

STUDIO FIRE(AY 2019), University of Melbourne.

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.

Intended learning outcomes

On completion of this subject the student is expected to:

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.

Generic skills

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.

Assessment

Additional details

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 (including final presentation, approximately 120 hours of work per student), submission in week 12. Presentation

takes place during the examination period (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.