ABPL90342 Digital Cities Studio

Credit Points:	25
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2016. Quota:16 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. Students will be selected on the basis of a design portfolio of not more than eight A3 pages. 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 Please note: This subject is being run as an intensive.
Time Commitment:	Contact Hours: 98 hours Total Time Commitment: 340 hours
Prerequisites:	None
Corequisites:	**Subject** / **Study Period Commencement:** / **Credit Points:** ABPL90345 Digital Techniques for Urban Designers 1 / Not offered 2016 / 12.50
Recommended Background Knowledge:	Some knowledge of Rhino
Non Allowed Subjects:	None
Core Participation Requirements:	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. 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
Contact:	**The Eastern Precinct (building 138 (http://maps.unimelb.edu.au/parkville/building/138))** (between Doug McDonell building and Eastern Resource Centre) *Enquiries:* Current Student: **http://ask.unimelb.edu.au/ (http://ask.unimelb.edu.au/)** Web: **http://msd.unimelb.edu.au/ (http://msd.unimelb.edu.au)**
Subject Overview:	This studio emphasises the application of digital techniques and methodologies to design practices related to urban issues. The design outputs will express ideas based in well-grounded critical thinking, as well as values manifested in visions of desired futures. Through design projects, analysis of seminal works, and use of digital techniques for both analysis and design methods, students will develop both design ideas for projects and effective methods of communicating these ideas.
Learning Outcomes:	Students will be expected to demonstrate an advanced level of design resolution, conceptual engagement and aesthetic expression.
Assessment:	Workshop 1 Diagraming Techniques - 20%Workshop 2 Space Syntax - 20%Workshop 3 City Engine - 20%Digital Cities Design Proposal - 40%
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:	On completion of this subject, students should be able to: # Master digital techniques related to urban design analysis and design methodologies; # Communicate a complex design vision in a clear and professional manner; # Integrate the diverse requirements of larger scale urban projects; # Assess both the efficacy and efficiency of their designs against possible alternatives; # Develop performance-based design; # Evaluate design decisions against industrial, environmental and site conditions, and general principles of sustainability.