

# Architectural Design 1

## Module Information

2022.01, Approved

### Summary Information

Module Code	4522IDSRI
Formal Module Title	Architectural Design 1
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

### Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

### Partner Teaching Institution

Institution Name
Sri Lanka Institute of Information Technology

### Learning Methods

Learning Method Type	Hours
Lecture	10
Off Site	8
Seminar	15
Tutorial	28
Workshop	48

### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks

## Aims and Outcomes

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.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	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.
MLO2	2	Have knowledge of the creative application of such work to studio design projects, in terms of their conceptualisation and representation.
MLO3	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.
MLO4	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.
MLO5	5	Have comprehension and evaluative skills of principles associated with designing optimum energy, visual and thermal environments.

## Module Content

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.
Module Overview	
Additional Information	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 two 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.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping

Artefacts	Artefacts	80	0	MLO1, MLO2, MLO3, MLO4, MLO5
Report	Report	20	0	MLO1, MLO3, MLO5

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
Ian Wroot	Yes	N/A

### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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