

## ABPL30037 Architecture Design Studio 4: Fire

Credit Points:	12.50								
Level:	3 (Undergraduate)								
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.								
Time Commitment:	Contact Hours: Lecture: 6 x 2 hour (12 hours total) lectures for weeks 1-6 of semester 2. Studio: 1 x 3 hour studio per week. Total Time Commitment: 120 hours								
Prerequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>ABPL30048 Architecture Design Studio 3: Air</td><td>Semester 1, Semester 2</td><td>12.50</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	ABPL30048 Architecture Design Studio 3: Air	Semester 1, Semester 2	12.50
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ABPL30048 Architecture Design Studio 3: Air	Semester 1, Semester 2	12.50							
Corequisites:	None specified								
Recommended Background Knowledge:	None specified								
Non Allowed Subjects:	None specified								
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: <a href="http://www.services.unimelb.edu.au/disability/">http://www.services.unimelb.edu.au/disability/</a>								
Coordinator:	Dr Derham Groves								
Contact:	Environments and Design Student Centre T: +61 3 8344 6417/9862 F: +61 3 8344 5532 Email: <a href="mailto:envs-courseadvice@unimelb.edu.au">envs-courseadvice@unimelb.edu.au</a>								
Subject Overview:	This subject is the capstone subject for the Architecture major in the Bachelor of Environments. It is intended that the subject will integrate previous coursework in the major. The core of the undergraduate design sequence is the development of both design thinking and dexterity with tools. Linking the investigations of this subject will be the theme of <i>fire</i> , which may be explored conceptually, metaphorically, structurally, or technologically – e.g. inspiration and ideas, the conceptual and poetic, ceramics, sun control, light, energy, high rises, heating, colour, the spiritual.								
Objectives:	For students to: <ul style="list-style-type: none"><li># demonstrate an ability to develop a brief in response to a studio theme;</li><li># demonstrate an ability to generate, explore and critically evaluate a variety of design possibilities for a given situation;</li><li># demonstrate skills in the appropriate use of representational media;</li><li># demonstrate an understanding of relationships between architectural proposals and studio themes through the application of the three points above;</li><li># demonstrate the ability to make a case for proposals;</li><li># demonstrate an ability to integrate studies from the three streams of subjects from the Architecture Major in design proposal(s).</li></ul>								
Assessment:	First project assessment due at end of week 4 (15%). Second project assessment due week 12 (50%). Reflective journal due week 13 (25%). Participation (10%). The total of all assessment tasks is equivalent to 5000 words.								

<b>Prescribed Texts:</b>	Hearn, Fil, Ideas that Shaped Buildings, The MIT Press, Cambridge, Mass., 2003.
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<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>	<ul style="list-style-type: none"><li># A capacity for: verbal and two- and three-dimensional communication skills.</li><li># Critical evaluation of design ideas and decision making in their regard.</li><li># Appropriate use of design terminology.</li><li># Time management and meeting deadlines.</li><li># Succinct presentation skills entailing the appropriate use of media, format and abstraction.</li></ul>
<b>Related Majors/Minors/ Specialisations:</b>	Architecture