

702-606 Master of Architecture Studio C

Credit Points:	25.00
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus. On campus
Time Commitment:	Total Time Commitment: 240 hours
Prerequisites:	Bachelor of Environments (Architecture Major) OR 702-638 Architectural Design Studio A OR 702-639 Architectural Design Studio B or equivalent.
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:	Dr Alexander Selenitsch, Mr Steven Anthony Whitford
Subject Overview:	<p>This studio emphasises 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. The studio will be vertically integrated with Architectural Design Studios D & 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> <ul style="list-style-type: none"> # Successfully create and resolve the design of a building of medium complexity # Evaluate results of their work in relation to the environmental and social context and their chosen intellectual traditions # Communicate a complex design vision in a clear and professional manner
Assessment:	Documentation of design projects (including one or more reports) and a reflective journal to the equivalent of 10,000 words, and one or more presentations to a panel. Up to 10 marks are reserved for explicit evidence of reflective thinking.
Prescribed Texts:	.
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"> • An understanding of ethical responses to issues • Identification of emerging trends in practice • Visual and oral presentation techniques

	<ul style="list-style-type: none">• Three-dimensional representation• Critical thinking and analysis• Capacity for independent thought and reflection• Creative response to complex problems
Links to further information:	http://www.abp.unimelb.edu.au/environments-and-design-students/melbourne-school-of-design-students.html
Related Course(s):	Master of Architecture Postgraduate Diploma in Urban Design