



A42P1B Design Process - Studio 4:1 12.0 credits

Gestaltningprocess - Studio 4:1

This is a translation of the Swedish, legally binding, course syllabus.

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

Course syllabus for A42P1B valid from Autumn 2008

Grading scale

P, F

Education cycle

Second cycle

Main field of study

Architecture

Specific prerequisites

Bachelor's Degree, or an equivalent level, within the field of Architecture.

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

Production of Architecture: Unreal

Overall goals

The course is part of the Design Process Studio which aim is to develop new tools and methods for architectural design, and to create new forms of space.

2. The course/project goal is to increase the student's knowledge in this area/field and skills/knowledge in the field of architecture in general. The students will enter the project with varying degrees of knowledge/skills and will subsequently end up at different levels at the end of the course/project.

3. The individual student must show an increase in the particular skills/knowledge offered in the studio and in the field of architecture in general.

Course goals

1. The course aim to increase knowledge about how methods and tools to represent architecture also inform and influence the production of architecture and the understanding of space.

2. At the completion of the course, each student should be able to demonstrate developed practical skills and an extended knowledge in relation to the studio program and towards the practise of architecture as a whole.

Course contents

When faced with the discussion about “real” and “virtual” architecture one encounters many different traces. One is leading towards a way of addressing architecture as a result from various “forces” or “powers”, where the constructed space is understood as something that manifests the predominating one. As a consequence, architects and theorists have been using the idea of the virtual and the network as a tool to resist powers or at least make the powers in question visible; to the beholder, but also to the producing architects. Terms like “open source” and “share ware”, borrowed from computer science, has been popular in the field of visual arts as well as in architecture. Production, collaboration, community, peer-to-peer, have been buzzwords in recent theory and practice. Traditionally, projects at school usually mimic the way work is being done in architectural offices. What is being judged is how we imagine the finished result: Is the spatial organization interesting? Will the construction work? And so on. In this course we will try and push the projects to include the whole procedure of architectural production, from concept all the way to realisation, both on- and offline. This might sound like a minor questions but it actually proposes new modes of production.

Disposition

The course will have a practical and a theoretical part. Practically there will be lectures and workshops, weekly tutorials, mid-review and a final review where each student individually, or in small groups, develop and present a project. In collaboration with the History of Art department at Södertörns Högskola there will be a series of lectures, seminars where specific architectural problems will be illuminated and related to theoretical discourses in art, literature and film. Basic architectural categories such as representation and construction will be discussed in relation to modern media theory, semiotics and psycho analyses. Another

theme is architecture as aesthetic paradigm within philosophy and other artistic fields. A running theme is the ambition to try to connect theory to the everyday.

Course literature

(Autumn projects)

Space Time Play – Computer games, Architecture and Urbanism: The Next Level

Friedrich von Borries, Steffen P. Waltz, Matthias Böttger

Equipment

Lap-top

Examination

- PRO1 - Project part 1, 9.0 credits, grading scale: P, F
- PRO2 - Project part 2, 3.0 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

The course consists of two parts; a fulfilled and delivered project work (9 credits) and a passed final assessment (3 credits). There is at least one intermediate assessment during the course.

Other requirements for final grade

a) Presentation requirements

Presentation requirements will be handed out at the start of the course.

b) Examination

80% attendance. Active participation in lectures, tutorials, and seminars etc. Passed intermediate and final assessments. Compulsory attendance during the assessment reviews. Completion: The project work shall be delivered and, if necessary, reworked within the set time limit. See general directions.

(Overall principle: Autumn term projects must be approved during the following Spring term: Spring term projects must be approved before the start of the following Autumn term. The reworked projects must be delivered at least one week before the time limit.)

The project work is to be documented in a portfolio, including drawings, analysis and models. The work process shall be legible.

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.