

ABPL90107 Landscape Studio 1: Design Techniques

Credit Points:	25
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: One 2-hour lecture and two 3-hour studios per week Total Time Commitment: 240 hours
Prerequisites:	Enrolment in the 300-point Master of Landscape Architecture.
Corequisites:	None
Recommended Background Knowledge:	None
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:	<p>Environments and Design Student Centre Ground Floor, Baldwin Spencer (building 113)</p> <p><i>Enquiries</i> Phone: 13 MELB (13 6352) Web: http://edsc.unimelb.edu.au/ (http://edsc.unimelb.edu.au/) Email: edsc-enquiries@unimelb.edu.au (mailto:edsc-enquiries@unimelb.edu.au)</p>
Subject Overview:	<p>This subject was formerly called Studio 1: Landscape Design Techniques.</p> <p>This subject introduces fundamental approaches for thinking about, exploring and generating design within the realm of landscape architecture. It aims to equip students with a range of representational techniques for developing site investigations and exploring processes of design. Lectures and readings introduce key theoretical premises that underpin contemporary landscape architecture design practices.</p>
Learning Outcomes:	<p>At the end of this subject students will be able to:</p> <ul style="list-style-type: none"> # apply a range of design processes, skills and techniques for exploring sites and generating design outcomes; # develop representational skills, with an emphasis on digital media; # develop an understanding of design as a material space; # have an emerging understanding of the scope and characteristics of contemporary landscape architecture; # develop critical thinking and problem solving.
Assessment:	Progressive project work equivalent to 10,000 words in total. An assignment equivalent to 3000 words due in week 5 (30%); An assignment equivalent to 2000 words due in week 10 (20%); and A final project equivalent to 5000 words due at the end of the semester (50%).
Prescribed Texts:	Steenbergen, Clemens. Composing Landscapes: Analysis, Typology and Experiments for Design, Birkhauser, 2009.

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
Links to further information:	http://www.msd.unimelb.edu.au/landscape/
Related Course(s):	Master of Landscape Architecture