

Faculty: Architecture

Course Code & Number: ARCH 302

Type of Course: Compulsory

Course Credit Hours: (2+8+0) 6 TEDU Credits / 11 ECTS

Language of Instruction: English

Department: Architecture

Course Title: Architectural Design IV

Semester: Spring

Pre-requisite: ARCH301 (Architectural Design III)

Mode of Delivery: Face-to-face

Instructors: Berin Gür, Can Aker, Ziya İmren, Esatcan Coşkun, Güneş Duyul

CATALOG DESCRIPTION

Holistic approach to cultural, ecological, and social sustainability. Development of architectural program and integration of advanced structural and technological systems into design process. Universal Design Principles.

COURSE OBJECTIVE

The main pedagogical agenda for the third year architectural design education is to expand upon the design methodologies developed in the second year, where students are expected to acquire an understanding of the interwoven relationship between human scale, human experience, space, structure, materiality and tectonics. The third year extends the subject matter to include the fundamental parameters of urban context that embraces historical, social and cultural conditions, environmental factors and program, which are considered foundational to the discipline of architecture.

The second semester of the third year architectural design studio (Arch 302) covers design problems by focusing on the effects of environmental forces, and cultural, social and historical conditions. In doing so, students are expected to engage in various analytical processes that inform and inspire the study of spatial, structural, environmental, technological and material qualities, which are to be reflected in form, program, construction system and tectonics of architecture.

LEARNING OUTCOMES

Upon successful completion of this course, a student will be able to

1. solve multi-dimensional design problems by focusing on the effects of environmental forces, and cultural, social and historical conditions
2. develop an architectural program as the formulation of relationships between the activities
3. develop design strategies that consider the forces of the site and the requirements of the program
4. engage in various analytical processes that inform and inspire the study of spatial, structural, environmental, technological and material qualities, which are to be reflected in form, program, construction system and tectonics of architecture.

EVALUATION

Students will be evaluated on the basis of the quality and process of the work, the completion of assignments, and contribution to the studio environment. It is reminded that proper, elaborate and regularly updated documentation of the studio work on the weblog is an important part of the evaluation. **Assignments 4 and 5 will be evaluated in the first jury.**

Assignment 1 and 3: 8%

1st jury: 10%

2nd jury: 12%

3rd jury: 15%

Final Jury: %40

Contribution, Weblog and Attendance: %15

Late submission:

Late work will not be accepted unless it qualifies as excused. All assignments are due at the date and time indicated. Late assignments if otherwise accepted will be downgraded. Incomplete work is generally discouraged. Severe incompleteness will be evaluated based upon the degree of incompleteness. All assignments are due in completed form.

GRADING SYSTEM

For each course taken, the student is given one of the following grades by the course teacher. The letter grades, coefficients and percentage equivalents are given below.

AA	4.0 / 100-90
BA	3.5 / 89-85
BB	3.0 / 84-80
CB	2.5 / 79-75
CC	2.0 / 74-70 average
DC	1.5 / 69-60
DD	1.0 / 59-50 unsatisfactory
F	0.0 / 49-0 fails to follow requirements of the assignment
FX	0

LANGUAGE

The studio discussions and all of your presentations will be in English. Developing your verbal language skills will be very important in acquiring design terminology as well as daily communication in the studio.

STUDIO RULES

Students are strongly encouraged to work in the studio during and outside of class time and to take advantage of the shared learning environment to discuss their work with their peers, but each student is expected to respect for each other and for the work environment at all times. Students will remain in the same studio section, at the same desk, for the whole academic year. Since design studio constitutes the backbone of your architectural education, all students are required to attend every studio session and activities and expected to actively participate in all discussions and pin-ups. Assignments must be submitted and presentations should be performed on the time. As future architects you are responsible from the proper use and maintenance of studio space. It is important to keep studio space neat, clean and organized for achieving a better studying environment. Clean the space around you and your tables regularly. Any cutting activity directly on your tables or any surface (walls, floors etc.) at the studio without using proper cutting mats or cutting glass and using permanent color in the studio space are strictly forbidden. Defacing any school property within the studio space will not be tolerated.

ATTENDANCE

Attendance is mandatory at all scheduled classes. Studio is held Tuesday and Friday beginning at 9:00 AM and ending at 15.00 PM. Any student arriving after 9:15 AM will be considered late and arrivals after 10:00 AM will be considered as absent. The only excused absences are those for reasons of documented health or crisis issues, and you must alert your critic or the studio coordinator. Unexcused absences, late arrivals, or early departures from class will reduce your course grade. You may not leave class early or after a desk critique. Use your studio time creatively and productively so that you are not simply waiting for your critic. **Failing to attend 30% of the studio sessions (42 hours of total absence) will result in failing!**

SUGGESTED READINGS / BOOKS

Allen, Stan. *Points + Lines: Diagrams and Projects for the City* (NY: Princeton Architectural Press, 1999).

Becher, Bernd and Becher, Hilla. *Typologies of Industrial Buildings*, The MIT Press, 2004.

Becher, Bernd and Becher, Hilla. *Industrial Landscapes*, The MIT Press, 2002.

"Endüstri Mirası" Dosya n.03 (Kasım 2006)

Jencks, Charles and Karl Kropf (Eds.). *Theories and Manifestos of Contemporary Architecture*, Sussex: Wiley Academy, 2006.

Johnston, Pamela (Ed.), *Architecture Landscape Urbanism 2: Living Room* (London: AA Publications, 1999).

Koolhaas, Rem. *S, M, L, XL*, (N.Y: Monacelli Press, 1995).

Koolhaas, Rem. *Delirious New York: A Retroactive Manifesto for Manhattan*, N.Y: The Monacelli Press, (1st edition 1978), 1994.

MAS CONTEXT, issue: 16 "Production" (Winter 2012). [<http://www.mascontext.com/16-production-winter-2012/>]

Nesbitt, Kate (Ed.). *Theorizing A New Agenda for Architecture: An Anthology of Architectural Theory*, (NY: Princeton Architectural Press, 1996)

(Suggested Chapter: "Chapter 6: Urban Theory After Modernism: Contextualism, Main Street, and Beyond", 266-331).

Rappaport, Nina. "Vertical Urban Factory," *MAS CONTEXT*, issue: 16 (Winter 2012): 10-19.

Tschumi, Bernard. *Manhattan Transcripts*, N.Y. & London: Academy Editions, 1st edition: 1981, 1994.

Tschumi, Bernard. *Event Cities (Praxis)*, Cambridge & Massachusetts: MIT Press, 1994.

Tschumi, Bernard. *Event-Cities 2*, Cambridge & Massachusetts: The MIT Press, 2001

Tschumi, Bernard. *Event-Cities 3: Concept vs. Context vs. Content*, Cambridge & Massachusetts: The MIT Press, 2005.

Tschumi, Bernard. *Event-Cities 4: Concept-Form*, Cambridge & Massachusetts: The MIT Press, 2010.

10x10 (Phaidon Press, 2000).

10 X 10_2 100 Architects 10 Critics (Phaidon Press, 2005).

10x10_3 (Phaidon Press, 2011).

PERIODICALS

Architectural Record / Architectural Review / Domus / El Croquis / Arredamento / Mimarlık / Yapı / XXI

Architectural webpages:

Archdaily: <http://www.archdaily.com/>

Arkitera: <http://www.arkitera.com/>

World of Architecture: <http://www.worldofarchi.com/>

TIME TABLE

PHASE 1 / DATA COLLECTION + DOCUMENTATION (WEEK 1-3) – February 13 - March 2

Assignment 0: Portfolio Design

MAIN PROJECT: FACTORY as a generator of learning

Assignment 1: Text Readings + Case Studies

Various types of production-manufacture & work / Different interpretations of production-manufacture & work / Architecture(s), space(s) and forms of production-manufacture & work / Survey on influential projects that address the issue of production and exchange through effective socialization models at both the urban and architectural scales.

February 16 → Discussion: Text Readings

February 20 → Submission & Discussion: Case Studies

Assignment 2: Site Study

Documentation of the context / Documentation of the existing buildings / topography / plan update / pedestrian-vehicular traffic / landscape-green areas / land-use pattern / user profile

February 23 → preparation of the site documents

Lecture: "Factory Zone in Eskişehir" (11.00am)

Hüma Tülce

Submission: Portfolio Design

February 24 (Saturday) → Site Trip / Eskişehir

February 27 → Discussion: Site data

March 2 → Submission & Discussion: Site Study + **1/500 SITE MODEL** (between 09.00am-10.30am)

PHASE 2 / STRATEGY & PROGRAM DESIGN (WEEK 3-6) – March 2- March 23

Assignment 3: SCALES

Thinking extra-large, large, medium, small and extra-small in the context of factory, of production and learning / enriching our understanding of and approach to architecture and its programming

March 2 → Sketch problem (between 10.30-14.30)

March 6 → Submission & Discussion: SCALES

Assignment 4: Mapping the Contextual Data

Interpreting the context / readings of the context / context as a laboratory of experiment / social & physical interactions / borders / thresholds / interface

March 9 → Discussion: Mapping the Contextual Data

March 13 → Discussion: Mapping the Contextual Data (between 09.00am-12.30am)

Assignment 5: Development of Design Strategy and Program

Project contextualization / Embedding project in broader context / Develop urban strategies to reveal potential relationships of the architectural project as an urban component with the urban surrounding that makes up its interactive perimeter / How can a factory as a place of production and work be reconsidered as a generator of learning?

Assignment 5.1: WHAT IF...

Bringing confronting situations together in order to challenge predetermined codes / WHAT IF the factory is transformed into ... / WHAT IF ... is injected into a factory

March 16 → Discussion: Design Strategy and Program + WHAT IF...

March 20 → Discussion: Design Strategy and Program + WHAT IF...

→ FIRST JURY // March 23, 2018 @9.00



PHASE 3 / DESIGN DEVELOPMENT (WEEK 7-15) – March 27-May 25

Focus on the effects of environmental forces, and cultural, social and historical conditions / Engagement in various analytical processes that inform and inspire the study of spatial, structural, environmental, technological and material qualities of the design proposal / **Speculate, invent and design new possibilities** that can **reintroduce factory as an urban space that promotes learning as a way for social and cultural interaction among the inhabitants of the city** / **Rethink forms and spaces** of production and manufacture, leisure, consumption and exchange / **Reconsider factory as a generator of learning** that embraces spaces for leisure, production, consumption, and exchange...

SPRING BREAK (WEEK 8) – April 2-6

→SECOND JURY // April 17, 2018 @9.00

→THIRD JURY // May 15, 2018 @9.00

→FINAL JURY // June, 2018