

ABPL30037 Architecture Design Studio: Fire

Credit Points:	25						
Level:	3 (Undergraduate)						
Dates & Locations:	2016, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Semester 2, Parkville - Taught on campus.						
Time Commitment:	Contact Hours: 2 x 3 hour studios per week; 1 x 1 hour lectures per week (or equivalent hours). Total Time Commitment: 340 hours						
Prerequisites:	Completion of 250 points of Bachelor of Environments subject including: <table border="1" data-bbox="387 600 1485 748"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ABPL30048 Architecture Design Studio: Air</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	ABPL30048 Architecture Design Studio: Air	Semester 1, Semester 2	12.50
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ABPL30048 Architecture Design Studio: Air	Semester 1, Semester 2	12.50					
Corequisites:	None						
Recommended Background Knowledge:	None						
Non Allowed Subjects:	<table border="1" data-bbox="387 916 1485 1064"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>ABPL30058 Architecture Design Studio: Sparks</td> <td>Semester 1, Semester 2</td> <td>12.5</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	ABPL30058 Architecture Design Studio: Sparks	Semester 1, Semester 2	12.5
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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:	Assoc Prof Gregory Missingham						
Contact:	Email: g.missingham@unimelb.edu.au (mailto:g.missingham@unimelb.edu.au) The Eastern Precinct (building 138) (between Doug McDonnell building and Eastern Resource Centre) Enquiries: Current Student: http://ask.unimelb.edu.au/ (http://ask.unimelb.edu.au/) Web: http://edsc.unimelb.edu.au/ (http://edsc.unimelb.edu.au/)						
Subject Overview:	The subject is the capstone subject for the Architecture major in the Bachelor of Environments. It is intended that the subject will integrate previous coursework in the major. The core of the undergraduate design sequence is the development of both design thinking and dexterity with tools. The focus of the investigations of this subject will be architecture in an urban context, which will be explored by students designing a particular building type, e.g. a theatre, a motel, a car park, a television studio, a school, etc. The project will engage with historical, theoretical, structural, and environmental ideas relevant to the specific project through the lectures and various set design exercises.						

Learning Outcomes:	<p>For students to:</p> <ul style="list-style-type: none"> # Demonstrate an ability to develop a brief in response to a studio theme; # Demonstrate an ability to generate, explore and critically evaluate a variety of design possibilities for a given situation; # Demonstrate an understanding of relationships between architectural proposals and studio themes; # Select from a range of theories (architectural, artistic, environmental, historical, philosophical, scientific, etc.) and make them relevant to the task at hand; # Understand and convincingly and innovatively link the relationship between the selected or developed theory or theories, the site, the city, the architectural program, and the architectural intervention. # Demonstrate skills in the appropriate use of representational media; # Develop and select from a range of communication options and techniques and select a relevant means of communicating a range of experiential, sensual and conceptual design intentions; # Demonstrate the ability to make a case for proposals; # Integrate the pragmatic issues of the project with their own agenda and to be aware of the experiential, sensual and conceptual consequences of the pragmatic issues; # Demonstrate an ability to integrate studies from the three streams of subjects from the Architecture Major in design proposal(s); # Engage with and contribute to your own work and with the work of others in the studio.
Assessment:	<p>Design Journal (equivalent to a 2000 word essay) approximately 40-50 hours of work per student due week 12 (20%); Design Project Interim Submission 1 and 2 (including Component of research approximately 20 hours of work each), due week 6 and 9 (10% each); Design Project final submission (approximately 120 hours of work per student), due week 12 (60%). Hurdle requirement: Attendance at least 75% of studios is obligatory. Failure to attend 75% of studios will normally result in failure in the subject.</p>
Prescribed Texts:	<p>A bibliography relevant to the particular project will be included in the subject outline, which will be available to students prior to the first class.</p>
Breadth Options:	<p>This subject is not available as a breadth subject.</p>
Fees Information:	<p>Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees</p>
Generic Skills:	<ul style="list-style-type: none"> # A capacity for: verbal and two- and three-dimensional communication skills; # Critical evaluation of design ideas and decision making in their regard; # Appropriate use of design terminology; # Time management and meeting deadlines; # Succinct presentation skills entailing the appropriate use of media, format and abstraction.
Related Majors/Minors/ Specialisations:	<p>Architecture major Environments Discipline subjects Landscape Architecture major Restrictions for Breadth Options within the Bachelor of Environments - relating to specific majors Urban Design and Planning major</p>