

SPR.22

/ LECTURES /
/ PRESENTATIONS /

INTRODUCTION

WED. 16.02

First meeting

Introducing the syllabus and semester outline

LECTURE

WED. 23.02

Data Culture

LECTURE

WED. 02.03

Digital Culture

LECTURE

WED. 09.03

Developments that Trigger Visualization and Communications

LECTURE

WED. 16.03

Computing | Computation
Philosophical and mathematical backgrounds of computation

LECTURE

WED. 23.03

Data Visualization & Models

PRESENTATION

WED. 30.03

Term Project I

LECTURE

WED. 06.04

Datascape

*Data Journalism
Digital Humanities*

LECTURE & DISCUSSION

WED. 13.04

'Open' Architectures

Term Project II Q&A

LECTURE

WED. 20.04

Theories of Vision I

*Camera
Photography | Movie*

LECTURE

WED. 27.04

Theories of Vision II

*Digital Lenses
Augmented | Virtual | Embedded Realities*

NO CLASS

WED. 04.05

LECTURE & DISCUSSION

WED. 11.05

Information Society
Network Society

Term Project II Q&A

DISCUSSION

WED. 18.05

Term Project II

DISCUSSION

WED. 25.05

Term Project II

PRESENTATION

to be announced...

Final Presentations

CATALOGUE DESCRIPTION

Communication models in architecture. Theoretical and historical aspects of digital design. Rethinking architectural representation and communication models in relation to digital design theories and practices. Different modes and techniques of communication in digital design.

COURSE OBJECTIVE

The main objective of the course is to understand and explore the relationship between communication models, and theoretical and technological developments specifically focusing on digital design. It aims to map the current limits of architectural representation considering the transformations in communication models. Examining the theories and techniques of communication through the experimentation of different media will enable the students to restage the fundamentals of representation in architecture.

LEARNING OUTCOMES

Upon successful completion of this course, a student will

- develop a foundational understanding of the theoretical and historical aspects of digital design
- develop an awareness about different techniques and media of architectural representation
- gain the necessary knowledge about development of different communication models to comment on their transformation
- trace the prominent concepts, approaches and practices of communication and representation
- produce a critical reading of the relation between communication, visualization and representation in the context of digital design

EVALUATION

Term Project I (research): 10%
Term Project I (proposal_presentation): 20%
Term Project I (proposal_paper): 10%
Term Project II (presentation + submission): 40%
Contribution: 10%

ASSIGNMENTS

All assignments are due at the date and time indicated. Late assignments if otherwise accepted will be downgraded. Incomplete work is generally discouraged. Students failing to submit the final assignment will automatically fail from the course.

COURSE CONDUCT

Good academic conduct requires respect for the rights of others in the collective experience of learning, either in the class or elsewhere; responsibility towards other and sincere and honest engagement in group works: avoidance of cheating; and avoidance of plagiarism, which is using others' works, ideas, findings or products as if one's own.

ATTENDANCE

Physical and mental attendance to course is obligatory. Absence above 12 hours results in failure.

CONTACT

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