

ABPL20050 Design Workshop

Credit Points:	12.50														
Level:	2 (Undergraduate)														
Dates & Locations:	This subject is not offered in 2013.														
Time Commitment:	Contact Hours: Three hours of seminars/workshops per week plus a single one hour introductory lecture. Total Time Commitment: 120 hours														
Prerequisites:	<p>One of the following subjects (may be taken concurrently with Design Workshop):</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ENVS10004 Designing Environments</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>ENVS10008 Virtual Environments</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>ABPL20048 Visual Communications</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table> <p>OR</p> <p>An Architectural, Landscape Architectural or Urban Design and Planning design studio subject or equivalent Engineering Major or Landscape Management Major subject approved by the Subject Coordinator.</p>			Subject	Study Period Commencement:	Credit Points:	ENVS10004 Designing Environments	Not offered 2013	12.50	ENVS10008 Virtual Environments	Semester 1	12.50	ABPL20048 Visual Communications	Not offered 2013	12.50
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ENVS10008 Virtual Environments	Semester 1	12.50													
ABPL20048 Visual Communications	Not offered 2013	12.50													
Corequisites:															
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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>														
Contact:	TBA														
Subject Overview:	<p>The subject will provide students with a working knowledge of at least three classes of design, decision-making and problem-solving approaches used in planning for future environments.</p> <p>Diverse approaches will be studied as four-week modules within the subject in seminar/workshops. Modules may discuss projects in architectural, landscape architectural, urban design or engineering studio and other like projects so as to provide an enhanced understanding of design, decision-making and problem-solving – value-adding to concurrent and later studies in such subjects and extending attitudes to and skills in dealing with sites. Modules from most disciplines in the degree will give students the opportunity to obtain a broader perspective on the design, problem-solving and planning fields and their typical design working methods.</p> <p>Modules may include, for example: Site Analysis, Digital Methods, Ecological Design Methods, Problem-Solving Methods, Physical Models, Space Planning.</p>														

	<p>The particular modules available in any Semester will reflect the availability of staff with specialist knowledge but it is intended that a range of at least six modules will be available in any Semester.</p> <p>Students will choose three modules from the minimum of six. A one-hour lecture introducing the subject will precede choices.</p>
Objectives:	<p>To enhance design and problem-solving skills through focused study of varied approaches to design, problem-solving and planning.</p> <p>To provide an overview of approaches and methods that might otherwise be explored in planning for future environments.</p>
Assessment:	<p>Assignment 1: Worked examples of seminar/workshop exercises explorations with summary evaluation due week 4 (30%) Assignment 2: Worked examples of seminar/workshop exercises explorations with summary evaluation due week 8 (30%) Assignment 3: Worked examples of seminar/workshop exercises explorations with summary evaluation due week 12 (30%) Attendance and participation: reflective journal to be submitted in week 12 (10%)</p>
Prescribed Texts:	<p>Lehrer, Jonah, 2012, <i>Imagine: the Science of Creativity</i>, rpt, Melbourne VIC: Text Publishing.</p>
Recommended Texts:	<p>Selected readings appropriate to each module will be issued, but may include relevant chapters and sections from the following:</p> <p>Bentley, Ian; Alan Alcock, Paul Murrain, Sue McGlynn & Craham Smith, 1993, <i>Responsive Environments: A Manual for Designers</i>, 2 nd edn, London: The Architectural Press.</p> <p>Cross, Nigel, 2008, <i>Engineering Design Methods: Strategies for Product Design</i>, 4 th edn, Chichester, West Sussex: Wiley.</p> <p>De Bono, Edward, 1999, <i>Six Thinking Hats</i>, rev edn, Harmondsworth: Penguin.</p> <p>Jones, J Christopher, 1980, <i>Design Methods: Seeds of Human Futures</i>, 2nd edn, London: Wiley. [orig 1970]</p> <p>Koberg, Don & Jim Bagnall, 2003, <i>The Universal Traveller: a soft-systems guide to creativity, problem-solving, and the process of reaching goals</i>, 4 th edn, Menlo Park CA: CRISP Publications.</p> <p>Koskinen, Ilpo; John Zimmerman, Thomas Binder, Johan Redström & Stephen Wensveen, 2011, <i>Design Research Through Practice from the Lab, Field, and Showroom</i>, Amsterdam: Morgan Kaufman/Elsevier.</p> <p>Lawson, Bryan, 2006, <i>How Designers Think: The Design Process Demystified</i>, 4 th edn, Amsterdam: Architectural Press/Elsevier.</p> <p>Lawson, Bryan & Kees Dorst, 2009, <i>Design Expertise</i>, Oxford: Architectural Press/Elsevier.</p> <p>McHarg, Ian L, 1969, <i>Design with Nature</i>, Garden City, NY: Doubleday/Natural History Press.</p> <p>Parnell, Rosie & Rachel Sara with Charles Doidge & Mark Parsons, 2007, <i>The Crit: An Architecture Student's Handbook</i>, 2 nd edn, Seriously useful guides ..., London: Architectural Press/Elsevier.</p> <p>Potteiger, Matthew & Jamie Purinton, 1998, <i>Landscape Narratives: Design Practices for Telling Stories</i>, John Wiley and Sons, New York.</p>
Breadth Options:	<p>This subject is not available as a breadth subject.</p>
Fees Information:	<p>Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees</p>
Generic Skills:	<p>Exploring design and problem-solving through the manipulation of visual and material media.</p>
Related Majors/Minors/Specialisations:	<p>Environments Discipline subjects</p>