

# ENVS10004 Designing Environments

<b>Credit Points:</b>	12.50
<b>Level:</b>	1 (Undergraduate)
<b>Dates &amp; Locations:</b>	2011, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Semester 2, Parkville - Taught on campus. On-campus
<b>Time Commitment:</b>	Contact Hours: 1 x 1.5 hour lectures for the first 7 weeks of semester; 1 x 3 hours studio per week throughout semester Total Time Commitment: 120 hours
<b>Prerequisites:</b>	None specified
<b>Corequisites:</b>	None specified
<b>Recommended Background Knowledge:</b>	None specified
<b>Non Allowed Subjects:</b>	None specified
<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>	Mr Andrew Hutson
<b>Contact:</b>	Email: <a href="mailto:aewhuts@unimelb.edu.au">aewhuts@unimelb.edu.au</a> (mailto:aewhuts@unimelb.edu.au)
<b>Subject Overview:</b>	<p>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:</p> <ul style="list-style-type: none"> <li># 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</li> <li># Case studies of various scales and times to examine designed outcomes with regard to social, cultural, economic, resource, production and actor relationships</li> <li># Design professions: their history in the production of environments, systems and artefacts, and their differing educations, organisation and practices</li> </ul>
<b>Objectives:</b>	<p>At the completion of this subject students should be able to:</p> <ul style="list-style-type: none"> <li># Introduce and practise processes and methods of designing and creative thinking;</li> <li># Analyse the social, logistical, economic and resource aspects that contribute to design tasks and outcomes;</li> <li># Introduce the actors in design processes, including the contribution of design professions to the creation of designed environments, systems and artefacts.</li> </ul>
<b>Assessment:</b>	Students will produce 4 preparatory assignments (10% each) before week 7, and a major design assignment at the end of the semester (40%); A reflective journal / workbook will cover project submissions, research, and learning in lectures and studios, and will be submitted in the middle and at the end of the semester (10% each); A proportion (10%) of all marks will be awarded for class participation.

<b>Prescribed Texts:</b>	None specified
<b>Recommended Texts:</b>	<ul style="list-style-type: none"> <li># Lawson, B. How Designers Think</li> <li># De Bono, E. Six Thinking Hats</li> </ul>
<b>Breadth Options:</b>	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> <li># <b>Bachelor of Arts</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-ARTS">https://handbook.unimelb.edu.au/view/2011/B-ARTS</a>)</li> <li># <b>Bachelor of Biomedicine</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-BMED">https://handbook.unimelb.edu.au/view/2011/B-BMED</a>)</li> <li># <b>Bachelor of Commerce</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-COM">https://handbook.unimelb.edu.au/view/2011/B-COM</a>)</li> <li># <b>Bachelor of Music</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-MUS">https://handbook.unimelb.edu.au/view/2011/B-MUS</a>)</li> <li># <b>Bachelor of Science</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-SCI">https://handbook.unimelb.edu.au/view/2011/B-SCI</a>)</li> <li># <b>Bachelor of Engineering</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-ENG">https://handbook.unimelb.edu.au/view/2011/B-ENG</a>)</li> </ul> <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/">http://www.benvs.unimelb.edu.au/</a>
<b>Related Course(s):</b>	Bachelor of Environments
<b>Related Majors/Minors/Specialisations:</b>	Architecture Landscape Architecture Urban Design and Planning
<b>Related Breadth Track(s):</b>	Architecture Architectural Design Urban Design and Planning