

Liverpool John Moores University

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Title: Design 2: Exploration for a place for making
Status: Definitive
Code: **4123ASA** (129263)
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
Jim Sloan	
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Academic Level: FHEQ4
Credit Value: 20
Total Delivered Hours: 65
Total Learning Hours: 200
Private Study: 135

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	5
Off Site	3
Seminar	14
Tutorial	28
Workshop	15

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Design project origination.	100	

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 Demonstrate 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.
- 2 Demonstrate a knowledge of the creative application of art, culture, environment or other concern to the studio design project, in terms of its conceptualisation.
- 3 Demonstrate an understanding of the requirement to accommodate the needs and aspirations of building users.
- 4 Apply appropriate theoretical concepts to studio design projects, demonstrating a reflective and critical approach.
- 5 Creatively apply ideas drawn from art, cultural, environmental, or other work to studio architectural projects, in terms of their conceptualisation and representation.

Learning Outcomes of Assessments

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

Artefact	1	2	3	4	5
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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 a digital presentation in studio. 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 outline design development. Design Reviews and a final presentation in the studio.

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 Journal is to be continuously updated to show evidence of design process and related investigations.

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 4124ASA 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