

Liverpool John Moores University

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Title: DESIGN STUDIO 1
Status: Definitive
Code: **4107BEUG** (118074)
Version Start Date: 01-08-2016

Owning School/Faculty: Built Environment
Teaching School/Faculty: Built Environment

Team	Leader
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Academic Level: FHEQ4 **Credit Value:** 24 **Total Delivered Hours:** 132
Total Learning Hours: 240 **Private Study:** 108

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	6
Practical	72
Tutorial	54

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Drawing Project	30	
Artefacts	AS2	Model Making Project	20	
Report	AS3	Survey and Design Project	40	
Self Awareness Statement	AS4	Self awareness statement	10	

Aims

To develop knowledge and understanding of the range of drawings prepared by an architectural technologist.

To develop fundamental skills in the preparation of architectural drawings using Auto-CAD, Revit and manual drawing techniques.

To develop skills in the making of architectural models.

To carry out basic site and measured surveys and record information in an appropriate manner.

Learning Outcomes

After completing the module the student should be able to:

- 1 Differentiate between architectural drawings at various stages of a building project.
- 2 Generate 2D and 3D architectural drawings of a simple building design using manual drawing techniques.
- 3 Generate 2D and 3D architectural drawings of a simple building design using CAD techniques and print to scale using a printer and plotter.
- 4 Develop a design according to a given brief and present using appropriate visual and verbal communication and simple model making.
- 5 Record information regarding the size, shape and condition of existing buildings using basic surveying procedures and produce survey reports.
- 6 Produce and present a new design scheme for an existing building involving a change of use.
- 7 Carry out practical land surveying exercises using key surveying instruments and record results.
- 8 To identify and reflect upon the following aspects of personal development: strengths and weaknesses, motivations and values, ability to work with others.

Learning Outcomes of Assessments

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

Drawing project	2	4		
Model making project	3			
Survey and design project	1	5	6	7
Self Awareness Statement	8			

Outline Syllabus

Drawing methods:

- *Manual drawing practices using pencil and pen, set square and scale rule.*
- *CAD drawing practices using Auto-CAD, Revit & introduction to Archi-CAD.*
- *Printing and plotting of scaled drawings*

Drawing types:

- *2D drawings; plans, sections elevations, details, site plans, orthographic projection*
- *3D drawings: axonometrics, isometrics, perspectives*

Drawing Stages:

- *Outline concept drawings, design drawings, scheme drawings*
- *Technical drawing standards*

Design development and presentation

- *Architectural design development, 3D exploration of buildings*
- *Oral presentation skills,*

Model making

- *Introduction to model making as part of design development*
- *Constructing a simple model*

Building and Land Surveys:

- *Introduction to building surveys, undertaking a measured building survey, recording of information, change of building use and new design proposals.*
- *Introduction to land surveying, dimensional and level surveys.*

Learning Activities

Small number of introductory lectures.

Studio work using traditional drawing boards.

Weekly session in an IT room.

Surveying practicals.

Model making sessions.

A short joint-project activity working with other Built Environment students.

Notes

This module introduces the student to the range of drawings prepared by an architectural technologist and enables the student to develop skills in the preparation of architectural drawings using manual and computer-aided drawing techniques. It also develops understanding and skills in model making, building survey and land surveying.