

Liverpool John Moores University

Title: BUILDING DESIGN SUITE
Status: Definitive
Code: **7077BEPG** (120410)
Version Start Date: 01-08-2015

Owning School/Faculty: Built Environment
Teaching School/Faculty: Built Environment

| Team | Leader |
|-------------------|--------|
| Michael Farragher | Y |
| Aseel Hussien | |

Academic Level: FHEQ7 **Credit Value:** 20.00 **Total Delivered Hours:** 33.00
Total Learning Hours: 200 **Private Study:** 167

Delivery Options

Course typically offered: Semester 1

| Component | Contact Hours |
|-----------|---------------|
| Lecture | 8.000 |
| Practical | 22.000 |
| Tutorial | 3.000 |

Grading Basis: 40 %

Assessment Details

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|--------------|-------------------|--------------------------------|---------------|---------------|
| Portfolio | AS1 | Portfolio of drawings & report | 70.0 | |
| Presentation | AS2 | Presentation of design | 30.0 | |

Aims

- 1. To enable the student to analyse buildings from an architectural engineering perspective.*
- 2. To develop awareness of the extent of building design software and its application to architectural engineering.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Analyse buildings from an architectural engineering perspective.
- 2 Apply principles of sustainable architecture and engineering, and relevant statutory controls to a design.
- 3 Apply a range of design software to present professional designs and project documentation.
- 4 Present designs to a professional standard using a range of communication techniques.

Learning Outcomes of Assessments

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

| | | | |
|--------------------------------|---|---|---|
| Portfolio of drawings & report | 1 | 2 | 3 |
| Presentation of design | 4 | | |

Outline Syllabus

Introduction to architectural engineering and design of building detail.

Functionality and application of drawing methods including Auto-CAD (2D and 3D), Revit and 3D Studio Max.

Application and production of different of 3D drawings: axonometrics, isometrics, perspectives and animation

Drawing Stages: conceptual design and 3D detailed components drawings.

Design development and presentation using different communication techniques.

Learning Activities

Illustrated lectures, studio workshops and tutorials will be designed to develop students' knowledge of building technology and apply this using design technology.

Notes

This module will enable the student to confidently design and detail buildings of a more complex nature, giving due consideration to appropriate technology in the design and production of architectural detail drawings.