

ABPL90123 Digital Design Applications

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014. Quota: 20 This subject is a quota subject and places are limited. Students may provisionally enrol via the Student Portal, but places are not guaranteed until selection is completed. You will be notified in writing by the Student Centre if you are selected. Selection criteria: Academic merit For detailed information on the quota subject application process and due dates, refer to the EDSC Quota Subjects webpage: http://edsc.unimelb.edu.au/quota-subjects
Time Commitment:	Contact Hours: 3 hours per week Total Time Commitment: 120 hours
Prerequisites:	Admission into a course at the Melbourne School of Design.
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:	This subject offers a conceptual overview and hands-on introduction to research and applications in digital technologies in spatial design. The selected topics introduced in the subject include: variational design, interactive skins and spaces, evolutionary techniques in computational design, building information modelling, advanced materials and technologies of fabrication and simulation.
Learning Outcomes:	<p>On completion of the subject students should have developed:</p> <ul style="list-style-type: none"> # knowledge of the impact of digital technology on theoretical issues in spatial design; # critical awareness of the relationship between representation and spatial design with an emphasis on digital design environments; # skills in the use of computational design and digital technologies.
Assessment:	Attendance and class participation throughout the semester, (10%) Readings and participation in 'seminar sessions' throughout the semester (15%) Design task: A3 folio of 'process' work, due at the end of the exam period (15%) Explanatory text (approx. one side of A4) due at the end of the exam period (10%) Physical Model(s) and A1 poster design - At least one model that shows significant section of your design @1:20. A1 poster needs to communicate the key ideas behind your proposal, can be a combination of typical architectural drawings/diagrams/renders - due at the end of the exam period (50%)

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:	<ul style="list-style-type: none"># Critical thinking and analysis.# Information gathering and critical synthesis.# Comprehension of complex concepts and the ability to express them lucidly in writing.# Methods of documentation and presentation.
Related Course(s):	Master of Architecture Master of Architecture Master of Design (Urban Design) Master of Urban Design
Related Majors/Minors/ Specialisations:	Melbourne School of Design multidisciplinary elective subjects