

Course Code:

TBC

1. Course Title:

Architecture-S3 - Elective

2. Academic Session:

2011-2012

3. Level:

Level 9

4. Credits:

20

5. Lead School/Board of Studies:

Non School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To appraise the history and impact of digital methods in architecture practice and explore the dynamic relationships between humans, technology and physical and virtual spaces. In addition, students will develop principal skills, techniques and practices in 3D digital modelling and will be introduced to audio design.

8. Intended Learning Outcomes of Course:

By the end of this course students will be able to:

- Demonstrate a broad and integrated knowledge and understanding of the impact of advanced technology on architectural design
- Summarise key practices and debates that influence digital architectural forms
- Demonstrate a broad and integrated knowledge and understanding of the dynamic relationships between humans, technology and physical and virtual spaces
- Appraise principal theories of navigation and interaction in physical and virtual spaces
- Use a selection of principal skills, techniques and practices in 3D digital modelling

- Appraise and apply a range of routine skills, techniques, and practices associated with audio design
- Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues

9. Indicative Content:

Digital architectural design practice
 Technology mediated physical and virtual space
 Navigation and interaction in physical and virtual space
 3D digital modelling

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

Summative assessment at end of academic year in form of coursework submission and end of year presentation

11. Formative Assessment:

Critique, progress review, work in progress presentation

11.1 Please describe the Formative Assessment arrangements:

Formative assessments mid-term (terms 1, 2, 3) and end of terms 1 and 2

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

N/A

13. Requirements of Entry:

None

14. Co-requisites:

None

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 1 of stage 3 and will comprise 200 learning hours of which 20 will be direct contact time.

17. Timetable:

Weekly minimum of 1.33 hours per week over 15 weeks

18. Available to Visiting Students:Yes No **19. Distance Learning:**Yes No **20. Placement:**Yes No **21. Learning and Teaching Methods:**

| Method | Formal Contact Hours | Notional Learning Hours (Including formal contact hours) |
|--------------------------------|----------------------|---|
| Lecture | | |
| Studio | | 40 |
| Seminar/Presentation | 1 | |
| Tutorial | | |
| Workshop | 15 | 30 |
| Laboratory work | | 30 |
| Project work | | 100 |
| Professional Practice | | |
| E-Learning / Distance Learning | | |
| Placement | | |
| Examination | | |
| Essay | | |
| Private Study | Not Applicable | |
| Other (please specify below) | 4 | |
| TOTAL | 20 | 200 |

22. Description of "Other" Teaching and Learning Methods:

Lectures
 Guest lectures
 Webcast lectures
 Directed study
 Problem-based projects
 Practical workshops
 Online video tutorials
 Small group discussions
 Enquiry-led learning
 Case Studies

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| 23. Additional Relevant Information: |
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| None |
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| 24. Indicative Bibliography: |
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| Benedikt, M., 1992, <i>Cyberspace: First Steps</i> . MIT Press Spiller, N., 2002. <i>Reflexive Architecture (Architectural Design)</i> . John Wiley & Sons Kottas, D., 2010. <i>Contemporary Digital Architecture</i> . Links International Penz, F., 2008. <i>Architectures of Illusion: From Motion Pictures to Navigable Interaction Environments</i> . Intellect Books |
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