

ARCH 25A Course Outline as of Fall 2011**CATALOG INFORMATION**

Dept and Nbr: ARCH 25A Title: ARCH DESIGN STUDIO 1

Full Title: Architecture Design Studio 1

Last Reviewed: 5/13/2024

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	17.5	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: ARCH 61A

Catalog Description:

An introduction to the design problem-solving process, design concepts, color theory and model building skills related to developing, documenting and presenting two- and three-dimensional abstract and spatial design; includes the application of design concepts to the creation of a simple environment.

Prerequisites/Corequisites:

Course Completion of ARCH 12 and ARCH 26B and ARCH 60A

Recommended Preparation:**Limits on Enrollment:****Schedule of Classes Information:**

Description: An introduction to the design problem-solving process, design concepts, color theory and model building skills related to developing, documenting and presenting two- and three-dimensional abstract and spatial design; includes the application of design concepts to the creation of a simple environment. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of ARCH 12 and ARCH 26B and ARCH 60A

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area			Effective:	Inactive:
CSU GE:	Transfer Area			Effective:	Inactive:
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2009	Inactive:	Fall 2021
UC Transfer:	Transferable	Effective:	Fall 2009	Inactive:	Fall 2021

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, students will be able to:

1. Plan, execute and communicate a design problem-solving process.
2. Generate alternative solutions to defined two- and three-dimensional abstract and spatial design problems.
3. Demonstrate presentation skills for two- and three-dimensional abstract and spatial design solutions.
4. Apply basic color theory to design and presentations.
5. Develop a rationale for, and a design sequence of, spaces that create an experiential continuum.
6. Work as a positive member of a team.

Topics and Scope:

- I. The design problem-solving process
- II. Introduction to some contemporary architects
 - A. Overview of the field
 - B. Selected architect's work
- III. Working as a member of a team, roles and responsibilities
- IV. Basic two- and three-dimensional design concepts and relationships
 - A. Concepts such as size, shape, surface, material, context, number and variety
 - B. Design relationships such as pattern, hierarchy, contrast and balance
 - C. Visual cues of three-dimensional geometric shapes
 - D. Implied versus explicit forms and patterns
 - E. Simple two- and three-dimensional abstract and spatial designs
 - F. Complex two- and three-dimensional abstract and spatial designs
- V. Documenting design concepts and relationships
 - A. Tools and media

- B. Technical drawings instrument and freehand methods, line work and lettering
 - C. Sketching and perspective drawing
 - D. Study models
 - E. Design models
 - F. Other graphic forms of communication, such as tables, graphs, annotations and text
- VI. Presenting and critiquing design concepts
- A. Presentation objectives
 - B. Two- and three-dimensional communication tools
 - C. Oral presentation requirements
 - D. Analysis and critique of presentation content and skills
- VII. Introduction to color theory
- A. Basic color theory and the color wheel
 - B. Color dimensions such as value and hue
 - C. Color relationships such as analogous, complementary, triadic and warm/cool
 - D. Color in two-dimensional design
 - E. Color in three-dimensional design
- VIII. Introduction to basic architectural design concepts
- A. Space definition, sequence and figure
 - B. Implied versus explicit spatial definitions
 - C. Concepts such as approach, entry, arrival and implied vs. explicit space
 - D. Presentation of basic spatial design concepts
 - E. Analysis and critique of design process and results

Assignment:

1. 15-30 pages of reading per week
2. 4-8 individual/group design exercises of basic two- and three-dimensional design concepts and models
3. 4-8 design presentations
4. 1 research paper about an architect's work
5. 1 design project of a simple environment and presentation of the results
5. 2-5 verbal and/or written analyses and critiques of student work
6. 2-3 quizzes
7. Final objective exam and/or final project

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Research paper and critiques of student work

Writing
10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Two- and three-dimensional design concepts and models, design presentations, and design project

Problem solving
40 - 60%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Two- and three-dimensional design concepts and models, design presentations, and design project

Skill Demonstrations
10 - 20%

Exams: All forms of formal testing, other than skill performance exams.

Objective quizzes and final objective exam and/or final project

Exams
10 - 20%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:

Architectural Graphics. Ching, Francis D K. New York: Van Nostrand Reinhold Co., 4/e, 2003.

Drawing: A Creative Process. Ching, Francis D.K. New York: Van Nostrand Reinhold Co., 1990. (classic)

Architecture is Elementary. Winter, Nathan B. Gibbs Smith Publishers., 2005.

Design and Drawing 1.1. Benedict, William R. El Corral Publications, 2008.

Design and Drawing 1.2. Benedict, William R. El Corral Publications, 2007.

Color: A Course in Mastering the Art of Mixing Colors, Edwards, Betty. Tarcher, 2004.

Instructor prepared materials