

ABPL20001 Architectural Design 2A

Credit Points:	25
Level:	2 (Undergraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: 36 hours: 1x3 hours studio per week Total Time Commitment: 120 hours
Prerequisites:	Two of 702-101 (ABPL10005) - Architectural Design 1A, 702-103 (ABPL10006) - Architectural Design 1B or 702-104 (ABPL10007) - Architectural Design 1C. (Not running anymore)
Corequisites:	None specified
Recommended Background Knowledge:	None specified
Non Allowed Subjects:	None specified
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:	Environments and Design Student Centre Ground Floor, Baldwin Spencer (building 113) Enquiries Phone: 13 MELB (13 6352) Website: http://www.msd.unimelb.edu.au (http://www.msd.unimelb.edu.au)
Subject Overview:	Students will undertake a series of studio-based exercises in design which introduce iterative techniques for generating architectural design. Through a series of structured exercises using drawing, physical model making, digital imaging and 3D computer modeling, students will develop ideas for architectural form, which are subsequently tested against function and site constraints. The aim is to extend formal vocabularies - surface, geometry, space - and introduce the idea that architecture is experienced through time as a sequence of interconnected spaces and experiences. These exercises are the starting points for the design of medium scale public building. The objective is to develop a convincing representation of surface, form, space, and light explored in relation to a personal interpretation of the functional brief and in relation to particular site conditions. Along with the ability to conceptualise in three dimensions, students will develop appropriate documentation and graphic and model-making skills sufficient to undertake Architectural Design and Practice 2B.
Learning Outcomes:	On completion of the subject students should be able to: <ul style="list-style-type: none"> # understand the value of developing ideas across a range of media; # generate architectural proposals suitable for medium scale public or institutional buildings.
Assessment:	Assessment will comprise two projects (40% and 60%).
Prescribed Texts:	None
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:	On completion of the subject students should have developed the following skills and capabilities: <ul style="list-style-type: none"># ability to analyse social and cultural contexts;# creative response to complex problems;# appropriate use of design terminology.