

<b>Unit Title</b>	DESIGN 201
<b>Level</b>	Level 5
<b>Reference No. (showing Level)</b>	EBB_5_507
<b>Credit Value</b>	20 Credit Points
<b>Student Study Hours</b>	Total Learning Hours: 200 hours Contact Hours: 78 hours Reviews: 12 hours Student managed learning : 110
<b>Pre-requisite learning</b>	None
<b>Co-requisites</b>	None
<b>Excluded Combinations</b>	None
<b>Unit Co-ordinator</b>	Steve Bowkett
<b>Faculty/Department</b>	FESBE/Department of Built Environment
<b>Subject Area</b>	Architecture
<b>Short Description</b>	This unit draws upon references from contemporary arts practice and individual experimentation with a range of digital and analogue media. Students undertake design projects with the expanded understanding of context from a physical to a wider, systemic and cultural notion, which is addressed through the design of an object or installation presented in a final design event.
<b>Aims</b>	The unit aims to: <ul style="list-style-type: none"> <li>• Introduce the ambitions and themes of second year design to incoming students.</li> <li>• encourage the development of individual working processes and methodologies through observation, reflection and experimentation</li> <li>• develop skills in new media and 2- and 3-dimensional representation, to explore concepts and to develop an architectural vocabulary</li> <li>• develop students' knowledge of and critical capacity in a wider contemporary cultural context</li> </ul>
<b>Learning Outcomes</b>	<ol style="list-style-type: none"> <li>1. Upon completion of this unit students will have developed: An ability to apply 2-and 3- dimensional representation skills and techniques imaginatively and adequately to develop and advance ideas, concepts and strategies.</li> <li>2. An ability to form and defend considered qualitative judgements on contemporary art practice supported by historical and theoretical understanding. <ol style="list-style-type: none"> <li>1) An ability to create an event to convey and adequately present a conceptually coherent design project, its underlying body of research into social and cultural phenomena, influences methodologies and outcomes.</li> </ol> </li> </ol>
<b>Teaching &amp; Learning pattern</b>	This unit is based in the design studio and taught primarily through design tutorials and supported by lectures, short study trips, seminars and reviews. Some related project work may be undertaken in groups taught across both semesters in form of workshops and seminars, supported by lectures and tutorials.
<b>Indicative Content</b>	In order to base students firmly within the context of current cultural activity, the unit employs the richness of London's art protagonists and institutions as a

	<p>base for studies in perception and representation. These studies form the starting point for the design of an event or systemic intervention into a studied social and /or cultural situation or phenomenon. Particular emphasis rests on conceptual coherence of the project, willingness to experiment, as well as the imaginative and adequate use of media.</p>
<p><b>Assessments</b> <i>Elements and Weightings</i></p>	<p>The unit is assessed with LAR-4-101 Introduction to Architecture</p> <p>Design portfolio Weighting: 60%</p> <p>Verbal Presentation (Event) Weighting : 40%</p>
<p><b>Mapping Against RIBA/ARB</b> <b>Criteria</b></p>	<p>GC2.1, GC3.1, 3.2, 3.3, GC7.1; GA1.2, GA1.4</p>
<p><b>Indicative Sources</b></p>	<p>The Eyes and the Skin, Architecture and the Senses + The Thinking Hand- Juhani Pallasmaa</p> <p>Phenomenology of Perception + The World of Perception-Maurice Merleau Ponty</p> <p>The Body in Architecture- Deborah Hauptmann</p> <p>Dwelling, Place &amp; Environment: Towards a Phenomenology of Person and World- David Seamon &amp; Robert Mugerauer</p> <p>Educating our Perception + Magic Materials II Questions of Perception + Phenomenology of Architecture- Steven Holl</p> <p>Experiencing Architecture- Steen Eiler Rasmussen,</p> <p>In Praise of Shadows- Junichiro Tanisaki</p> <p>The Poetics of Space- Gaston Bachelard.</p> <p>Envisioning Information Tufte, Edward Graphics Press</p>
<p><b>Attendance</b></p>	<p>Studio, lectures, workshops and seminars: min 80%</p> <p>Crits and reviews: 100%</p>