



## Course Syllabus

<b>Course Code</b>	<b>Course Title</b>	<b>ECTS Credits</b>
ARCH-102	Architectural Design I	12
<b>Prerequisites</b>	<b>Department</b>	<b>Semester</b>
ARCH-101	Architecture	Spring
<b>Type of Course</b>	<b>Field</b>	<b>Language of Instruction</b>
Required	Architecture	English
<b>Level of Course</b>	<b>Lecturer(s)</b>	<b>Year of Study</b>
1 <sup>st</sup> Cycle	Alessandra Swiny	1 <sup>st</sup>
<b>Mode of Delivery</b>	<b>Work Placement</b>	<b>Corequisites</b>
Face to face	N/A	-

### Course Objectives:

The main objectives of the course are to:

- Develop students' critical ability to describe and articulate thoughts and experiences through architectural means and language
- Foster students' confidence in manipulating a variety of forms in two and three dimensions
- Familiarize students with the cultural context within which design takes place and introduce students to working with a site and its conditions
- Introduce materiality and the human scale into the design process
- Encourage experimentation with a wide variety of presentation techniques (written, verbal and graphic)

### Learning Outcomes:

After completion of the course students are expected to be able to:

1. Identify simple elements of architectural design and their relationships in three-dimensional space and apply this knowledge to their own design proposals
2. Associate the cultural and social context within which design takes place with architectural proposals
3. Interpret the concept of dwelling in relation to social, economic and environmental issues
4. Integrate issues of scale, materiality, human senses and adaptability
5. Illustrate verbal and visual/written presentation skills
6. Apply model making, collage techniques, plans and section drawings, mixed media techniques in order to effectively communicate their design proposals

7. Develop strong arguments/hypothesis to justify their design proposals
8. Analyse in-depth their clients/users in context of their own 'cosmos' and investigations of the necessary conditions of the 'inhabitants'
9. Apply mixed media representation techniques
10. Develop an explorative design processes through a diversity of mediums (drawings, mapping, models etc.)

**Course Content:**

1. Case studies & research – interpreting these to help develop concepts and projects
2. Mapping techniques
3. Site analysis – investigating, reading and understanding the site
4. Space planning basics - investigating program and activities
5. Scale, distance, proportion – scale, size and relative size
6. Indoor/outdoor scales, programs for inhabitants/visitors
7. Form and spatial solutions
8. Materiality/atmospheric design

**Learning Activities and Teaching Methods:**

Lectures, demonstrations, various exercises, case studies, student presentations, workshops, individual instruction, pinups, group projects and discussions. Studio based discussions with guest lecturers/visitors where students are presenting their work individually. Midterm/final presentations with guest critics.

**Assessment Methods:**

Attendance, participation & development, workshops and required production, pin-ups, final project, final exam and portfolio

**Required Textbooks / Readings:**

No required text. A reader is given to the students.

**Recommended Textbooks / Readings:**

Title	Author(s)	Publisher	Year	ISBN
Architectural Graphics	Francis D.K. Ching	John Wiley; 6 <sup>th</sup> edition	2015	978-1119035664
Neufert Architects' Data	Ernst & Peter Neufert	Wiley-Blackwell; 4 <sup>th</sup> edition	2012	978-1405192538