

## 702-240 Architecture Design Studio 2

<b>Credit Points:</b>	12.50
<b>Level:</b>	2 (Undergraduate)
<b>Dates &amp; Locations:</b>	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
<b>Time Commitment:</b>	Total Time Commitment: 120 Hours
<b>Prerequisites:</b>	To be eligible to enrol in this subject students must have successfully completed subject 880104 (ENVS10004) Designing Environments.
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt;         &lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Coordinator:</b>	Mr Blair Gardiner
<b>Subject Overview:</b>	The core of the undergraduate design sequence is the development of both design thinking and dexterity with tools. As an extension of Architecture Design Studio 1, the focus of this second design subject will be the generation and articulation of design possibilities in two-dimensional media through a series of studio projects. A variety of generative thinking methods, from brainstorming through aleatory, will be introduced alongside a range of two-dimensional media, from manual to digital. Linking these investigations will be the theme of water, which may be explored conceptually, metaphorically, structurally, or technologically - e.g. waterproofing, rain screen, hygiene, perspiration, sport centres, hydraulics, humidity, marine or riverine environments, pools.
<b>Objectives:</b>	<p>For students to be able to:</p> <ul style="list-style-type: none"> <li># Demonstrate an ability to interrogate a brief</li> <li># Demonstrate an ability to generate a variety of design possibilities for a given situation</li> <li># Develop basic skills in various two-dimensional media</li> <li># Demonstrate an understanding of relationships between architecture and water through the application of the above</li> <li># Develop the ability to make a case for proposals</li> </ul>
<b>Assessment:</b>	First project assessment due at end of week 4 (15%) Second project assessment due after week 12 (50%) Reflective journals due week 13 (25%) Participation (10%)
<b>Prescribed Texts:</b>	None
<b>Recommended Texts:</b>	<p>Recommended texts:</p> <p>Ching, Francis D K, 1979, <b>Architecture: Form, Space &amp; Order</b>, Van Nostrand Reinhold, New York. (most recent edition)</p>

	<p>Bielefeld, Burt &amp; Sebastian El Khouli, 2007, <b>Basics Design Ideas</b>, Basel: Birkhauser.</p> <p>Jormakka, Kari, 2007, <b>Basics Design Methods</b>, Basel: Birkhauser</p>
<b>Breadth Options:</b>	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> <li># <b>Bachelor of Arts</b> (<a href="https://handbook.unimelb.edu.au/view/2009/D09">https://handbook.unimelb.edu.au/view/2009/D09</a>)</li> <li># <b>Bachelor of Biomedicine</b> (<a href="https://handbook.unimelb.edu.au/view/2009/J07">https://handbook.unimelb.edu.au/view/2009/J07</a>)</li> <li># <b>Bachelor of Commerce</b> (<a href="https://handbook.unimelb.edu.au/view/2009/F04">https://handbook.unimelb.edu.au/view/2009/F04</a>)</li> <li># <b>Bachelor of Music</b> (<a href="https://handbook.unimelb.edu.au/view/2009/M05">https://handbook.unimelb.edu.au/view/2009/M05</a>)</li> <li># <b>Bachelor of Science</b> (<a href="https://handbook.unimelb.edu.au/view/2009/R01">https://handbook.unimelb.edu.au/view/2009/R01</a>)</li> <li># <b>Bachelor of Engineering</b> (<a href="https://handbook.unimelb.edu.au/view/2009/355-AA">https://handbook.unimelb.edu.au/view/2009/355-AA</a>)</li> </ul> <p>You should visit <b>learn more about breadth subjects</b> (<a href="http://breadth.unimelb.edu.au/breadth/info/index.html">http://breadth.unimelb.edu.au/breadth/info/index.html</a>) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>A beginning capacity for:</p> <ul style="list-style-type: none"> <li># graphic communication skills (including orthographic - plans, sections, elevations, axonometric and other like projections)</li> <li># generation of design ideas</li> <li># appropriate use of design terminology</li> <li># time management and meeting deadlines</li> <li># both verbal and two-dimensional graphic presentation skills</li> <li># relation of presentations to designs</li> </ul>
<b>Links to further information:</b>	<a href="http://www.benvs.unimelb.edu.au/">http://www.benvs.unimelb.edu.au/</a>
<b>Related Majors/Minors/Specialisations:</b>	<p>Architecture</p> <p>Urban Design</p>