

Course Syllabus for the Advanced Design Studio Sequence

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The Advanced Design Studio

Course Meetings

[Tuesday 5:30pm – 8:00pm and Thursday 5:30pm - 9:00pm EST \(and by appointment\)](#)

Course Schedules

Please refer to the Course Calendar, Syllabus, and other materials posted on Blackboard and monitor the site for updates.

Course Descriptions

ARC 5814 Advanced Design Studio 1

Prerequisites: ARC 5012, ARC 5623

This course, the first of a sequence of three associated courses, engages the student in an advanced architectural design project. The students work in consultation with a faculty instructor in a design studio setting to prepare the foundation materials, including research and analysis, for an architectural design project. The subject of the project is typically proposed by the individual student and approved by the instructor. The project is to be based on a clear theoretical position based on the student's research and must demonstrate an advanced understanding of architectural design and practice. The work prepared in this course must be approved in order for students to continue in the course sequence. The proposed project will be completed in the following course in this sequence, ARC 5824.

ARC 5824 Advanced Design Studio 2

Prerequisite: ARC 5814

Advanced Design Studio 2, the second course in the sequence, is a continuation of the architectural design project investigation from Advanced Design Studio 1. In this course students prepare a design project for presentation at the end of the semester. The completed project must incorporate and articulate the research and analysis reached in the previous course and demonstrate a mastery of advanced design, technical, and presentation skills. Following the successful presentation of the project, in the third course in this sequence, ARC 6812, students will translate the project into book and digital form for submittal to the College.

ARC 6832 Advanced Design Studio Documentation Studio

Prerequisite: ARC 5824

Students in this course will document the design project completed in the Advanced Design Studios for final submittal to the College in both book form and approved digital medium such as a CD. The book is expected to include the research and analysis materials as well as complete documentation of the design project.

The book will be submitted in paperback format, 8 ½ inches by 8 ½ inches square, with a “perfect bind” edge prepared by a commercial printer; online printing services are economical and acceptable for the production of the book. The book and CD will be

archived in the University's library.

Course Content

The courses are conducted as research and studios intended for the graduate architecture student and requires a knowledge of fundamental and practical architectural design, drawing and digital representation methods, history and theory, a sense of professional and design ethics, as well as environmental, construction, and structural knowledge. The courses are intended to bring the students' skills and abilities up to a level near or beyond professional mastery through a project that will include the selection of a project topic and the identification of critical related issues. Work will include building type research, programming, conceptual development (the development of ideas and approaches to the project); site and architectural analysis. Course activities will include individual and group critiques, lectures and seminars, and student presentations. Students will be released from class time, on occasion, so that they can attend in public lectures sponsored by the College. The Advanced Design Studios will require the student to present their work in progress and completed work to a review jury of faculty and guest critics.

Course Objectives

Students are expected to achieve several objectives in this sequence of courses.

- Refine research skills and conceptual abilities.
- Develop critical skills related to design thinking and the design process specifically in the matters of problem identification, formulation, analysis, and resolution.
- Consider, discuss and incorporate an awareness of the ethical implications of architectural and urban projects into projects.
- Refine technical abilities and insights relative to the resolution of design problems
- Improve oral presentation skills and the ability to engage in intelligent and informed conversations about architecture and urban design.
- Advance graphic representational skills, particularly in area of analytical diagramming.
- Preparation and presentation of an advanced design and research project that demonstrates the acquisition of these skills.

Research, Reading, and Writing in the Advanced Design Studio

Required Text

There is no single required text for the course, but students are expected to identify and acquire written and graphic published and archived materials that correspond to their design and research needs. Short reading assignments may be added to the curriculum as needed and on an individual and group basis.

Recommended Texts and Links

[Anything & Everything](#) (*Design, Humanism, Environmentalism, Urbanism, Architecture, Art, Music, Sustainability, Science, Philosophy, Colour-Theory, Proportion, Mathematic, Physics, Structural Engineering, Industrial Design, cooking, Chemistry, Anthropology, Film-Making, Graphic-Design, Psychology, Psychometrics, The Applied Sciences, etc.....*)

Plagiarism, Reading, and Writing

For specific advice and guidelines on plagiarism, reading, writing, and help with these subjects, please refer to the document, “Reading, Writing Proficiency, and Plagiarism” posted on the course Blackboard site. You are responsible for understanding this material.

The faculty of the College of Architecture and Design believe that written and verbal competencies are essential intellectual and professional skills, that competent written communication is an exercise in, and a reflection of, clear thinking, and that our courses must reinforce these skills. The College will reinforce the importance of writing skills in all appropriate courses and in all assignments that consist of or contain written material. This includes short or extended essays as well as assignments that are primarily graphic.

Writing in course assignments will be assessed for content, clarity, and mechanics by the course instructor. Students will be asked to make corrections where necessary. Accuracy in spelling, grammar, syntax, and format is to be required in the presentation of all writing, including primarily graphic assignments.

The Graduate Studio

Studio Culture

Studio culture is at the core of architectural education, and in recognition of this, the CoAD administration, faculty, and students have worked cooperatively to create a Studio Culture document that outlines the rights, responsibilities, and expectations of all participants. The full text of the LTU CoAD Studio Code is posted on the course Blackboard page. Please see the document located on your Blackboard course site under Course Documents/Policies/Studio Code. The intention of the Studio Code is to provide guidelines that address the quality of academic experience available to student while encouraging the growth of a community.

Your Work and Your Commitments Outside of School

While it is acknowledged that many students hold jobs off campus, the content and requirements of this studio will in no way be compromised to accommodate this situation. By registering for a class, each student assumes the responsibility to meet the requirements of successful completion of that class.

The critics and instructors are more than willing to communicate advice and ideas directly relevant to the project being discussed. We make an effort to provide a viable framework for the establishment of theory, intentionality and ideas. As most of the time spent on a project is yours, you and your team are the people most responsible to develop and resolve your design investigations.

Course Communications and Blackboard

The semester calendar, scheduled events, assignments, important data, and announcements will be posted on Blackboard. The Blackboard address is <http://www.my.ltu.edu>, and it may be accessed from any computer with an Internet connection. Students are urged to check the site and their LTU e-mailboxes regularly for course-related announcements. Please make sure that your preferred email address is the one registered on the Blackboard site; see myLTU/Personal Information/Edit personal Information.

Communication with the Instructor and the Other Members of the Class

You may be asked to provide your email address to the instructor and the other students in the course so that you can share course information. You are encouraged to correspond with your instructor by email, anytime.

Responsible Behavior Policy

The design studio is a shared learning environment where interaction is encouraged. However, certain things may be distracting and are to be regulated as follows:

- Radios and other sound equipment may only be used with headphones.
- Pagers and cell phones should have ringtones silenced during class. Please minimize personal phone calls text messaging in the studio.
- Do not leave laptops or any other valuables unattended.
- Please do not work on other classes during design studio class time.
- Students are advised to familiarize themselves with the University's policies regarding software and related copyright laws as well as those related to plagiarism and the proper citation of original sources.

LTU Academic Honor Code

Academic integrity and honesty are basic values of Lawrence Technological University. In carrying out its academic mission, Lawrence Technological University, like all universities, depends on the honesty and integrity of its faculty, staff, and students, and for this reason every member of the Lawrence Technological University community is charged with upholding the Academic Honor Code. Actions that breach the Code, erode the trust of those who look to universities for honest evaluations of academic work arrived at through honest processes. Violations may also cause individual harm in that reports of performance made to post-graduate schools, professional societies, and employers would inaccurately represent a student's progress. Lawrence Technological University is committed to creating an academic community that values both individual and collaborative efforts that promote learning and discovery. Such a community expects honesty and integrity in the work of all its members. The Academic Honor Code speaks to the work of individual students within the community. It should not be construed as arguing against the important collaborations that also occur among students on campus.

Students, faculty, and staff are expected to follow established standards of academic integrity and honesty. Academic misconduct entails dishonesty or deception in fulfilling academic requirements and includes, but is not limited to, cheating, plagiarism, or the furnishing of false information to the University or a University affiliates in matters related to academics. An affiliate of the University is any person, organization, or company who works in conjunction with Lawrence Technological University for the purposes of assisting students in fulfilling their academic requirements. It is therefore this institution's stated policy that no form of dishonesty among its faculty or students will be tolerated. Although all members of the University community have an obligation to report occurrences of dishonesty, each individual is principally responsible for his or her own conduct.

The full text of the LTU Academic Honor code can be found at:

http://www.ltu.edu/currentstudents/honor_code.asp

Retention of Student Work

As noted in the University's undergraduate catalog, "All two and three dimensional drawings, as well as reports and other written studies submitted in satisfaction of any required or elective courses become the property of the University. When such work is kept, arrangements will be made for the student to receive suitable photographic copies as a record of his or her design work." Exemplary examples of student work may be retained for College events, for accreditation visits, for exhibitions, or as examples for future classes.

Evaluation of Student Work

Your grade in this design studio will be compiled from individual assignment grades and weighted approximately by the number of days the assignment takes to complete. This will, by definition, give the major studio efforts the most weight. Course participation activities such as participation in discussions, help in assembling materials for the class and so forth will be rewarded.

Evaluation Criteria

The following criteria will influence your grade:

- Your continuing design progress, during each class session and from session to session, is critical to your advancement. This includes demonstrating an increasing understanding of the course topics, design skills, and the exploration of a multitude of design alternatives and architectural ideas on your own and in discussions. Your steady work will lead to improvement and this will be rewarded.
- Studio interaction, participation in class discussions, and professional conduct.
- Compliance with design deadlines and meeting the specific project requirements and attendance

Class Attendance Policy

Attendance is mandatory at all studio sessions. Classes often begin with a brief class meeting and announcements so please be prompt. Repeated tardiness will be reflected in your grade. Medical absences must be accompanied by a doctor's note to be considered excused absences. The attendance component of the final grade (see below) will be computed as follows and will be altered as appropriate to reflect participation in class discussions and juries. You will lose 1/3 grade for every unexcused absence after the first one. Example: Two unexcused absences will take a B down to a B-.

Grading

Work produced by students in the Advanced Design courses will be evaluated within the Lawrence Technological University standard grading system.

Letter	Achievement	GPA	Percentage
A	Excellent	4	96-100
A -	Very Good	3.7	90-95
B +	Good	3.3	87-89
B		3	83-86
B -		2.7	80-82
C +	Satisfactory	2.3	77-79
C		2	73-76
C -		1.7	70-72
D +	Marginal Pass	1.3	60-69
D		1<59	
D -		0.7	
F		0	

The Meaning of Grades

<p>A A-</p>	<ul style="list-style-type: none"> • This is the highest category reserved for clearly exceptional merit, exemplar work, initiative, and passion beyond the description of the problem. • A thorough and superior understanding of project issues and a foundation of extensive knowledge is evident. • The design response is appropriate and thoroughly developed. • Skillful use of concepts and/or materials • Integrations, analysis, theory, program requirements, technical, writing, etc., are carefully woven in. • High clarity and finesse of graphic presentation is evident.
<p>B+ B B-</p>	<ul style="list-style-type: none"> • A demonstration of good to very good understanding of project issues is evident. • The design response, while perhaps having some flaws, is seen as appropriate and generally well developed. • Demonstrating capacity to use the appropriate concepts and/or materials • Integration, analysis, theory, program requirements, technical, writing, etc, have generally been well addressed. • There is good clarity and finesse of graphic presentation.
<p>C+ C C-</p>	<ul style="list-style-type: none"> • This category represents an average satisfactory and adequate achievement commensurate with the minimum requirements of the studio work. • An average understanding of project issues is evident and the design response is adequately developed. • Demonstrating an adequate understanding of the subject matter, an ability to handle relatively simple problems • Integration, analysis, theory, program requirements, technical, writing, etc., are also reasonably addressed and there is a reasonable clarity of graphic presentation. • However, one element, such as the design lacking development, although other issues are well met, could justify assessment in this range. • It is not meant as an “easy” category of accordance. Completing all the assigned work does not automatically place assessment in this range.
<p>D</p>	<ul style="list-style-type: none"> • Minimally acceptable performance, demonstrating at least partial familiarity with the subject matter and some capacity to deal with relatively simple project issues. • Projects in this range demonstrate lack of design finesse, project understanding, integration, analysis, theory, program accommodation, technical, writing, etc. and/or poor quality of graphic clarity and presentation. • One of these elements, if found seriously lacking, could cause this assessment. • Demonstrating deficiencies serious enough to make it inadvisable to proceed further in the field without additional work. • There could also be portions of the project missing. • The course does not have to be repeated, but projects in this category are satisfactory only at a minimum level. • Only one grade “D” is permitted for the entire sequence of studio courses.

F	<ul style="list-style-type: none">• Failed. This grade signifies that the student must repeat the subject to receive credit.• Projects in this category do not demonstrate minimum levels of achievement and understanding commensurate with the minimum requirements of the studio work.
I	<ul style="list-style-type: none">• This must be petitioned for by the student and applied for by means of a form jointly filled out by the student and instructor; and submitted with the final grades.• The circumstances must be dire and documentable, and the student must be doing passing work at the time.• The work must be completed within four weeks following the end of the semester.

Additional Guidelines from the Instructor

Individual Critiques

The instructor will try to be fair and see all students in a regular rotation. However, a student who has not come prepared for class by completing the assignments or advancing his or her work may have to wait for an individual critique. Students are expected to attend each class session whether or not an individual desk critique is expected or scheduled for that day as additional materials relevant to the current assignment may be introduced by the instructor during class time.

It is generally believed that students learn a great deal from working with or near each other students on an ongoing basis. Please try to work in studio with your classmates as much as possible.

Reviews

All reviews are to be attended by all students. The review process is an opportunity to ask questions and see different approaches to the problems explored in the course. Students who are not presenting are expected to be actively involved in the discussion of the work. You are specifically encouraged to participate in review discussions. At the very least, you must come prepared to take notes and make sketches, for yourself and for others during their reviews, when needed.

Presentations

Typically, work will be presented in digital format, in Power Point, projected for review and discussion. Presentation boards, models and the like are also acceptable, but must be documented digitally for submittal. Each assignment must be saved on a cd and submitted to the instructor at the time of the presentation or on the due date. You may also be asked present prints and physical models.

Course Activities

Students will be expected to contribute to and participate in a variety of activities:

Design and Research Assignments will form a significant part of the work of this course. Design work will be emphasized but all design requires research.

Lectures may be presented as needed by the instructor during class to introduce students to new ideas and methods, building types, architectural concepts, and the design process.

Seminars may be organized as needed so that students can present research ideas to each other for their mutual benefit and to encourage open discussion and cooperation.

Reading assignments will be made on an occasional basis. The assignments will be short and will be made available by library reserve, on Blackboard, or other appropriate means. Readings will be the basis for in-class discussions.

Public Lectures are organized by the Department of Architecture for the benefit of students and the profession. Students are strongly encouraged to attend and take notes (make sketches, ask questions) at the lectures. If possible, we will distribute information on lecture series' at the other regional schools of architecture; see the course calendar.

Field Trips may be organized, when appropriate, so that the class can see examples of good architecture and urban spaces, hear an important lecture, visit a museum exhibit, and visit course project sites.

A Note Regarding Notes

Students are expected to take notes during all presentations and discussions.

Studio Clean Up

Students are responsible for keeping the studio clean and safe.

End Advanced Design Studio Syllabus, 2010-2011