702-239 Architecture Design Studio 1

Credit Points:	12.50
Level:	2 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus.
Time Commitment:	Total Time Commitment: 120 Hours
Prerequisites:	To be eligible to enrol in this subject students need to have completed subject 880-104 (ENVS10004) Designing Environments
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
Coordinator:	Mr Andrew Hutson
Subject Overview:	The core of the undergraduate design sequence is the development of both design thinking and dexterity with tools. The focus of this 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 earth, which may be explored conceptually, metaphorically, structurally, or technologically - e.g. topography, site conditions and context, soil, rammed earth, underground structure, masonry, groundness, genius loci.
Objectives:	For students to: # Demonstrate an ability to interrogate a brief # Demonstrate an ability to generate a variety of design possibilities for a given situation # Develop basic skills in various two-dimensional media # Demonstrate an understanding of relationships between architecture and earth through the application of the above # Develop the ability to make a case for proposals
Assessment:	First project assessment due at end of week 4 (15%)Second project assessment due after week 12 (50%)Reflective journal due week 13 (25%)Participation (10%)
Prescribed Texts:	None
Recommended Texts:	# Ching, Francis D K, 1979, **Architecture: Form * Space & Order**, Van nostrand Reinhold, new York. (most recent addition) # Bielefeld, Burt & Sebastian El khaouli, 2007, **Basic Disign Ideas**, Basel: birkhauser. # Jormakka, kari, 2007, **Basic Design Ideas Methods**, Basel: birkhauser.

Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # **Bachelor of Arts (https://handbook.unimelb.edu.au/view/2009/D09)** # **Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2009/J07)** # **Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2009/F04)** # **Bachelor of Music (https://handbook.unimelb.edu.au/view/2009/M05)** # **Bachelor of Science (https://handbook.unimelb.edu.au/view/2009/R01)** # **Bachelor of Engineering (https://handbook.unimelb.edu.au/view/2009/355-AA)** You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	A beginning capacity for: # graphic communication skills (emphasising 2D approaches, including orthographic – plans, sections, elevations, axonometric and other like projections) # generative design methods (eg - brainstorming, synectics, role-playing, Delphi method, creative diary, aleatory) # appropriate use of design terminology # time management and meeting deadlines # both verbal and two-dimensional graphic presentation skills # relation of representations to designs
Links to further information:	http://www.benvs.unimelb.edu.au/
Related Majors/Minors/ Specialisations:	Architecture Landscape Architecture Urban Design