

# Georgia Institute of Technology

## ARCH 3012 – Design Studio IV

### School of Architecture

#### **student learning outcomes** [common to all studio sections]

1. Students will demonstrate the ability to analyze a fundamental architectural issue, including its social, economic, and political dimensions, evaluate evidence derived from precedents and readings, and construct an argument that will serve as parameters for the design of an architectural proposition. In essence develop a critical framework and the ability to apply that framework toward a design intervention.
2. Students will interpret and apply the basic principles utilized in the appropriate selection of construction materials and assemblies, based on their inherent characteristics and performance, including their environmental impact and reuse.
3. Students will apply basic proportional systems derived from the human body (either able or disabled, young and old) as a parameter to the design of an architectural artifact.

#### **student learning outcomes** [particular to this studio section]

4. Students will demonstrate the ability to work effectively as a team-member exploring the set of issues set out in a studio platform in the production of a rigorous creative and threaded process of research, and the application of its findings.
5. Students will demonstrate the ability to situate all of this work within the larger canon of land and environmental art at the same time constructing a clear and compelling 'next move' for this field

#### **studio process**

This studio has been organized to help you to explore the issues outlined above in relation to the 2012 Land Art Generator Initiative Competition on an advanced level of thinking and production. The studio process is constructed to facilitate this by moving through serial phases of *engaging discourse, developing a related line of research, experimentation, application of findings, presentation, and assessment* that are nested within the three larger phases of production outlined below:

#### **DESIGN STUDIO PROCEDURES + REQUIREMENTS**

- 1 Each design assignment includes explicit due dates and minimum requirements which must be met. Project presentation requirements generally include explanatory descriptions of the project (analytical and conceptual diagrams, axonometrics, models, site models, written texts) technical descriptions (site plan, plans, sections, elevations, construction details), and experiential representations (perspectives; color, shade-and-shadow, material studies).
- 2 In addition, student work is evaluated in terms of design process and methodology (*which must be explicitly recorded*) and in terms of the quality of execution of the work.
- 3 The course includes weekly seminars and lectures on issues of topical relevance for the design studio. When readings are assigned for the seminars, students are responsible for the readings and are expected to actively participate in the seminar discussions.
- 4 At the end of each design project, students make public, oral presentations of their design work and engage in class wide discussion of the

design approaches manifested in the work. Participation in these "juries" is required.

5 At the end of each academic term, the design instructors formally review the compiled work of each student for that term for purposes of grading. Students are responsible for preserving their work (drawings, models, etc.) and for digitally documenting it on a CD for submission to the instructor before the end of the term. Original work may also be retained by the Program for purposes of accreditation.

6 Students receive a written evaluation of their work and course standing both at mid-term and term-end.

7 Attendance to all design studio sessions and seminars is required. Unexcused absences from more than three classes may result in a deduction in the course grade.

8 General announcements addressing issues impacting the entire section will be made at 2:05 most class-days, arriving on time is critical. Attendance is taken at 2:10 each day. Please note: arriving after 2:10 but before 2:30 is counted as a tardy with 3 tardies equaling an unexcused absence. Arriving after that and/or leaving studio before 6:00 are both counted as unexcused absences, unless it has been cleared with the instructor beforehand.

9 If you need to be away from studio on studio business during class time, please let me know beforehand, even if it's to tell me which computer lab you'll be in. Being back in studio in time for your desk-crit time-slot is essential. Also let me know if you know in advance that you will have to miss a class. The student assumes responsibility for finding out all information given out while they are away from studio, even for excused absences.

10 Students with disabilities requiring special accommodations must obtain an accommodations letter from the ADAPTS Office [[www.adapts.gatech.edu](http://www.adapts.gatech.edu)] to ensure appropriate arrangements.

11 Georgia Tech aims to cultivate a community based on trust, academic integrity and honor. Students are expected to act according to the highest ethical standards. For policy information on Georgia Tech's Academic Honor Code, please see [[http://www.catalog.gatech.edu/rules\\_regulations/#18](http://www.catalog.gatech.edu/rules_regulations/#18)].

12 All cell phones should be turned off during class and when entering the classroom.

13 In case of emergency (i.e. fire, accident, criminal act), please call the Georgia Tech Police at 894-2500. Please note that Perry Minyard, IT Support Administrator is also a firefighter and an Emergency Medical Technician (EMT) certified in performing CPR.

14 Students using the COA Shop must comply with all shop rules. Access to the Shop facilities is limited to qualified students who have completed the College Materials and Processes class.

15 Spraying of any aerosol material in the College of Architecture is prohibited with the exception of the designated "spray booth" in the COA Shop. Prohibited areas of use include all exterior stairwells, balconies, and terraces.

16 Noise should be kept to a minimum. In respect of others, music may be listened to only through headphones, including evenings and weekends. Given the pace of studio and the limits of time, sustained commitment and effective time management are essential for a successful learning outcomes and performance. If you have any questions about what is being asked for in assignments or being said in discussions or, you must ask for immediate clarification to avoid the loss of valuable time. To keep up with the production schedule this semester, presence in studio is not optional but a necessity, during class time and after hours. Your desk is your space to inhabit this semester---your 'place at the table' in the life of the studio---and most of your work should happen there as it would in a professional office. Learning how to focus and be productive in a shared studio space is a necessity for professionals, and therefore, a part of what you are evaluated on under 'effort'. Common courtesy and respect for others should go without saying.

## G GRADES

Attendance, participation, timely completion of work, the depth of engagement in studio issues, and the making of progress in your work provides the foundation for your grade. Conceptual and project development and refinement, drawing and model making requirements, and craftsmanship matter greatly and factor equally in the evaluation of your performance. Remember, grades are earned by you –not given by your instructor.

A grade of “F” indicates a failure to meet the studio requirements, including attendance, minimum requirements concerning presentation and fulfillment of studio requirements. In case of an “F”, the studio will need to be repeated. A grade of “D” means that you have significant attendance problems, your studio performance is poor, including failure to meet deadlines, the basic requirements of the studio, and/or your project is not plausible.

In case of a “D”, the studio will need to be repeated. A grade of “C” means that you have not met the basic requirements of the studio, but your project is plausible even if substantially undeveloped.

A grade of “B” means that you have met the basic requirements of the studio and that your project is developed to the point where evaluation can be made according to the studio’s themes and criteria. A grade of “A” means that your project clearly represents both a clear understanding of studio themes and criteria, and a self-motivated exploration beyond the basic course requirements. Projects that receive grades of “A” are exemplary projects in terms of concept, production, craft. Midterm grades will be assigned and your instructor will notify/counsel any student concerning any necessary action to be taken concerning the semester Drop Day. Please refer to the Institute handbook regarding disputes concerning grades.

Performance is evaluated for each phase. The performance is evaluated in terms of three larger criteria, each of which is divided into two equally important, equally-weighted sub-criteria. ‘A’-quality work requires that excellence be clearly and consistently demonstrated for all six of these criteria:

**effort** [disciplined, self-driven intensity + timely completion] = 33.3% of the grade for each phase

**findings** [clarity + compellability] = 33.3% of the grade for each phase

**communication** [visual craft + verbal craft/dialogue] = 33.3% of the grade for each phase