

Liverpool John Moores University

Title: Architectural Design 1
Status: Definitive
Code: **4122AR** (123449)
Version Start Date: 01-08-2021

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

Team	Leader
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Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 109
Total Learning Hours: 200 **Private Study:** 91

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	10
Off Site	8
Seminar	15
Tutorial	28
Workshop	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Spatial settings are explored through the creative application of thematic ideas.	80	
Report	AS2	A report is produced to evidence evaluative skills in the understanding of energy, visual and thermal environments.	15	

Category	Short Description	Description	Weighting (%)	Exam Duration
Future Focus e-learning task	Self Aware	Self awareness statement.	5	

Aims

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

To engage in the fundamentals of architectural design through an understanding of space, light and architectural directive through the exploration of models.

To introduce the environmental and thermal factors in buildings.

To introduce and formalise a programme of self-learning and key skills for the student.

Learning Outcomes

After completing the module the student should be able to:

- 1 Have knowledge of the creative application of culture, the arts, landscape, environmental or other socio-cultural concerns, their relevance and impact on architectural design. (GC3.3).
- 2 Have knowledge of the creative application of such work to studio design projects, in terms of their conceptualisation and representation. (GC3.2).
- 3 Have the ability to develop and apply a conceptual and critical approach to architectural design that integrates and considers aesthetic outcomes and the needs of the user. (GC1.3).
- 4 Be able to prepare and present design projects of diverse scale, complexity, and type in a variety of contexts, using a range of media, and in response to a brief. (GC1.1).
- 5 Have comprehension and evaluative skills of principles associated with designing optimum energy, visual and thermal environments. (GC9.1).
- 6 Identify and reflect upon the following aspects of personal development: strengths & weaknesses; motivations & values; ability to work with others.

Learning Outcomes of Assessments

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

Artefacts	1	2	3	4	5	6
Report	1	3	5			
Report	6					

Outline Syllabus

Students are required to examine thematic ideas and interpret these to form a

directive towards the exploration of spatial settings. Studio staff will deliver a series of lectures on historical and contemporary examples of excellence.

Workshops in representational techniques will run throughout the Semester. Studio workshops in, for example, orthographics, 3D representational techniques, perspectives, photography, cinematography, and model-making take place during the Semester.

Individual guidance sessions are arranged to monitor the progress of the students' Personal Development Programme (PDP) along with the World of Work requirement.

Learning Activities

Workshop activities include orthographic drawings, 3D systems, architectural conventions, photomontage, photography, model-making and sketching. Models and analytical drawings will be the primary means of exploring building studies. For this 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

Subtitled 'Archifilm' this module develops thematic design ideas in an individual design project. Visual imagery in cinema is used to demonstrate and explore design concepts and as a stimulus for the generation of ideas. This module comprises three assignments; the first and most significant is a design project that explores spatial settings through model-making, drawings and filmic techniques. The second is an individual evaluative report that investigates energy, visual and thermal environments in actual buildings, and the third is a short self-reflective exercise which is part of the LJMU Future Focus career support initiative.