

Liverpool John Moores University

Title: Architectural Design 2 - Origination Stage 1
Status: Definitive
Code: **4123AR** (123450)
Version Start Date: 01-08-2021

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

| Team | Leader |
|------------------|--------|
| Peter Horrocks | Y |
| Jamie Scott | |
| Caspar Jones | |
| Anthony Malone | |
| Robert MacDonald | |

Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 120
Total Learning Hours: 200 **Private Study:** 80

Delivery Options

Course typically offered: Semester 2

| Component | Contact Hours |
|-----------|---------------|
| Lecture | 11 |
| Off Site | 3 |
| Seminar | 15 |
| Tutorial | 35 |
| Workshop | 56 |

Grading Basis: 40 %

Assessment Details

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|-----------|-------------------|--|---------------|---------------|
| Essay | AS1 | A history and theory 2, 000 word essay is produced to inform and develop the design brief. | 20 | |
| Artefacts | AS2 | An architectural design is developed from the design brief and history and theory essay. | 80 | |

Aims

To research and devise a historical and theoretical essay as a means to formulate a design brief and directive.

To provide students with a first opportunity to design a building incorporating students' urban design ideas and, in particular, the interface condition between building and the street and context.

To explore and interpret thematic ideas as a poetic process in design.

To develop the previously established programme of self-learning and key skills.

Learning Outcomes

After completing the module the student should be able to:

- 1 Have knowledge of the theories, practices and technologies that relate to a particular topic. (GC3.1).
- 2 Have knowledge of the cultural, social and intellectual histories, theories and technologies that influence the design of buildings.(GC2.1).
- 3 Have knowledge of the influence of history and theory on the spatial, social, cultural and technological aspects of architecture. (GC2.2).
- 4 Have an understanding of the need to appraise and prepare a building brief for a small scale, single type, to define client and user requirements and its appropriateness to site and context. (GC7.2).
- 5 Have knowledge of the creative application of art, culture, environment or other concern to the studio design project, in terms of its conceptualisation. (GC3.3.)
- 6 Have an understanding of the need to critically review precedents relevant to the function, organisation and technological strategy of design proposals. (GC7.1).
- 7 Be able to understand the needs and aspirations of building users to the design project. (GC5.1).
- 8 Have knowledge of the application of appropriate theoretical concepts to studio design projects, demonstrating a reflective and critical approach. (GC2.30).

Learning Outcomes of Assessments

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

| | | | | | |
|-----------|---|---|---|---|---|
| Essay | 1 | 2 | 3 | | |
| Artefacts | 4 | 5 | 6 | 7 | 8 |

Outline Syllabus

The first stage of the module will engage students in researching the historical and theoretical aspects of their design brief. This will culminate in the submission of an essay and a digital presentation in studio, the assessment for which will constitute 50% of the mark for the concurrent History and Theory module component.

The design process will focus on spatial settings within an urban context. The culmination of the design project will require the student to consider their design as an assemblage of components with a focus on Technology, Materials and

Sustainability. Staff will deliver illustrated lectures on Design and Structural Detailing throughout the Semester.
Individual guidance sessions will be arranged to monitor the progress of the student's personal development programme (PDP).

Learning Activities

Tutorial-based research and preparation of an illustrated report, produced digitally, related to the thematic and theoretical exploration of the project. Workshops developing skills in orthographic and perspective drawing, modelling, colour studies, volumetric s, proportions, detailing, etc. CAAD training and development primarily utilising SketchUp and Photoshop. A Design Diary is to be continuously updated to show evidence of self-learning.

Notes

Called 'A Place for Crafting' this is a building design project that occupies the whole semester. This module develops the design ideas, concepts and initial proposal for a building project and the subsequent module 4124AR progresses its spatial planning and technical resolution. This module starts with research into programmatic requirements for the project with the submission of an illustrated report. The second and main part of the module is a full concept design submission including design journal, orthographic drawings and handmade physical models.