

## 880-104 Designing Environments

|  |   |
|--|---|
| <b>Credit Points:</b>                    | 12.500  |
| <b>Level:</b>                            | Undergraduate   |
| <b>Dates &amp; Locations:</b>            | 2008,<br>This subject commences in the following study period/s:<br>Semester 1, - Taught on campus.<br>Semester 2, - Taught on campus.<br>On-campus   |
| <b>Time Commitment:</b>                  | Contact Hours: 12 hour of lectures and 36 hours of seminars, studios, workshops and site visits.<br>Total Time Commitment: 120 hours  |
| <b>Prerequisites:</b>                    | None  |
| <b>Corequisites:</b>                     | None  |
| <b>Recommended Background Knowledge:</b> | None  |
| <b>Non Allowed Subjects:</b>             | None  |
| <b>Core Participation Requirements:</b>  | 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. This course requires all students to enrol in subjects where they must actively and safely contribute to class activities. Students who feel their disability will affect their meeting this requirement are encouraged to discuss this matter with the Subject Coordinator and the Disability Liaison Unit.  |
| <b>Coordinator:</b>                      | Dr Greg Missingham  |
| <b>Subject Overview:</b>                 | This subject provides an introduction to how people identify needs and wants and devise ways of satisfying them through built or engineered manipulation of the environment. Students will consider the antecedents, processes, actors and consequences of designing constructed and engineered environments, systems and artefacts. Issues of movement and perception, environmental behaviour and the responsible use of physical environmental systems will be explored. The subject will address:<br>Design processes and methods - including problem-solving and design proposal perspectives, methods of framing and analysis of design tasks, creative thinking, and methods of synthesis and representation of design outcomes.<br>Case studies of various scales and times to examine designed outcomes with regard to social, cultural, economic, resource, production and actor relationships.<br>Design professions - their history in the production of environments, systems and artefacts, their differing educations, organisation and practices. |
| <b>Assessment:</b>                       | Students will produce a creative workbook/journal - covering three project submissions: after week 3 (20%), week 7 (30%) and at the end of semester (40%), plus a tutorial presentation 10% (due during semester).  |
| <b>Prescribed Texts:</b>                 | None  |
| <b>Recommended Texts:</b>                | Koberg, D. & Bagnall, J. <i>The Universal Traveler</i><br>Lawson, B. <i>How Designers Think</i><br>Cadbury, D. <i>Seven Wonders of the Industrial World</i>   |
| <b>Breadth Options:</b>                  | This subject potentially can be taken as a breadth subject component for the following courses:<br># Bachelor of Arts<br># Bachelor of Biomedicine<br># Bachelor of Commerce<br># Bachelor of Music<br># Bachelor of Science  |

|                                      |  |
|--------------------------------------|--|
|                                      | <p># Bachelor of Engineering</p> <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>At the completion of this subject students should have the following skills:</p> <ul style="list-style-type: none"> <li># Developed an understanding of skills and approaches to design tasks and outcomes;</li> <li># Developed written, graphic, numeric, diagrammatic and verbal skills in relation to design and creative thinking;</li> <li># Begun an exploration of designing for people.</li> </ul> |
| <b>Links to further information:</b> | <a href="http://www.benvs.unimelb.edu.au">www.benvs.unimelb.edu.au</a>   |
| <b>Related Course(s):</b>            | Bachelor of Urban Planning and Development   |