

Boise Architecture Project

Project:

1. Pick a partner and select a building/house/structure in your class's assigned area of Boise:

| | | | |
|------------------|---------------|---------------|------------|
| Downtown | The East End | The Bench | West Boise |
| South East Boise | The Foothills | The North End | |

2. Research your building and write a two plus page report detailing and discussing:
 - a. The history of the building and connecting details of Boise History
 - b. The architectural significance for its neighborhood and for Boise
 - c. The architectural style and examples of its style (research using websites below)
 - d. The connection between the style of the building and Boise's history
 - e. Document your references on the back page

You should speak with someone knowledgeable about the building. Tell them about the project, ask them if you can interview them about the building, and let them know that the results will be a part of the BAP website. If they can't speak with you at the moment, schedule a later time to talk either in person or over the phone.

3. Take pictures of the building from different angles, inside (if possible) and outside and put together a slide show for presentation in class. Remember to take pictures of the whole building *AND* close ups of stylistic elements. Doors, windows, and rooflines are often good places on which to focus.
4. Turn in your paper, a CD with the presentation and the 10 best pictures from your project, and a two paragraph summary of your essay for the BAP website.
5. Upload your project to the BAP website using the Contribution form.

Resources: (check at thsaphistory.info/architecture for past projects)

Style:

- glassteelandstone.com
- www.greatbuildings.com
- jan.ucc.nau.edu/~twp/architecture/
- www.realtor.org/rmomag.NSF/pages/archindex?OpenDocument
- www.uwec.edu/Geography/Ivogeler/w367/styles/index.htm

Property info:

- www.adacountyassessor.org

Historical Info:

- State Historical Society, Old Penitentiary road
- Barbara Bauer at TAG Consulting