



Subject:	Architecture (AR) - Elective
Subject Outline	The Architecture subject engages students with both the sciences and the arts. The course provides an introduction to the design and construction of the built environment as well as giving an insight into architectural history and theory. On completion of the subject, students will gain a basic understanding of the architectural design process and be able to distinguish relevant historical and contemporary precedents in architecture. The subject focuses on teaching students valuable research skills and communication skills preparing them for the requirements of the University of Queensland's first year architecture program.
Online Subject Delivery	Students in Architecture complete blocks of learning, which consists of four interactive lessons and checkpoint tasks. These are completed on Moodle, our state of the art online learning platform. Students will be supported in completing these blocks of learning by live classes and live question and answer sessions via Zoom web-conferencing. These live online classes are student-focused and communicative with learners being expected to contribute to group discussion. Teachers monitor student's progress and provide individualised feedback on checkpoint tasks.
Face to Face Subject Delivery	Students in Architecture participate in a blended learning approach that includes class time supported by activities online via Moodle. Classes are student-focused and communicative with learners being expected to contribute to group discussion. Participation in online learning before class prepares students for in-class activities and maximises the value of face to face learning. Students can prepare for class, review content and skills learned as well as complete checkpoints online.
Graduate Attributes (GA)	On completion of the Foundation Program, students will be able to: <ol style="list-style-type: none">1. Communicate effectively in English in a variety of contexts, circumstances and modes2. Demonstrate relevant, practical and theoretical knowledge in a subject area3. Apply relevant academic literacy skills in a subject area4. Apply relevant numeric literacy skills in a subject area5. Apply critical, analytical thinking, and problem solving skills for academic contexts6. Work independently and collaboratively in a cross-cultural context7. Demonstrate academic integrity
Objectives	On successful completion of this subject, students will be able to: <ol style="list-style-type: none">1. Apply architectural design principles to the development of three-dimensional form and space (GA 3, 5)2. Communicate design proposals using a variety of media (GA 1)3. Develop research and analytical skills to assist in the identification of essential architectural design precedent to inform the design process (GA 2, 5)4. Identify the influence of selected architectural historical periods and types of societal factors that form the precedent for architecture today (GA 2, 5)5. Undertake the architectural design process to develop an appropriate outcome to an architectural brief (GA 2, 5, 6)
Content	Term 1 <ul style="list-style-type: none">● Introduction to the Design Process● Introduction to the Design Precedent● Introduction to Visual Communications● Introduction to CAD; digital drawing● Single point perspective● Simple construction techniques



	<ul style="list-style-type: none">● Making the connection between Art and Architecture● Making the connection between Art and Mathematics (Proportion)● The gathering and analysis of Design Precedent● Recording the Design Process in a Design Report● The art of communicating through visual mediums● Observing and recording through hand drawing <p>Term 2</p> <ul style="list-style-type: none">● Responding to a Brief● Introduction to Image Editing● Digital drawing in practice● Revisiting Design Process & Precedent● The gathering and analysis of Design Precedent● Recording the Design Process in a Design Report● The art of communicating through visual mediums● Observing and recording through hand drawing <p>Term 3</p> <ul style="list-style-type: none">● Site Analysis<ul style="list-style-type: none">○ Historical○ Environmental○ Topographical○ Social○ Potential● The use of Space, Light and Material in Architecture● Critical Influences in Architecture and Design● Making the connection between Classicism and Modernism● The importance of Anarchy and Expressionism in Architecture● Responding to a Brief – Concept Design<ul style="list-style-type: none">○ Seeking opportunities within the Brief○ Using Design Precedent to inform the Design Process○ Analysing of works of Art as an inspiration○ Identifying critical Architectural precedent○ Communicating a Concept with drawings and models <p>Term 4</p> <ul style="list-style-type: none">● Responding to a Brief – Scheme Design● Applying colour, texture and patterns to building elevations● Developing a final design project<ul style="list-style-type: none">○ Exploring the three-dimensional form through sketch models○ Visually communicating the Design Precedents○ Producing presentation panel and final model of the final design for exhibition○ Producing a Design Report
Attendance	<p>Attendance is a visa requirement. Attendance contributes directly to the academic success of the student. Attendance is monitored as described in the Attendance Policy.</p> <ul style="list-style-type: none">● Face to face: Students are expected to attend all classes and complete all Moodle checkpoints.● Online: Students are expected to attend all live online classes, question and answer sessions, and complete all Moodle checkpoints.
Learning Resources	<ul style="list-style-type: none">● IES Subject Moodle site● Online Research



Students are assessed through the following assessment activities:

Assessment Activity	Description	Weighting
TERM 1		
Design Report Part 1	Students engage in the Design Process developing their observation, research, analysis and communication skills. Students develop visual communication skills through hand drawing. Research is conducted by analysing works of Art as a source of inspiration to inform the Design Process. Students are introduced to three-dimensional digital drawing and visual communication techniques. In contrast, classical proportional systems are also reviewed and traditional single point perspective techniques. Each piece of work produced by the students is collated into a Design Report which captures the Design Process and design outcome.	20%
TERM 2		
Design Report Part 2	Students test their Design Process methodology by designing a small structure using a simple materials palette. The structure must capture the imagination and express its inspirational precedent. As part of precedent studies students will research forms of Nanotecture and distinguish relevant precedent. Simple construction techniques are also reviewed. Each piece of work produced by the students is collated into a Design Report which captures the Design Process and design outcome.	20%
TERM 3		
Design Project - Concept Report	Students will create a Concept for a building within the public realm. Students will work with a client who defines the user requirements with an architectural brief. Aspects include researching for Design Precedent, defining sources of inspiration, analysing building user requirements, conducting site analysis and using sketch models to explore form. As part of the context of a developing design proposal there are studies relating to Urban Intervention, Colour, Landscape as well as Occupational Health & Safety. Each piece of work produced by the students is collated into a Design Report which captures the Design Process and design outcome.	15%
Final Exam	Students conclude their studies by demonstrating an understanding of the critical precedents, theories and influences in architecture, architectural terminology, the design process, and urban integration. The content of the Exam will be based on five topics: SECTION A: Understanding Architecture SECTION B: Architectural Terminology SECTION C: Design process SECTION D: Art & Architecture, History & Theory SECTION E: Urban Integration	15%
TERM 4		
Design Project - Final Design	Students develop their Concept into a Scheme Design. Aspects include drawing plans and elevations to scale, model making to scale and preparing a presentation panel for an exhibition.	20%
Design Project - Panel	Students select the best samples of their work with their Final Project and use digital presentation techniques to prepare an Exhibition Panel.	10%