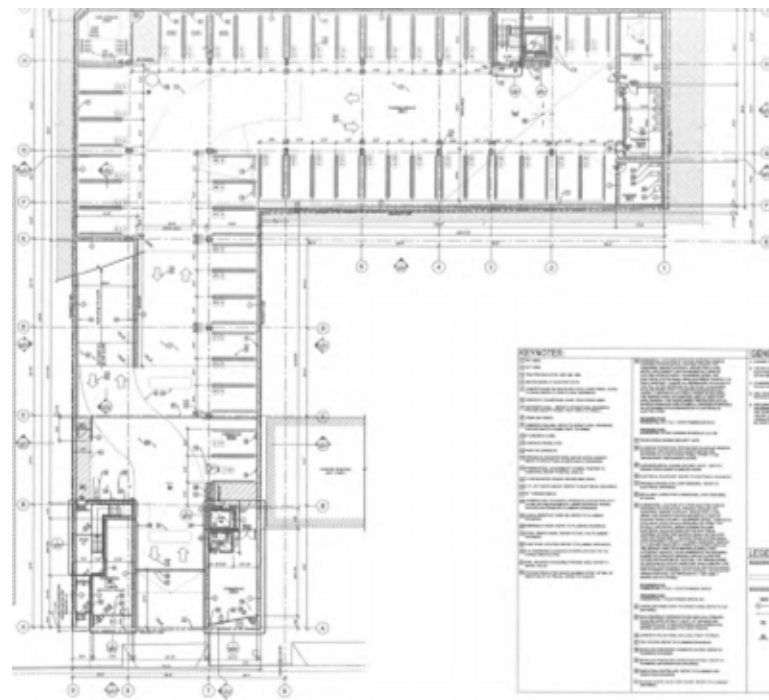
The Basics of Parking

Requirements

- ▶ Legislation is changing

Layout Considerations:

- ▶ 350-400 SF / stall
- ▶ site conditions
- ▶ quality of street experience
- ▶ other uses on site
- ▶ structural grid
- ▶ circulation cores
- ▶ budget



The Basics of Parking

- ▶ At Grade (covered or open)
 - ▶ \$8-10,000 / stall
- ▶ Automated (50% space saving)
 - ▶ \$20-35,000 / stall
- ▶ Above Grade - Structured
 - ▶ \$20-30,000 / stall
- ▶ Semi-Subterranean
 - ▶ \$25-35,000 / stall
- ▶ Subterranean
 - ▶ \$30-40,000 / stall

* 2021 estimates



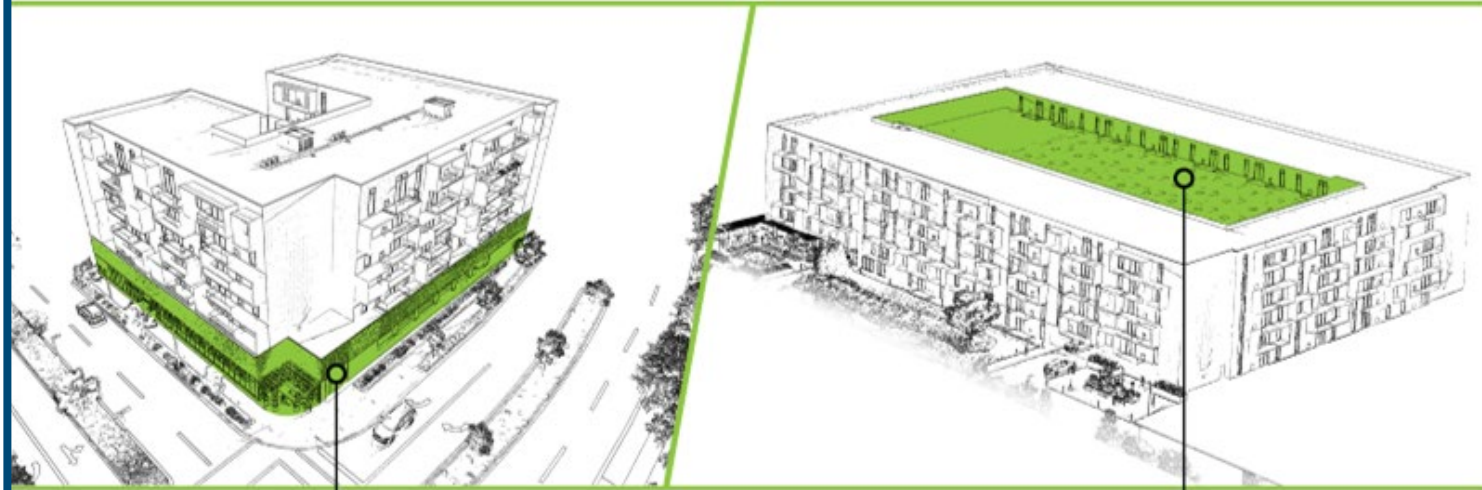
The Basics of Parking

Strategies (beyond surface):

- ▶ “wrapping”
- ▶ podium
- ▶ mixing at and below grade
- ▶ “future proofing”

- ▶ providing alternatives (transit, shuttles, scooters, bikes, car share and carpool programs)

- ▶ putting people first



Podium: Parking is on the lower level with apartment units above.



Wrap: Parking is in the middle, surrounded by apartment units.





Hancock Lofts | Koning Eizenberg Architecture

“L” | commercial ground floor | wrapped parking



Why is good design **worth it**?

*secret: it **doesn't** need to cost more!*

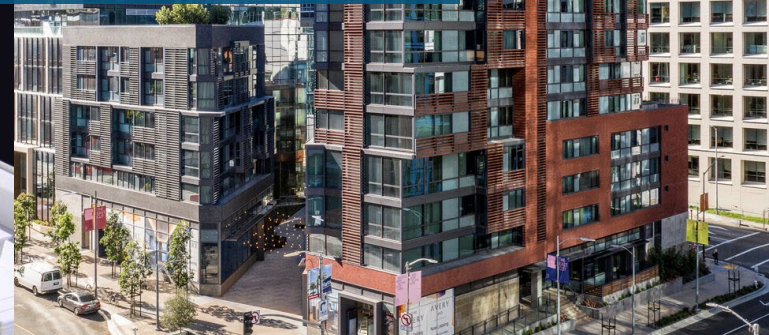
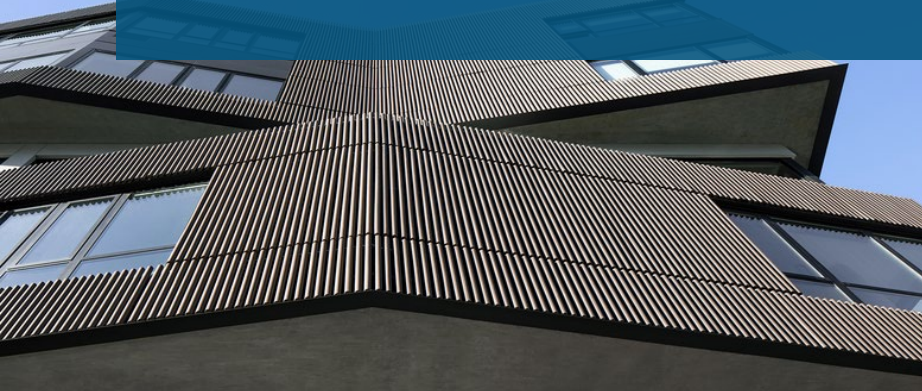




Investing in **good design** means

- investing in your **staff**
- investing in your **community**
- investing in your physical building **assets**

And improving the **quality** of your school district



Break

Architect & LEA Team
Breakout Groups

Share Out on Design Schemes

Wrap Up

Workshop Series: Curriculum Overview

The Education Workforce Housing (EWH) Workshop Series includes five workshops hosted over seven months, covering the topics below.





Workshop #4

Exit Survey



Thank you



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