

# ABPL20050 Design Workshop

<b>Credit Points:</b>	12.50																				
<b>Level:</b>	2 (Undergraduate)																				
<b>Dates &amp; Locations:</b>	This subject is not offered in 2014.																				
<b>Time Commitment:</b>	Contact Hours: Three hours of seminars/workshops per week plus a single one hour introductory lecture. Total Time Commitment: 120 hours																				
<b>Prerequisites:</b>	<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>Semester 1, Semester 2</td> <td>12.50</td> </tr> <tr> <td>ENVS10008 Virtual Environments</td> <td>Not offered 2014</td> <td>12.50</td> </tr> <tr> <td>ABPL20048 Visual Communications</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>ABPL10003 Visualising Environments</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> <tr> <td>ENVS20001 Virtual Environments</td> <td>Not offered 2014</td> <td>12.50</td> </tr> </tbody> </table> <p><b>OR</b></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	Semester 1, Semester 2	12.50	ENVS10008 Virtual Environments	Not offered 2014	12.50	ABPL20048 Visual Communications	Semester 1	12.50	ABPL10003 Visualising Environments	Semester 1, Semester 2	12.50	ENVS20001 Virtual Environments	Not offered 2014	12.50
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<b>Non Allowed Subjects:</b>	None																				
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt; &lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>																				
<b>Contact:</b>	TBA																				
<b>Subject Overview:</b>	<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. Diverse approaches will be studied as three-week topic groups within the subject in workshops. Topic groups 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 design.</p> <p>Topic groups covering design issues related to 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>																				

	The particular topic groups available in any semester will reflect the availability of staff with specialist knowledge.
<b>Learning Outcomes:</b>	<p>On the successful completion of this subject, students will be able to:</p> <ul style="list-style-type: none"> <li># Demonstrate knowledge of and capability with various elementary generative, exploratory and evaluative design methods</li> <li># Demonstrate development of personal preferences for various design techniques</li> <li># Demonstrate development of their own suite of design methods for generating design ideas and problem-solving</li> <li># Argue cases for their chosen design procedures and the outcomes of their use</li> </ul>
<b>Assessment:</b>	<p>Assignment 1: Worked examples of homework and workshop exercises explorations with critical analysis due week 6 (25%) Assignment 2: Worked examples of homework and workshop exercises explorations with critical analysis due week 9 (25%) Assignment 3: Worked examples of homework and workshop exercises explorations with critical analysis due week 13 (25%) Attendance and participation: reflective journal to be submitted in week 13 (25%)</p>
<b>Prescribed Texts:</b>	Jormakka, Kari, 2007, Basics Design Methods, Basel: Birkhause Bielefeld, Bert & Khouli, Sebastian, 2007, Basics Design Ideas, Basel: Birkhause
<b>Recommended Texts:</b>	<p><b>Selected readings appropriate to each module will be issued, but may include relevant chapters and sections from the following:</b></p> <ul style="list-style-type: none"> <li>• Bentley, Ian; Alan Alcock, Paul Murrain, Sue McGlynn &amp; Craham Smith, 1993, Responsive Environments: A Manual for Designers, 2nd edn, London: The Architectural Press.</li> <li>• Cross, Nigel, 2008, Engineering Design Methods: Strategies for Product Design, 4 th edn, Chichester, West Sussex: Wiley.</li> <li>• De Bono, Edward, 1999, Six Thinking Hats, rev edn, Harmondsworth: Penguin.</li> <li>• Lawson, Bryan, 2006, How Designers Think: The Design Process Demystified, 4th edn, Amsterdam: Architectural Press/Elsevier.</li> <li>• Lawson, Bryan &amp; Kees Dorst, 2009, Design Expertise, Oxford: Architectural Press/Elsevier.</li> <li>• Lehrer, Jonah, 2012, Imagine: the Science of Creativity, rpt, Melbourne VIC: Text Publishing.</li> <li>• McHarg, Ian L, 1969, Design with Nature, Garden City, New York: Doubleday/Natural History Press.</li> <li>• Parnell, Rosie &amp; Rachel Sara with Charles Doidge &amp; Mark Parsons, 2007, The Crit: An Architecture Student's Handbook: Seriously Useful Guides--, 2 nd edn, London: Architectural Press/Elsevier.</li> <li>• Potteiger, Matthew &amp; Jamie Purinton, 1998, Landscape Narratives: Design Practices for Telling Stories, New York: John Wiley and Sons</li> </ul>
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<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>	Exploring design and problem-solving through the manipulation of visual and material media.
<b>Related Majors/Minors/Specialisations:</b>	Environments Discipline subjects