

Liverpool John Moores University

Title: Experimental Design - Origination
Status: Definitive
Code: **5123AR** (123456)
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: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 79.5
Total Learning Hours: 200 **Private Study:** 120.5

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	8
Seminar	14.5
Tutorial	35
Workshop	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	2,000 word thematic research and brief development.	20	
Artefacts	AS2	Design.	80	

Aims

The aims for this module are to develop experimental and explorative processes in

students' architectural thinking, design and production. The architectural inquiry in this module will be informed by thematic research, cultural and historic re-interpretation, and sustainability, as appropriate to each project. From a given starting point students are encouraged to explore and define the parameters of the field of inquiry for their project. In so doing, the aim is that they will devise their own objectives for research, brief, developmental interpretation and ultimately design response.

Learning Outcomes

After completing the module the student should be able to:

- 1 Have knowledge and be able to synthesise the theories, practices and technologies, that relate to a particular topic or concept as appropriate and how these may influence architectural design. (GC3.1).
- 2 Have knowledge and be able to synthesise cultural, social, 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, and technological aspects of architecture. (GC2.2).
- 4 Have an understanding of the need to evaluate and prepare a statement of intent / brief arising from the experimentation that responds to user requirement. (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 and representation. (GC3.3).
- 6 Have an understanding of the need to critically review precedents relevant to the function, organisation and technological strategy of design proposals, if appropriate. (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. (GC2.3).

Learning Outcomes of Assessments

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

Essay	1	2	3	4
Artefacts	5	6	7	8

Outline Syllabus

During this module students are encouraged to be experimental, and to be explorative in their conceptual ideas, design thinking and production. Their inquiries will be informed by a broad scope of thematic research, theories from different fields, cultural and historic re-interpretation, and sustainability. A deliberate freedom is given to the nature and definition of the projects that emerge from these processes, so that students explore the boundaries of what they consider architecture to be. In the first part of the module students will research the theoretical context of their field, and define the brief for their project. This will then be developed into a design

proposal that addresses issues and challenges defined by that research.

Learning Activities

Students will research a given topic; from this work they will identify a theme for their project, from which a project brief will be developed. Project sites will be visited, as appropriate, and analysed. The design of an architectural project will be derived from each students' research, thematic development, and understanding of their site. These learning activities will be supported through lectures, tutorials, seminars and workshops running during the course of the module. Students will also be expected to engage in a significant element of self-directed learning, as well as background reading and research. Presentation material is to be produced in terms of architectural drawings (plans, sections, elevations, and spatial studies) and models, with reports as appropriate to support these. Design development and process should be recorded in each student's sketch diary.

Notes

This module develops experimental and explorative design thinking. A broad scope of research is used to demonstrate and explore themes and as a stimulus for the generation of design concepts. This module comprises two assignments; the first, is the production of a well researched, critical and fully referenced and illustrated 2,000 word thematic essay. The second, underpinned by this initial research phase, is a design project that aims to translate the thematic study into a design concept.