

702-607 Master of Architecture Studio D

Credit Points:	25.000
Level:	Graduate/Postgraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus. On campus
Time Commitment:	Contact Hours: Up to 7 hours a week (84 hours total) Total Time Commitment: Up to 240 hours
Prerequisites:	Architecture Studio C
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>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.</p> <p>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</p></p>
Coordinator:	Patrick Janssen/Julie Willis
Subject Overview:	<p>This studio emphasizes how successful architectural designs express ideas based in well-grounded, critical thinking, and on values manifest in visions of desired futures. Through design projects and analysis of seminal works, students will develop both design ideas for projects and architectural expressions of those ideas. Autonomous studio options will cover a range of project types including housing, public institutions and urban design, taught with an emphasis on architecture as idea, materiality or program. Students will be expected to choose a different emphasis and project type than for Studio C and to achieve a higher degree of design resolution, conceptual engagement and aesthetic expression. The studio will be vertically integrated with Architectural Design Studios C & E to ensure a wide range of choice and inter-level learning.</p> <p>On completion of this subject, students should be able to:</p> <p>Successfully create and resolve the design of a building of medium complexity Develop performance-based design</p> <ul style="list-style-type: none"> # Tests theoretical propositions in an urban context # Translate regulatory constraints and urban policies into design parameters # Identify performance differences and mutual impacts within spatial programs # Understand the relationship between social programs and spatial form # Communicate a complex design vision in a clear and professional manner
Assessment:	Documentation and presentation of design projects (including one or more reports or a reflective journal) to the equivalent of 10,000 words. Up to 10 marks are reserved for explicit evidence of reflective and creative thinking.
Prescribed Texts:	TBA

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:	<ul style="list-style-type: none"> # Time management, including designing within specific timeframes # An understanding of ethical responses to issues # Identification of emergent trends in practice # Written, verbal and visual presentation of ideas # Use of sketches and diagrams to analyse, design and communicate # Critical evaluation of policies and practices # Ability to analyse social and cultural contexts # Information gathering and critical synthesis # Creative response to complex problems # Understanding of professional roles and responsibilities
Related Course(s):	Master of Architecture