702-540 Architectural Design 5B

Credit Points:	25.00
Level:	5 (Undergraduate)
Time Commitment:	Total Time Commitment: Not available
Prerequisites:	 702-404 (ABPL40003) Architectural Design 4B plus one of the following: 702-446 (ABPL40014) Political Economy of Design 702-574 (ABPL50004) Representing and rememering Place 702-447 (ABPL40015) Design Approaches and Methods 702-402 (ABPL40001) Digital Speculations 705-415 (ABPL40023) Contemp'ry Theory & Australian Landscape 705-335 (ABPL30020) Advanced Urban Planning & Design
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	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. 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: http:// services.unimelb.edu.au/disability
Subject Overview:	 Students will undertake a series of studio-based exercises leading to the development of a major design project based on the disciplinary or inter-disciplinary theme of the design studio requiring a detailed knowledge of a specialist aspect of design, or an inter-disciplinary specialist aspect of design and its presentation and demonstration, both graphically and orally. On completion of the subject students should be able to: # Integrate the diverse requirements of larger scale architectural projects # Communicate at a level expected of a graduate of architecture regarding design decisions and building details # Communicate design and building decisions by using correct and appropriate notational representations # Assess the efficiency of their design decisions against possible alternatives # Incorporate notions of daily, seasonal and life-cycle dynamic behaviour in the environment designed # Effect the life-cycle of the artifact envisioned # Relate their work to specific intellectual traditions.React to external constraints and meet the competency requirements of the ARBV (academic qualification) # Evaluate the results of their own work # Develop performance based design
Assessment:	# Evaluate the practical implications of theoretical urban frameworks Assessment will be based on a major design project and a review as required of a portfolio of all
	assignments set during the semester. Additionals assesment will include: studio test, exercises, reports, and tutorial presentations to the equivalent of 10 000 words.
Prescribed Texts:	None

Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of the subject students should have developed the following skills and capabilities: # Ability to convey design intentions through specific technical descriptions # Evaluation of design decisions against industrial environmental conditions, building scale and program requirements # Designing within specific time frames # Adaption of individual problems to general strategies # Identification of performance differences and mutual impacts within the spatial program developed # Testing theoretical propositions at different scales
Links to further information:	ttp://www.abp.unimelb.edu.au/environments-and-design-students/abp-ugrad-students.html
Notes:	Formerly available as 702-540 Design 5. Students who have completed 702-540 are not eligible to enrol in this subject. This subject may be substituted by a similar level design subject with the approval of the Faculty.