GENERAL SYLLABUS

Arch 3250: Design Workshop
School of Architecture, College of Design

Credit Hours: 1, 2 or 4 credits (A/F)

Prereq’s: BDA or BA major (junior standing)
BS by permission only

Catalog Description:
Course provides a hands-on introduction to the processes, conditions, and principles of design as it relates to architecture.

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A. Overview of BDA Design Workshops
While there is a growing interest in architecture as a discipline, we find ourselves needing to accommodate two types of student interest. The first and most traditional is the student wanting to become an architect. The second is the student that is keenly interested in design, design thinking and creative arts but whose interest tends to bridge architecture with another design discipline (architecture and digital fabrication/ film/ furniture design/ graphic design/ etc…) or as a focused area marginal to or within architecture (fabric structures, portable structures, prefabrication). We have been able to offer an occasional seminar or class on these topics but the demand exceeds our capacity to accommodate the courses in either of the two existing programs. The excitement that has followed these types of offerings has created a need that has fueled the development of a new degree program in the School of Architecture (the Bachelor of Design in Architecture or BDA). The design workshops are the backbone of that program.

- For those students that are seeking a broad education in design, design workshops will offer a more flexible schedule of design experiences than the existing pre-professional program.
- Workshops are based in the studio model but are more flexible in both content and curricular structure than a traditional building–focused class.
- Workshops will be offered to generally cover all the UG curriculum areas: Representation, History, Technology, Practice/Service learning, Theory/Culture, and Urban. However, these areas will not all be represented each year.
- Workshops have more flexibility in many ways. They are offered at different times of the week (T,TH or MWF; morning or afternoon, even weekend sessions are possible). There are more opportunities for students to schedule classes in other departments and more opportunities to schedule a workshop with another class.
- Workshops are non-sequential and unique in that there are no guaranteed repeat offerings. Each semester will offer a new menu of workshop offerings.
- These are studios but there will be shared working spaces and personal storage lockers made available for the work-in-progress (non-residential).
B. Course Objectives

The general objectives of this course are to expose students to a broad-based understanding of the design process as it relates to architecture but not necessarily tied to traditional building scale or building systems. All workshops involve hands-on projects involving an iterative design process. Students will be required to develop a rigorous way of thinking and inventive graphic means of communicating their explorations. Work should be suitable for portfolio.

C. Studio Space

The designated space for the BDA/BA Design Workshop is on the second floor of Rapson Hall. The “hot-seat” studio format requires students to share workspace, pin-up space and storage. There are extra working surfaces and storage in the center space. This will allow students to work in the studio while other Workshops are in session. All cutting and messy work must be done in the center space. Please take good care of the drawing surfaces and Maylines. They need to serve many students for years to come. Access after hours is available to all students and is highly encouraged. At the end of each session, your desk and space must be cleared for the next group. At the end of each Workshop, all projects must be removed from the space immediately. All else will be discarded.

D. Description of Modular Format

The workshops are based on a modular system of 1, 2 and 4 credits. Semester slots are fixed with starting and ending times. Within these slots, times of the week and times of the day will vary.

1-credit workshop
Four modules available per semester: Weeks 1 to 4, 5 to 8, 9 to 12, 13 to 16.
Meets for a total of 15 hours with an expected 30 to 45 hours of outside time.
This is a special offering structure to take advantage of visiting scholars and designers. It is expected that students will have 4 hours of class time a week over a 3 ½ week period – or – an intensive 15 hour workshop over a weekend with a following 3 week period to prepare final documentation.

2-credit workshop
Two modules per semester: Weeks 1 to 8 and Weeks 8 to 15.
Meets for a total of 30 hours with an expected 60 to 90 hours of outside time.
This is a modular offering. These will be offered either during the first or last half of the semester (7 ½ weeks each). It is expected that students will have 4 hours of class a week.

4-credit workshop
One module per semester: full semester long
Meets for a total of 60 hours with an expected 120 to 180 hours of outside time.
This must be a semester-long offering. It is expected that students will have 4 hours of class time a week.
E. General Rules Regarding Deadlines
All work will be collected the night before each final project review. This is a Department policy, not the policy of individual instructors and there are no exceptions. The individual instructors will determine the time the work is to be collected. Please respect this policy. Students gain much more from reviews if they have had a good night’s sleep the night before.

F. Portfolio Requirement
Students are expected to submit a summary of the workshop project in portfolio format produced under the guidance of the instructor.

G. Late Work Policy
No late work will be accepted, except in the case of bona fide emergencies. Giving some students extension is unfair to them and to others.

H. Attendance Policy
There is a new, zero unexcused absence policy for studios and workshops. The final course grade will be lowered for even one unexcused absence, or for repeated late arrivals/early departures. In case of an emergency, contact your instructor immediately (ideally before the class period missed.) Absence from any scheduled review is very serious and should be avoided. Any students with three or more excused absences may be asked to withdraw from the course if the instructor feels they are falling too far behind. This decision will be left to the discretion of the faculty and the studio coordinator.

I. General Grading Standards for the Program
In order to provide fairness across the workshops, grading procedures and final grades will be reviewed by the workshop coordinator for grading consistency.

The nature of design work is highly dependent on evaluations that can only be done when the work is complete. While every attempt will be made to identify and warn students who are working at a level below that required for a passing grade, a passing midterm grade implies only the expectation of a passing final grade, not a guarantee.

A Excellent work not only fulfills the stated objectives of the studio syllabus and project statements, but extends them through new discoveries, insights and proposing issues beyond their stated scope. Students who earn this grade demonstrate through their work a high degree of professional dedication, rigor, a love of exploration, open-mindedness and resourcefulness. They also demonstrate that they have developed the ability to build upon a variety of feedback and excel independently. Their resultant work is rigorously thought through, well-crafted and clearly communicates the breath and depth of their daily investigations.

B Very good work not only fulfills the stated objectives of the studio syllabus and project statements, but also further expands the stated issues by allowing those issues to direct their investigations and developments in their work. Students who earn this grade demonstrate a medium degree of professional dedication, inquisitiveness, systematic rigor and limited resourcefulness. They show that they
are developing the ability to build upon a variety of feedback and their emerging independent voice. Their resultant work is competently thought through, well-crafted and clearly communicates the breath and depth of their daily investigations of the issues presented in the projects.

C Adequate work fulfills and clearly demonstrates the stated objectives of the workshop syllabus and projects statements. The department expects that everyone entering a given workshop is capable of this level of performance. Students who earn this grade demonstrate a lower degree of professional dedication that those earning A or B grades. Their work indicates less self-confidence and its development requires constant guidance on what to do next. C work lacks personal authorship manifested through additional and related contributions to the investigations of a project. The adequate student’s work demonstrates an understanding of the problem but show deficiencies in basic design or communication skills, time management, or the lack of breath and depth of daily investigations.

D Deficient work does not demonstrate how the stated objectives of the studio syllabus and project statements have been fulfilled. The work is fragmentary, not synthesized, incomplete, and presented only as an assigned “project” due on a particular day. As is any professional office, deficient work is not acceptable. D work may be the result of a lack of self-confidence, a closed-minded attitude, a lack of time management skills, lack of basic professional dedication, or outside personal problems.