

Liverpool John Moores University

Title: Architectural Design 1
Status: Definitive
Code: **4048AR** (117583)
Version Start Date: 01-08-2016

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

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Academic Level: FHEQ4 **Credit Value:** 36 **Total Delivered Hours:** 105
Total Learning Hours: 360 **Private Study:** 255

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	8
Practical	24
Seminar	3
Tutorial	6
Workshop	64

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1 Arte	Anatomy of a Building Students are required to examine thematic ideas and	30	

Category	Short Description	Description	Weighting (%)	Exam Duration
		investigate the intellectual and physical make-up of selected buildings and, in so doing, to begin to grasp the conditions by which Architecture is 'made'.		
Artefacts	AS2 Arte	A Special Place Design ambitions are pursued through personal interpretations of thematic ideas and as a generic development of investigations undertaken in the group stage	70	

Aims

To introduce to students methods of academic analysis and research and of the interpretation of ideas which underpin the creation of architectural space and composition.

To introduce to students the activity of design as a multi-disciplinary process.

To engage in the fundamentals of architectural design through an understanding of space, light and order. To introduce and formalise a programme of self-learning and key skills for the student.

To undertake a proactive approach to design and research and to develop a critical and meaningful route towards academic achievement in the subject of Architecture.

Learning Outcomes

After completing the module the student should be able to:

- 1 1. Demonstrate an ability to work in a team, contribute to tutorials, respond to programme objectives and know how to take responsibility for, plan and review, a programme of architectural self-learning and key skills development.
- 2 2. Know how to research, analyse & interpret architectural precedents to develop a programme & ambition for design according to a given brief or thematic idea and present analytical studies or self-generated design ideas, both visually and verbally, to a panel of critics.
- 3 3. Demonstrate, through design, a basic understanding of architectural typologies, composition, spatial sequencing, movement through buildings and landscapes and produce basic plans, sections and elevations, 3D images and detailed scale models of a building or architectural object.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

AS 1 Artefact	1	2	3
AS 2 Artefact	1	2	3

Outline Syllabus

Students are required to examine thematic ideas and the intellectual and physical make-up of nominated seminal buildings through history and in so doing to begin to grasp the notion of 'place' . Studio staff will deliver a series of lectures on historical and contemporary examples of excellence. Students will work in small groups. An individual design project will begin during the latter half of Semester 1. Design ambitions are pursued through personal interpretations of thematic ideas and as a response to prior learning. Workshops in representational techniques will continue throughout the Semester.

Studio workshops in, for example, orthographics, 3D representational techniques , visualisation skills and model-making take place during the Semester.

Individual guidance sessions are arranged to monitor the progress of the student' s Personal Development Programme (PDP).

Learning Activities

Workshop activities include orthographic drawings, spatial studies, collaging, photo-montaging, photography, model-making, hand-rendering. Models will be the primary means of representing design explorations. For the introductory project each group will make a digital presentation and this will be the primary assessed element of the module. A mini-portfolio, Design Diary and Student Logbook is to be presented to show evidence of PDP progress.

Notes

The Module comprises two projects; the first is a four week group project which examines the 'anatomy' of a building, and the second is an individual design project which takes up the remainder of the semester. Studio workshops begin in Week 5 which will introduce students to a variety of representational skills in, for example, orthographics, 3D techniques, CAD visualisations, and model-making. Evidence of engagement with the design process is to be produced at the conclusion of the project.