

ABPL90123 Digital Design Applications

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus. On campus
Time Commitment:	Contact Hours: 3 hours per week Total Time Commitment: 120 hours
Prerequisites:	Entry into the Melbourne School of Design, or approval of the subject coordinator.
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: http://www.services.unimelb.edu.au/disability/
Coordinator:	Mr Jules Moloney
Contact:	Environments and Design Student Centre T: +61 3 8344 6417/9862 F: +61 3 8344 5532 Email: msd-courseadvice@unimelb.edu.au
Subject Overview:	This subject offers a conceptual overview and hands-on introduction to research and applications in digital technologies in spatial design. The selected topics introduced in the subject include: variational design, interactive skins and spaces, evolutionary techniques in computational design, building information modelling, advanced materials and technologies of fabrication and simulation.
Objectives:	On completion of the subject students should have developed: <ul style="list-style-type: none"> # knowledge of the impact of digital technology on theoretical issues in spatial design; # critical awareness of the relationship between representation and spatial design with an emphasis on digital design environments; # skills in the use of computational design and digital technologies.
Assessment:	Class participation (15%). Essay of up to 1000 words due in week 4 (20%). Essay of at least 4000 words due at the end of semester (65%).
Prescribed Texts:	None specified
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"> # Critical thinking and analysis. # Information gathering and critical synthesis. # Comprehension of complex concepts and the ability to express them lucidly in writing.

	# Methods of documentation and presentation.
Notes:	An enrolment quota applies to this subject, with selection based on academic merit and priority.
Related Course(s):	Master of Architecture Master of Architecture