

ABPL90151 Popular Architecture and Design

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2015, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 1 x 2 hour lecture per week; 1 x 2 hour tutorial per week Total Time Commitment: 170 Hours
Prerequisites:	Entry into the Melbourne School of Design or approval from the subject coordinator.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	702-318 (ABPL30030) Popular Architecture & Design (UG)
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>
Coordinator:	Dr Derham Groves
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 seminar will explore the aesthetics of popular material culture in the everyday. A diverse range of topics, theories, and bodies of work in the field will be introduced and discussed. Students will develop an appreciation of popular or everyday art, architecture and design, and also gain an understanding of how these things may inform their own design work.</p> <p>At the conclusion of this subject students will develop an appreciation of popular or everyday art, architecture and design, and also gain an understanding of how these things may inform their own design work.</p>
Learning Outcomes:	At the conclusion of this subject students will develop an appreciation of popular or everyday art, architecture and design, and also gain an understanding of how these things may inform their own design work.
Assessment:	Written and graphic assignments - one individual project of up to 1000 words due in week 4 (30%). One group project of up to 2000 words due in week 8 (30%). One essay of at least 2000 words due at the end of semester (40%).
Prescribed Texts:	None specified

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 this subject, students should be able to: <ul style="list-style-type: none"> # identify key theories and issues in the field of popular material culture; # engage in critical debate about the use of vernacular form; # utilise an understanding of everyday aesthetics in design work.
Related Course(s):	Master of Architecture Master of Architecture
Related Majors/Minors/ Specialisations:	200 point Master of Architecture 300 point Master of Architecture Melbourne School of Design multidisciplinary elective subjects