

2010 Undergraduate Tables and Unit Descriptions - Architecture, Design and Planning

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Table A: Bachelor of Design in Architecture

<i>Unit of study</i>	<i>Credit points</i>	<i>A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition</i>	<i>Session</i>
Bachelor of Design in Architecture - Core units of study			
Candidates are required to complete all of the following core units.			
Junior units of study			
BDES1010 Architecture Studio 101	6	A HSC Mathematics and HSC English Standard or equivalent C BDES1011, BDES1012 N DESA1001	Semester 1
BDES1011 Architectural History/Theory 1	6	A HSC Mathematics and HSC English Standard or equivalent C BDES1010, BDES1012 N DESA1102	Semester 1
BDES1012 Architectural Communications 1	6	A HSC Mathematics and HSC English Standard or equivalent C BDES1010, BDES1011 N DESA1001	Semester 1
BDES1020 Architecture Studio 102	6	A BDES1011, BDES1012 P BDES1010 or DESA1001 C BDES1023, BDES1024 N DESA1002	Semester 2
BDES1023 Architectural Technologies 1	6	C BDES1020, BDES1024 N DESA1102	Semester 2
BDES1024 Art Workshop 1	6	C BDES1020, BDES1023	Semester 2
Senior units of study			
BDES2010 Architecture Studio 201	6	P BDES1020 or DESA1002 C BDES2012, BDES2013 N DESA2001	Semester 1
BDES2012 Architectural Communications 2	6	A BDES1012 C BDES2010, BDES2013 N DESA2001	Semester 1
BDES2013 Architectural Technologies 2	6	A BDES1023 C BDES2010, BDES2012 N DESA2111	Semester 1
BDES2020 Architecture Studio 202	6	P BDES2010 or DESA2001 C BDES2021, BDES2024 N DESA2002	Semester 2
BDES2021 Architectural History/Theory 2	6	A BDES1011 C BDES2020, BDES2024 N DESA2111	Semester 2
BDES2024 Art Workshop 2	6	A BDES1024 C BDES2020, BDES2021	Semester 2
BDES3010 Architecture Studio 301	6	P BDES1010, BDES1011, BDES1012, BDES1020, BDES1023, BDES1024, BDES2010, BDES2013, BDES2012, BDES2020, BDES2021, BDES2024 or the equivalents from DESA1001, DESA1002, DESA1101, DESA1102, DESA2001, DESA2002, DESA2111 C BDES3011, BDES3012 N DESA3001 <i>Progression to BDES3010 requires successful completion of all preceding BDES10XX and BDES20XX units of study or the successful completion of all preceding Design Practice and Design Studies units of study.</i>	Semester 1
BDES3011 Architectural History/Theory 3	6	P BDES2021 or DESA2111 C BDES3010, BDES3012 N DAAP3001	Semester 1
BDES3012 Architectural Communications 3	6	P BDES2012 or DESA2002 C BDES3010, BDES3011 N DESA3001	Semester 1
BDES3020 Architecture Studio 302	6	P BDES3010 or DESA3001 C BDES3023 N DESA3002	Semester 2
BDES3023 Architectural Technologies 3	6	P BDES2013 or DESA2111 C BDES3020 N DAAP3002	Semester 2
Master of Architecture - Prerequisite unit of study			
Candidates wishing to proceed to the Master of Architecture are required to complete the following prerequisite unit. This unit may count towards the Faculty electives.			
BDES3025 Architectural Professional Practice	6	C BDES3020	Semester 2
Faculty electives			
All candidates are required to complete a minimum of 12 Senior credit points.			

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
Architectural Technologies			
Senior units of study			
DAAE2008 Innovative Building Structures	6	P DESA2111	Semester 2
DAAE3001 Sustainable Architectural Practice	6	P DESA2111	Semester 1
Architectural Design			
Candidates enrolled in Architecture Studio 301 or Studio 302 with a distinction average may request permission to enrol in MARC6202 Architecture Workshop A .			
MARC6202 Architecture Workshop A	6	Note: Department permission required for enrolment Students may incur materials costs in this unit.	S2 Intensive
Architectural History and Theory			
Senior units of study			
DAAE2001 20th Century Australian Architecture	6		Semester 2
Environment, Behaviour & Society			
Senior units of study			
DAAE2002 Architecture, Place and Society	6		Semester 1
DAAE2004 Housing for Health <i>This unit of study is not available in 2010</i>	6	Note: Department permission required for enrolment	Semester 1
Management in Architecture			
Senior units of study			
DAAE2007 Introduction to Project Management	6		Semester 2
Streams			
It is not a requirement to complete a stream. Candidates may complete a maximum of two streams within the 144cp degree total, and these will be recorded on the testamur.			
Allied Arts in Architecture Stream			
The minimum requirement is 18 credit points, including 12 credit points from the mandatory units of study and a minimum of 6 additional credit points, chosen from the following units of study. Candidates not enrolled in the Allied Arts in Architecture stream are restricted to a maximum of 18 credit points from AWSS units and are not required to complete the mandatory units.			
Mandatory units			
Senior units of study			
AWSS2001 Public Art	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1
AWSS2002 Site Specific Art	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1 Semester 2
Additional Allied Arts in Architecture units			
Junior units of study			
AWSS1001 Architectural Sketching and Drawing	6	Students may incur costs for materials in some Art Workshops units.	Semester 1
Senior units of study			
AWSS2010 Ceramics (Handbuilding)	6	Note: Department permission required for enrolment in the following sessions: Semester 2 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1 Semester 2
AWSS2011 Ceramics (Wheel Throwing)	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
AWSS2013 Digital Video	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2014 Printmaking	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2015 General Drawing	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2016 Graphic Design (Introduction)	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2018 Life Drawing	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2019 Mixed Media <i>This unit of study is not available in 2010</i>	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 2
AWSS2020 Object Design	6	A Completed an ATSC workshop proficiency class <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2022 Painting	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2023 Photography 1	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2024 Photography 2	6	P AWSS2023 or equivalent. Equivalence can be established by either presenting a portfolio of b&w photographic work or by presenting a transcript indicating a minimum of a full semester unit in b&w photography. <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2026 Screen Printing on Paper	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	S1 Intensive
AWSS2027 Sculpture	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
AWSS2028 Web Art and Design	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
Digital Architecture Stream			
The minimum requirement is 18 credit points from the following units of study. Candidates not enrolled in the Digital Architecture stream are restricted to a maximum of 18 credit points from DECO units.			
Senior units of study			
DECO2101 Digital Image Design & Representation	6	N DECO1001, DECO1100 <i>Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.</i>	Semester 1
DECO2102 Interactive Multimedia Design	6	N DECO1002, DECO2002, DECO1200 <i>Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.</i>	Semester 2
DECO2103 3D Modelling	6	N DECO1008 <i>Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.</i>	Semester 2
DECO2204 Principles of AutoCAD	6	<i>Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.</i>	Semester 2
DECO2205 Principles of ArchiCAD	6	<i>Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.</i>	Semester 1

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
Urban Design and Planning Stream			
The minimum requirement is 18 credit points from the following units of study.			
Junior units of study			
DESP1001 Introductory Urban Design and Planning	6		Semester 2
Senior units of study			
DESP2001 Planning for the Public Domain	6		Semester 1
DESP2002 Planning for the Built Environment	6		Semester 2
Elective units of study			
A maximum of 18 credit points of elective units may be chosen from other faculties - see the relevant faculty handbook for details of units offered. Candidates who have passed 96 credit points with a Credit average may request permission to enrol in graduate units from Table G, the table of graduate units of study, or Table M Master of Architecture, in this handbook.			
Junior units of study			
DECO1012 Design Programming	6	N DECO2011, SOFT1001	Semester 1
DECO2012 Sound Design and Sonification	6	N DECO1013 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning.</i>	Semester 2
DESA1004 Designing with Surfaces and Light	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 2 Summer Early Winter Main
Senior units of study			
DAAE2005 Designing with Colour 1	6	A DESA1004 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 1 Summer Early Winter Main
DAAE2006 Designing with Colour 2	6	P DAAE2005 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 2 Summer Early Winter Main
DECO2010 Collaborative Virtual Environments	6	P DECO1100 or DECO (2101 and 2102) or INFO (1000 or 1003) N DECO2005 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
DECO2606 Real Time Multimedia	6	P DECO(1008 or 2103) and (SOFT1001 or DECO(1012 or 2011)) <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 2
DECO3003 Design Computing Research Opportunity	6	A Computer programming. P 96 credit points and minimum WAM of 65. <i>Note: Department permission required for enrolment. Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.</i>	Semester 2
DECO3005 Advanced Interaction Design	6	P DECO(1200 or 2200 or 2102) N DESC9142 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
DECO3006 Principles of Animation	6	P DECO (1003 or 1008 or 2103) N DESC9019, DESC9141 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
General electives			
Senior units of study			
DECO3551 Design Computing General Elective A	6	P 48 credit points. <i>Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.</i>	S1 Intensive S2 Intensive Semester 1 Semester 2
DECO3552 Design Computing General Elective B	6	P 48 credit points. <i>Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.</i>	S1 Intensive S2 Intensive Semester 1 Semester 2
DECO3553 Design Computing General Elective C	6	P 48 credit points. <i>Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.</i>	S1 Intensive S2 Intensive Semester 1 Semester 2

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
DECO3554 Design Computing General Elective D	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DESA3551 Design Architecture General Elective A	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DESA3552 Design Architecture General Elective B	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DESA3553 Design Architecture General Elective C	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DESA3554 Design Architecture General Elective D	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
Independent Study electives			
Senior units of study			
DECO3441 Design Computing Independent Study A	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3442 Design Computing Independent Study B	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3443 Design Computing Independent Study C	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3444 Design Computing Independent Study D	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DESA3441 Design Architecture Independent Study A	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DESA3442 Design Architecture Independent Study B	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DESA3443 Design Architecture Independent Study C	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DESA3444 Design Architecture Independent Study D	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
Honours units of study			
Candidates enrol in A and B in their first semester and C and D in their second semester.			
ARCH4003 Dissertation and Research Methods A	12	P Completion of the Pass degree with a WAM of at least 70. <i>Note: Department permission required for enrolment</i> Bachelor of Design in Architecture honours students only.	Semester 1 Semester 2
ARCH4004 Dissertation and Research Methods B	12	C ARCH4003	Semester 1 Semester 2
ARCH4005 Dissertation and Research Methods C	12	C ARCH4004	Semester 1 Semester 2
ARCH4006 Dissertation and Research Methods D	12	C ARCH4005	Semester 1 Semester 2

Table B: Bachelor of Design Computing

<i>Unit of study</i>	<i>Credit points</i>	<i>A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition</i>	<i>Session</i>
Core units of study			
Candidates are required to complete all the core units of study listed in this table.			
Junior units of study			
DECO1012 Design Programming	6	N DECO2011, SOFT1001	Semester 1
DECO1006 Understanding Design and Cognition	6	N DECO1004	Semester 1
DECO1100 Digital Design Studio	12	N DECO1011 <i>Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</i>	Semester 1
DECO1008 3D Modelling	6	N DECO2103 <i>This unit is for BDesComp and BST students only. Others may enrol in DECO2103.</i>	Semester 2
DECO1013 Sound Design and Sonification	6	N DECO2012 <i>Enrolment limited by teaching resources. Permission required unless enrolled in the Bachelor of Design Computing or the BST. Other students may apply directly to the Faculty of Architecture, Design and Planning for a place.</i>	Semester 2
Senior units of study			
DECO2010 Collaborative Virtual Environments	6	P DECO1100 or DECO (2101 and 2102) or INFO (1000 or 1003) N DECO2005 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
INFO2120 Database Systems 1	6	A Some exposure to programming and some familiarity with data model concepts such as taught in INFO1103 or INFO1003 or INFS1000 or INFO1903 N INFO (2820 or 2005 or 2905)	Semester 1
DECO2200 Interaction Design Studio	12	P DECO1100 N DECO1200 <i>Core unit for the Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</i>	Semester 2
DECO3100 Information Visualisation Design Studio	12	P DECO(1100 and 1200) or DECO(1100 and 2200) or DECO(2101 and 2102) or DECO(2012 and 2013) or DECO(1013 and 2013) N DECO3001 <i>Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</i>	Semester 1
DECO3200 Human-Computer Experience Design	12	P DECO3100 or (DECO2101 and DECO2102 and (DECO(1012 or 2011 or SOFT1001))) N DECO3002 <i>Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</i>	Semester 2
Technical electives			
Candidates are required to complete a minimum of 18 credit points, with a minimum of 6 credit points at 2000 level or higher, from units offered by the Faculty of Engineering and Information Technologies prefixed ELEC, MTRX, COMP, ISYS and/or INFO.			
Arts, Economics or Science electives			
Candidates are required to complete a minimum of 18 points, with a minimum of 6 credit points at 2000 level or higher, from units offered by the Faculties of Arts, Economics and Business or Science.			
Electives			
Candidates are required to complete a maximum of 24 credit points of electives from the following list. Students who have completed 96 credit points with a WAM of at least 70 may substitute, with the permission of the unit coordinator concerned, units from Table G, The Faculty's table of graduate units.			
Design Computing electives			
Senior units of study			
DECO3005 Advanced Interaction Design	6	P DECO(1200 or 2200 or 2102) N DESC9142 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
DECO3006 Principles of Animation	6	P DECO (1003 or 1008 or 2103) N DESC9019, DESC9141 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 1
DECO3008 Design Computing Prep Hons Research	6	P 72 credit points and minimum WAM of 70 <i>Note: Department permission required for enrolment</i>	Semester 1
DECO2606 Real Time Multimedia	6	P DECO(1008 or 2103) and (SOFT1001 or DECO(1012 or 2011)) <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</i>	Semester 2

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
DECO3003 Design Computing Research Opportunity	6	A Computer programming. P 96 credit points and minimum WAM of 65. Note: Department permission required for enrolment Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.	Semester 2
Allied Arts in Architecture			
Junior units of study			
AWSS1001 Architectural Sketching and Drawing	6	Students may incur costs for materials in some Art Workshops units.	Semester 1
Senior units of study			
AWSS2001 Public Art	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1
AWSS2002 Site Specific Art	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1 Semester 2
AWSS2010 Ceramics (Handbuilding)	6	Note: Department permission required for enrolment in the following sessions: Semester 2 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.	Semester 1 Semester 2
AWSS2011 Ceramics (Wheel Throwing)	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2013 Digital Video	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2014 Printmaking	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2015 General Drawing	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2016 Graphic Design (Introduction)	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2018 Life Drawing	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2019 Mixed Media This unit of study is not available in 2010	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 2
AWSS2020 Object Design	6	A Completed an ATSC workshop proficiency class Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2022 Painting	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2023 Photography 1	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2024 Photography 2	6	P AWSS2023 or equivalent. Equivalence can be established by either presenting a portfolio of b&w photographic work or by presenting a transcript indicating a minimum of a full semester unit in b&w photography. Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2
AWSS2026 Screen Printing on Paper	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	S1 Intensive
AWSS2027 Sculpture	6	Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.	Semester 1 Semester 2

Unit of study	Credit points	A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition	Session
AWSS2028 Web Art and Design	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.</i>	Semester 1 Semester 2
Design Architecture Electives			
Junior units of study			
DESA1004 Designing with Surfaces and Light	6	<i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 2 Summer Early Winter Main
Senior units of study			
DAAE2005 Designing with Colour 1	6	A DESA1004 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 1 Summer Early Winter Main
DAAE2006 Designing with Colour 2	6	P DAAE2005 <i>Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.</i>	Semester 2 Summer Early Winter Main
General Electives			
Senior units of study			
DECO3551 Design Computing General Elective A	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DECO3552 Design Computing General Elective B	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DECO3553 Design Computing General Elective C	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
DECO3554 Design Computing General Elective D	6	P 48 credit points. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.	S1 Intensive S2 Intensive Semester 1 Semester 2
Independent Study Electives			
Senior units of study			
DECO3441 Design Computing Independent Study A	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3442 Design Computing Independent Study B	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3443 Design Computing Independent Study C	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
DECO3444 Design Computing Independent Study D	6	P 48 credit points and WAM of at least 70. <i>Note: Department permission required for enrolment</i> Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.	Semester 1 Semester 2
Honours units of study			
Candidates enrol in A and B in their first semester and C and D in their second semester.			
DECO4001 Design Computing Honours Research A	12	P Completion of the Pass degree. Students in the Bachelor of Design Computing will require a WAM of at least 70. <i>Note: Department permission required for enrolment</i>	Semester 1 Semester 2
DECO4002 Design Computing Honours Research B	12	C DECO4001	Semester 1 Semester 2
DECO4003 Design Computing Honours Research C	12	C DECO4002	Semester 1 Semester 2
DECO4004 Design Computing Honours Research D	12	C DECO4003	Semester 1 Semester 2

Undergraduate Unit Descriptions

ARCH4003

Dissertation and Research Methods A

Credit points: 12 **Session:** Semester 1, Semester 2 **Prerequisites:** Completion of the Pass degree with a WAM of at least 70. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Bachelor of Design in Architecture honours students only.

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4004

Dissertation and Research Methods B

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** ARCH4003 **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4005

Dissertation and Research Methods C

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** ARCH4004 **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4006

Dissertation and Research Methods D

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** ARCH4005 **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

AWSS1001

Architectural Sketching and Drawing

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1 **Classes:** Two hours studio per week. **Assessment:** Portfolio of works and process journal. **Practical field work:** Studio practice. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge, skills and aptitude required to use a range of fundamental drawing skills and media to make a portfolio of drawings based on observation of the physical world, in particular the built world. On successful completion of this unit of study students will have demonstrated familiarity with a range of drawing media and techniques, including charcoal, graphite, conte crayon, pen, brush and ink, as well as being introduced to colour and mixed media. Students will be encouraged to develop a commitment to the practice of drawing as a discipline in its own right as well as a fundamental skill in all design areas. Each technique and approach will be presented against a background of art history and current architectural practice. Students will understand the importance of maintaining a diary as a site to record all their visual and conceptual research, and in which to draw on a daily basis as a means to develop both skills and ideas.

AWSS2001

Public Art

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1 **Classes:** Two hours per week. **Assessment:** Research Journal, Essay and Oral presentation. **Practical field work:** 2 x 3hr field trips (held on Saturdays) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.

The aim of this unit is to provide students with a broad overview of the issues that influence and inform the production of art in the public sphere: history and theory of public art, policy and management, conservation, community response and evaluation, current local and international practice. It aims to develop each student's ability to critically analyse and be able to enter into debate (both written and spoken) on public art issues, especially its relationship to architecture. Field trips, artist/commissioner talks, case studies, (eg. the Vietnam Memorial in Washington and the Sydney Olympic Public Art Projects) and slide lectures will complement the theoretical content of Public Art.

AWSS2002

Site Specific Art

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.

This practical unit aims to give students a broad understanding of site-specific art including its historical development and relationship to other visual art forms and architecture. Students gain experience in ways of selecting and analysing sites for the purposes of incorporation into artwork. Students begin to develop an individual art

practice through using a wide range of materials to make temporary site-specific artworks and also begin to develop ways of analysing and evaluating site-specific artworks through directed group discussions.

AWSS2010

Ceramics (Handbuilding)

Credit points: 6 **Teacher/Coordinator:** Mark Jones **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects, seminars and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment in the following sessions: Semester 2.

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.

This practical unit aims to give students the understanding to create handbuilt ceramic constructions that will be fired and glazed. Students will explore the plastic properties of clay as well as glazing, underglazing and surface treatments. There will be an investigation of handbuilt ceramics at both historical and contemporary levels. Set projects will enable students to discover their own means of expression and design of vessels and sculptural forms. Projects include slab and coil construction and combinations of coil, slab and pinch construction. Various surface finishes such as brushwork, glazing and sculptural relief applications will be introduced including coloured underglazes, slips and glazes.

AWSS2011

Ceramics (Wheel Throwing)

Credit points: 6 **Teacher/Coordinator:** Mark Jones **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects, seminars and associated assignments. **Practical field work:** Studio Work **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit aims to give students an introduction to the varied techniques of throwing on the wheel to produce vessels and designed forms. The emphasis is on the art and craft of this age old method of construction. There will be an investigation of this practice at both historical and contemporary levels. Various techniques will be introduced including combination throwing and handbuilding, turning, glazing and brushwork with slips and underglazes.

AWSS2013

Digital Video

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Assessment is based on participation, process/research journal, practical digital video skills and completed projects. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit aims to explore the languages of moving images; conventions of framing, movement and editing; developing a fundamental understanding of the technical aspects of pre-production, production and post-production; and generate independent and cooperative working methods using a variety of media. Students will be introduced to digital video systems with up-to-date editing software. Emphasis is placed on skills development, process/storyboarding and ideas. The module is divided into units exploring approaches to lighting, shooting, editing, sound production and concept development.

AWSS2014

Printmaking

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects,

research journal and associated assignments **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit aims to give students a broad understanding of how an etching is developed, offering contemporary non-toxic alternatives to traditional etching. A wide range of mark making techniques will be applied combining collage, photography, photocopy art, textural found objects, digital images, as well as the traditional discipline of drawing. Students will gain knowledge of fundamental plate making techniques, and their different applications through demonstration, slide lectures and discussion. Other forms of printmaking, such as lino cuts and mono prints maybe also explored.

Students will be introduced to the history/theory of printmaking as an art form in contemporary art. Printmaking's relationship to architecture and digital media will be also discussed. Particular emphasis will be placed on the production of a high quality print portfolio on state of the art printmaking papers.

AWSS2015

General Drawing

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge and aptitude required to use a range of fundamental drawing skills and media to make a portfolio of drawings based on observation of the physical world. It aims to increase the student's level of skill in representational, interpretive and expressive areas of drawing. The focus is on the formal aspects of composition and perspective as well as mixed media and experimental approaches. Students use a wide variety of mark-making methods to render line, tonal value and texture. Students are provided with the opportunity to combine sound observational skills with imaginative and experimental techniques in order to encourage a personal vision and a commitment to the practice of drawing. Drawing is a discipline in its own right as well as a fundamental skill in all design areas. Each technique and approach will be presented against a background of art history and theory.

AWSS2016

Graphic Design (Introduction)

Credit points: 6 **Teacher/Coordinator:** Ms Teena Clerke **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This unit of study assumes the student knows little or nothing about graphic design. The aim is to introduce basic design principles and processes, examining the use of design elements, the construction of meaning in visual communications, research methods and the relationships between type, image and form.

The unit involves practical studio work with a lecture series that introduces students to the history, theory and practice of graphic design and typography. Preliminary exercises develop an understanding of the basic skills, concepts and materials of visual communication and document layout. Students learn about the elements of design, page composition and the use of type and image. Understanding of the integration of type and image is applied in the final project. Students consider how information is transmitted and

interpreted and develop an understanding of the key roles of the media form, the audience and the communication objective.

Students address the issues of style and meaning in contemporary design and typography and are required to research and present a journal of collected print samples and readings that expand their knowledge.

AWSS2018

Life Drawing

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge, skills and aptitude required to use a range of fundamental drawing skills to make a portfolio of work based on observation of the human body through the use of life models. It aims to increase the student's level of skill in representational, interpretive and expressive areas of drawing, using a wide range of drawing media and techniques, focussing on the formal aspects of composition, anatomy, scale, proportion and foreshortening as well as developing dynamic approaches to drawing the human body. Students will be provided with the opportunity to combine sound observational skills with imaginative and experimental techniques in order to encourage a personal vision and style and a commitment to the practice of drawing as a discipline in its own right. Each technique and approach will be presented against a background of art history and theory.

AWSS2019

Mixed Media

This unit of study is not available in 2010

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In the twentieth century, collage techniques profoundly changed the form and content of visual arts. Mixed Media examines these developments through practical classes, slide lectures and discussion. Collage, assemblage, montage, photocopy art and the more traditional disciplines of drawing, painting and printmaking are included in mixed media.

This unit of study presents students with a wide range of art materials, techniques and concepts. It aims to develop skill in and knowledge of various formal considerations in art practice: scale, line, texture, colour, space, shape etc. as well as understanding the conceptual bases of artwork. Through a set of preparatory exercises and finished artworks students can explore and develop creative expression, technical abilities and knowledge of materials. An awareness of art history/theory in relation to mixed media will be presented and discussed to inform the student's own approach to image making.

AWSS2020

Object Design

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assumed knowledge:** Completed an ATSC workshop proficiency class **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In this unit students develop and inter-relate manufacturing and artisan skills with research, analysis and design development. It aims to develop a critical awareness of the nature of all objects which surround us, exploring cultural, contextual and symbolic aspects of object design as well as functional and aesthetic qualities. Sustainability and social issues relating to their manufacture, use and disposal are also discussed. The unit aims to increase appreciation of the materiality of objects focusing on timber as an example and introduces students to the wonderful diversity of timber species, environmental and ethical issues associated with their selection, and also emerging alternative materials. Through a series of exercises and production of their major project, students develop knowledge of construction techniques and skills in using wood/plastics tools and machinery and in so doing, build an awareness of industrial and craft practices and how they impact on the design process and outcome.

AWSS2022

Painting

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge and aptitude required to use a range of fundamental painting skills to make a portfolio of work based on observation of the physical world and to experiment with imaginative applications of acrylic or oil media. Students with little or no experience with painting will be shown how to prepare grounds, mix colours, make a tonal scale in colour, then undertake practical work in observational painting including still-life and interior (painting form, modelling and shading techniques, use of pure colour), landscape (compositional techniques, perspective, use of grounds), the nude and self-portraiture (painting with a life model, anatomy). Each project will be presented against a background of relevant art history and conceptual approaches, including, where appropriate, contemporary approaches to style and appropriation, the decorative, text, collage and abstraction. Students will be shown how to use a visual diary as their research/process journal which will include all their visual and conceptual research.

AWSS2023

Photography 1

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit assumes students have little or no understanding of dark room practice. It aims to give students an understanding of how photography functions as a contemporary visual medium, including its historical development. Students will gain knowledge of the principles and practise of camera operations, the production of high quality black and white negatives and prints in small studio style classes. This module covers the use of a 35mm SLR camera, image composition, use of lighting, film developing and printing photographs. Practical work includes darkroom, gallery visits, completion of set class projects, technical exercises, class discussions and the production of a portfolio. Students should have access to a 35mm SLR film camera.

AWSS2024

Photography 2

Credit points: 6 **Teacher/Coordinator:** Ms Paola Talbert or Ms Virginia Ross **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Prerequisites:** AWSS2023 or equivalent. Equivalence can be established by

either presenting a portfolio of b&w photographic work or by presenting a transcript indicating a minimum of a full semester unit in b&w photography. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In this unit of study, students will have the opportunity to develop creative photographic projects from initial ideas to production of artwork, producing two major photographic series that function successfully at both an aesthetic and a conceptual level. They will have the opportunity to research and experiment with a variety of different ideas and take an experimental approach to photography, trying different techniques and considering which will best serve the intentions of the artwork.

AWSS2026

Screen Printing on Paper

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** S1 Intensive **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This studio-based unit will introduce students to screen printing on paper, in both graphic design and contemporary art contexts. Screen-printing is most commonly known as a commercial process, however many artists have used this printmaking technique not only for its versatile aesthetic qualities but to comment on the way art is perceived in the age of mass media and consumerism.

It aims to provide students with: the knowledge and skills to design for and print on paper; awareness and appreciation of screen-printing in historical and contemporary contexts; a wide variety of techniques and exercises that can be developed into an edition or experimental series of screen-prints.

Techniques covered include: photo, wax emulsion stencils, preparation of photo-positives, ink technology, registration and print set-up for multi-coloured screen-prints. Through studio practice, set exercises, slide-lectures, gallery visits and library research students will develop an understanding of their creative process and ability to interpret ideas through the medium of screen-printing.

AWSS2027

Sculpture

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

The aim of this unit of study is to develop knowledge and abilities in all areas, practical, historical and theoretical relevant to the making of sculpture.

Students will work with a broad range of materials and sculptural techniques such as clay modelling, plaster-mould making, casting, soldering, brazing and welding which will be used to explore elementary aspects of three-dimensional form and space.

You will be required to design, plan and complete two projects, a casting in plaster and a work using metal. In addition to this you will need to independently research historical precedents and contemporary practice in sculpture and discuss your ideas and development of your work in class.

AWSS2028

Web Art and Design

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 1, Semester 2 **Classes:** Three hours per week. **Assessment:** Studio projects and associated assignments. **Practical field work:** Studio practice **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

The Web Art and Design unit of study aims to introduce Web design and internet page creation within the context of contemporary art. The practical class will enable students to build a website using current software. The aim is to encourage engagement with the net in terms of its creative potential and cultural relevance rather than its commercial and educational uses. Students will investigate use of the internet by contemporary artists in such diverse areas as media arts, architecture, hypertext writing and other emerging forms of net art that engage with the very form of the internet. Students are expected to have a basic knowledge of Web design and the internet

BDES1010

Architecture Studio 101

Credit points: 6 **Teacher/Coordinator:** Dr Ross Anderson **Session:** Semester 1 **Classes:** Lecture 1hour /week, studio 5 hours/week **Corequisites:** BDES1011, BDES1012 **Prohibitions:** DESA1001 **Assumed knowledge:** HSC Mathematics and HSC English Standard or equivalent **Assessment:** Project (70%), Portfolio (30%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study introduces students to the skills and knowledge required to produce creative, innovative and appropriate solutions to architectural problems. It seeks to develop the architectural imagination as a dialogue between poetic thought and pragmatic material circumstance, nurturing the capacity to move back and forth between conceptual, intuitive levels of reference and the precise skills required for credible technical resolution. It expands students' vocabulary of architecture through study of relevant precedents and examination of techniques for spatial organization. Students develop a preliminary understanding of contemporary architectural theory and employ a range of architectural representation techniques.

Class preparation 6 hours/week

BDES1011

Architectural History/Theory 1

Credit points: 6 **Teacher/Coordinator:** Dr Ross Anderson **Session:** Semester 1 **Classes:** Lectures 2 hrs pw/Tutorials 1 hr per wk **Corequisites:** BDES1010, BDES1012 **Prohibitions:** DESA1102 **Assumed knowledge:** HSC Mathematics and HSC English Standard or equivalent **Assessment:** Report (40%), Project (20%), Tutorial Participation (10%) Exam (30%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study introduces students to the discourse of architectural history and theory. It commences with a concise chronological survey of key periods of architectural history from antiquity to the present day, providing an overview of the scope of the field and establishing initial points of reference. It then changes focus to investigate more closely the ways in which particular architectural themes and ideas traverse across history, coming to the fore in certain periods and receding in others. Students will interrogate these themes in small groups through intense study of a single significant building, which they will research, document and illustrate in a written report, and re-construct as a finely crafted scale model. They will be introduced to fundamental principles and skills of scholarly research, including locating and evaluating sources, and constructing arguments.

Lectures 2 hrs pw/Tutorials 1 hr per wk/ Presentation/Exhibition 1

Class preparation 5 hours/week

BDES1012

Architectural Communications 1

Credit points: 6 **Teacher/Coordinator:** Dr Sarah Benton **Session:** Semester 1 **Classes:** Lectures 1 hr/wk; Tutorials 5 hrs/wk **Corequisites:** BDES1010, BDES1011 **Prohibitions:** DESA1001 **Assumed knowledge:** HSC Mathematics

and HSC English Standard or equivalent **Assessment:** Portfolio (30%), Sketchbook (70%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study introduces students to fundamental modes of communication used to comprehend, conceive, explore, articulate and document architecture. It covers the domains of sketching, technical drawing, model making, verbal and written communication, diagramming and photography. It both acquaints students with technical skills and encourages their creative deployment through practical experimentation.

Reinforcing the theoretical interrogation explored in Architectural Theory 1, students employ communication techniques in developing a narrative of representations and presentation of a single significant historical precedent. Students document, illustrate and model the building primarily through analogue media.

Class preparation: 6 hr/wk

BDES1020 Architecture Studio 102

Credit points: 6 **Teacher/Coordinator:** Prof Sandra Kaji-O'Grady **Session:** Semester 2 **Classes:** Lectures:1 hour/week, Studio 5 hours/week **Prerequisites:** BDES1010 or DESA1001 **Corequisites:** BDES1023, BDES1024 **Prohibitions:** DESA1002 **Assumed knowledge:** BDES1011, BDES1012 **Assessment:** Project (40%), Presentation/Project (30%), Portfolio (30%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study further develops and applies the skills and knowledge gained in Studio 101 in response to increasingly concrete and complex programmatic and contextual issues. The design of a single building in a complex international urban context is advanced through a series of iterations with an emphasis on practical experimentation at a range of scales and in a range of media. The work is drawn together into a final presentation comprising a finely crafted model and panels of drawings of an exhibition standard.

Lectures: 1 hour/week, Studio 5 hours/week, Presentation 1 Hour

Class preparation 6 hours/week,

BDES1023 Architectural Technologies 1

Credit points: 6 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 2 **Classes:** Lectures 3 hr/wk; Studio 3 hr/wk; Field Trip 3hrs **Corequisites:** BDES1020, BDES1024 **Prohibitions:** DESA1102 **Assessment:** Case studies 30%; Studio exercises 40%; exam 30% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Architectural Technologies 1 introduces the role of environmental design, structures and construction in architectural design. This unit introduces basic concepts and principles in each area, and then demonstrates their applications in building designs through case studies and design-based exercises. These exercises progressively introduce students to knowledge required for the analysis, synthesis and construction of technical systems applicable to small scale and single-space buildings.

Class preparation: 6 hr/wk

BDES1024 Art Workshop 1

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 2 **Classes:** Lecture 1 hr/wk; studio 2-3 hours/week **Corequisites:** BDES1020, BDES1023 **Assessment:** Project (25%), Project (25%), Project (25%); Journal (25%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

In this unit of study first year architecture students begin to shape and communicate their ideas and experiences in various two-dimensional and three-dimensional art practices. Three separate studios within one semester seek to foster technical, creative and conceptual skills with a particular emphasis on the sensory and imaginative interactions between making, materials and meaning. A combination of specific disciplines including - sculpture, ceramics, photography, painting, drawing, printmaking, graphic art and mixed media - and the maintenance of a research diary (including gallery reviews) extend students' understanding of their own creative process and how art may contribute to their thinking and practice in general. A framework of lectures, visiting artist talks, gallery visits and readings asks students

to consider the dynamic interchange between historical, cultural and environmental concerns, and contemporary visual arts.

Lecture 1 hr/wk; studio 2-3 hours/week; 3 hour presentation

Class preparation 3.hours/week,

BDES2010 Architecture Studio 201

Credit points: 6 **Teacher/Coordinator:** A/Prof Anna Rubbo **Session:** Semester 1 **Classes:** Lectures: 1 hr/wk; studio 5 hours/week **Prerequisites:** BDES1020 or DESA1002 **Corequisites:** BDES2012, BDES2013 **Prohibitions:** DESA2001 **Assessment:** Class participation 15%, Report 10%, project 60%, portfolio 15% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The unit introduces the discipline of landscape architecture, including an understanding of ecological processes and natural systems as they impact the design of buildings in green field and urban landscapes. The unit focuses on the imaginative design of buildings in landscapes that support social and environmental sustainability and ethical awareness. Learning objectives include development of skills needed for design informed by research, collaborative work processes, knowledge of site analysis and master planning, and an appreciation of the meaning of place.

Class preparation 6 hr/wk

Textbooks

Jellicoe, G and S, The landscape of man: shaping the environment from prehistory to the present, 1975, Thames and Hudson.

BDES2012 Architectural Communications 2

Credit points: 6 **Teacher/Coordinator:** Dr Sarah Benton **Session:** Semester 1 **Classes:** Lectures 1 hr/wk; Tutorials 5 hr/wk **Corequisites:** BDES2010, BDES2013 **Prohibitions:** DESA2001 **Assumed knowledge:** BDES1012 **Assessment:** Portfolio (30%), Sketchbook (70%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study introduces experimental digital technology into modes of architectural communication. It re-considers imagery, modelling, and verbal and written communication through computer aided operations, interfaces and projective techniques. The course equips students with knowledge of digital drafting and modelling, texture mapping, lighting, rendering and digital fabrication technologies, and encourages their creative application.

Reinforcing the parallel design and technologies courses, students employ communication techniques for representations and presentation of a single significant historical precedent. Students document, illustrate and model the building primarily through digital media.

Class preparation: 6 hr/wk

BDES2013 Architectural Technologies 2

Credit points: 6 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 1 **Classes:** Lectures 3 hr/wk; Studio 3 hr/wk **Corequisites:** BDES2010, BDES2012 **Prohibitions:** DESA2111 **Assumed knowledge:** BDES1023 **Assessment:** Case studies 30%; Studio exercises 40%; Exam 30% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Architectural Technologies 2 explores the key aspects of environmental design, structures and construction in the architectural design of medium scale buildings with multiple internal spaces, and the relationship of these key aspects with the building's context. The focus is on actively engaging students in gaining an understanding of the key issues in the design and assembly of moderately complex systems applicable to this scale of buildings to respond to each of the technical areas. The application of this knowledge is demonstrated through the analysis of case studies and design-based exercises.

Lectures 3 hr/wk; Studio 3 hr/wk; Class preparation: 6 hr/wk

BDES2020 Architecture Studio 202

Credit points: 6 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 2 **Classes:** Lectures: 1 hr/wk, studio 5 hr/wk **Prerequisites:** BDES2010 or DESA2001 **Corequisites:** BDES2021, BDES2024 **Prohibitions:**

DESA2002 **Assessment:** Class participation 15%, Report 10%, project 60%, portfolio 15% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The unit builds on knowledge and skills gained in semester 1 of second year. It introduces the concept of the client as an actor in the design process and focuses on the imaginative design of a building that supports a healthy environment, social and environmental sustainability, cultural responsiveness and ethical awareness. Learning objectives include development of skills needed for design informed by research, participatory and collaborative work processes, and an appreciation of the way in which architecture can help create meaning in people's lives.

Class preparation 6 hr/wk

Textbooks

Sarkissian, W, Community Participation in Practice: A Practical Guide, 1997

BDES2021

Architectural History/Theory 2

Credit points: 6 **Teacher/Coordinator:** Dr Duanfang Lu **Session:** Semester 2 **Classes:** Lectures:1.5 hr/wk, tutorial 1.5 hr/wk **Corequisites:** BDES2020, BDES2024 **Prohibitions:** DESA2111 **Assumed knowledge:** BDES1011 **Assessment:** Class participation 15%, article review 30%, architectural criticism presentation 30%, small group research project 25% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit exposes students to a variety of issues related to the cultural, social, ethical and global aspects of contemporary architecture. Drawing on diverse perspectives, the unit provides an overview of theories and case studies that have examined the interrelationship between space, society and power in Australia, Asia and other parts of the world. By introducing concepts such as place, landscape, tradition, identity and discourse, the unit aims to enhance students' capability to reflect on the values embedded in design and develop their own understanding of the relationship between architecture and society. The unit investigates the built environment from a comprehensive global perspective and encourages students to think architectural design critically within a context of social diversity and sustainability. The unit will also introduce some influential theoretical trends since 1960 that have sought to relate the analysis of architecture to wider social and historical conditions.

Class preparation 6 hr/wk

BDES2024

Art Workshop 2

Credit points: 6 **Teacher/Coordinator:** Ms Jan Fieldsend **Session:** Semester 2 **Classes:** Lectures: 1 hr/wk, studio 2-3 hr/wk **Corequisites:** BDES2020, BDES2021 **Assumed knowledge:** BDES1024 **Assessment:** Studio Project (60%), Research (40%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Drawing upon skills and knowledge learnt in Art Workshop 1 (BDES1024), students extend their ability to work with complex ideas and interdisciplinary experimental art practices. Students choose one workshop from a variety of options including: site-specific art, installation, digital media, object design, social participatory and performative art practices, curatorial projects as well as a re-working of traditional media. The nexus between traditional and innovative art forms/processes provides a basis for students to develop individual and collaborative bodies of work around a set theme that is common to all studios. Through a series of lectures, independent research, dialogue and studio practice they will explore the contexts in which ideas reverberate between cultures and how we understand ourselves in relation to local, national and global contexts.

Lectures:1 hr/wk, studio 2-3 hr/wk 3 hour presentation, Class preparation 3 hr/wk

BDES3010

Architecture Studio 301

Credit points: 6 **Teacher/Coordinator:** Dr Chris L Smith **Session:** Semester 1 **Classes:** Lectures: 1hour/week, studio 4 hours/week **Prerequisites:** BDES1010, BDES1011, BDES1012, BDES1020, BDES1023, BDES1024, BDES2010, BDES2013, BDES2012, BDES2020, BDES2021, BDES2024 or the equivalents from DESA1001,DESA1002,DESA1101,DESA1102, DESA2001,DESA2002,DESA2111 **Corequisites:** BDES3011, BDES3012 **Prohibitions:** DESA3001 **Assessment:** Portfolio (100%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Progression to BDES3010 requires successful completion of all preceding BDES10XX and BDES20XX units of study or the successful completion of all preceding Design Practice and Design Studies units of study.

This unit of study introduces students to the design skills and knowledge required to produce a conceptual and experimental solution to a medium-scale urban architectural problem. It seeks initially to refine student's skills in the analysis of public space, urban design, and historical and theoretical contexts. Students deploy the analysis in creative and experimental ways in designing medium scale architecture with a complex program within the urban context.

Students integrate multiple criteria (contextual, sustainable, urban design, structural, material, constructional) into a design within a rigorous conceptual and theoretical framework. Students utilize their developing understanding of contemporary theory and critique and a range of architectural representation techniques.

Class preparation 7.hours/week

BDES3011

Architectural History/Theory 3

Credit points: 6 **Teacher/Coordinator:** Dr Ross Anderson **Session:** Semester 1 **Classes:** Lectures 2 hr/wk; Tutorials 1 hr/wk **Prerequisites:** BDES2021 or DESA2111 **Corequisites:** BDES3010, BDES3012 **Prohibitions:** DAAP3001 **Assessment:** Weekly tutorial proformas (30%), Research paper and verbal presentation (70%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study surveys contemporary architectural discourse through the study and analysis of central texts and architectural sources. Architectural discourse will be understood as a wide array of interlocking 'regimes of thought', each of which has its own multiple histories, transformations and unique effects. Students will become generally conversant in the principles of these central theories, and will understand some of their terms and references. They will explore the way that theory is produced and deployed at every level of architectural discourse from the seemingly casual discussions in the design studio to formal written arguments. Paying close attention to the exchange between thought and action, they will explore the relevance of the discussed theories to the formation of current circumstances, and to the place of architecture within contemporary culture as a whole. Students take responsibility for their own learning, engaging in continuous reflection and developing skills in oral, written, and visual forms of communication to critique, create and articulate knowledge. They will be introduced to fundamental principles and skills of scholarly research, including locating and evaluating sources, and constructing arguments.

Lectures 2 hr/wk; Tutorials 1 hr/wk; Presentation 1 hr, Class preparation: 5 hr/wk

BDES3012

Architectural Communications 3

Credit points: 6 **Teacher/Coordinator:** Dr Sarah Benton **Session:** Semester 1 **Classes:** Lectures 1 hr/wk; Tutorials 5 hr/wk **Prerequisites:** BDES2012 or DESA2002 **Corequisites:** BDES3010, BDES3011 **Prohibitions:** DESA3001 **Assessment:** Portfolio (30%), Sketchbook (70%) **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study consolidates students' knowledge of the techniques and strategies available for communicating architecture, and advances the domains of drawing, imagery and modeling through concepts of movement and simulation. Students are introduced to interoperable animation and database software used for simulation and documentation of architecture. It instills in students sensitivity for employing a hybrid set of techniques and introduces them to dynamic communication procedures deployed in professional architectural practice.

Reinforcing the parallel design course, students employ communication techniques for representations and presentation of their own design project. Students document, illustrate and model the building through a range of media.

Class preparation: 6 hr/wk

BDES3020**Architecture Studio 302**

Credit points: 6 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 2 **Classes:** Lectures 1 hr/wk, studio 5 hr/wk **Prerequisites:** BDES3010 or DESA3001 **Corequisites:** BDES3023 **Prohibitions:** DESA3002 **Assessment:** Field Studies 10%, Project 50%, Portfolio 40% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Studio 302 is a graduating studio for the degree, building students' capacities as interpretive, insightful and innovative architectural designers. This studio is a 'capstone experience', integrating knowledge and skills developed through the degree. Through the design of a key civic building, it focuses on the exploration, integration and expression of architectural ideas through technical materiality.

This is explored through an extended field trip, associated studies in architectural technology and consultancies with professionals. Theory and inquiry inform the development of the project brief and the exploration of conceptual ideas, while communications studios and workshops support the skills required to express design ideas at a pre-professional level. Group work, peer learning, engagement and judgment abilities are developed through a collaborative working studio. Lectures 1 hr/wk, studio 5 hr/wk, Field trip 18 hrs Class preparation: 6 hr/wk

BDES3023**Architectural Technologies 3**

Credit points: 6 **Teacher/Coordinator:** Dr David Gunaratnam **Session:** Semester 2 **Classes:** Lectures 1 hr/wk; Studio 3 hr/wk; **Prerequisites:** BDES2013 or DESA2111 **Corequisites:** BDES3020 **Prohibitions:** DAAP3002 **Assessment:** Studio Exercises 40%; Case Studies 30 %; Exam 30% **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Architectural Technologies 3 investigates advanced and complex building systems in architecture, both overall and in detail, from the three interwoven perspectives of environmental design, structures and construction. The unit focuses on the two key aspects of decision making and integration in the design of technical systems for buildings. The main design project is used as a vehicle for demonstrating the knowledge gained in investigating the requirements and synthesising of an appropriate building system that responds to and integrates each of these three perspectives.

Lectures 1 hr/wk; Studio 3 hr/wk; Field Trip 3hrs Class preparation: 6 hr/wk

BDES3025**Architectural Professional Practice**

Credit points: 6 **Teacher/Coordinator:** Paul Berkemeier **Session:** Semester 2 **Classes:** Lectures 2 hrs/wk; Studio 3 hrs/wk **Corequisites:** BDES3020 **Assessment:** Field studies report 10%, Brief development report 10%, Design project (DA) presentation 80% **Mode of delivery:** Professional Practice

Professional Practice introduces graduating students to the practice of architecture. The unit focus on design development in regulatory and practice management frameworks. Students are introduced to the principles of key regulatory requirements and use these understandings to critically investigate local practice through case studies. They develop their understanding through the design development of a project and take this to Development Application level using current practice.

Lectures 2 hrs/wk; Studio 3 hrs/wk; Field Trips 6hrs, Class preparation: 5hrs/wk

DAAE2001**20th Century Australian Architecture**

Credit points: 6 **Teacher/Coordinator:** Mr Trevor Howells **Session:** Semester 2 **Classes:** 3 hrs/wk **Assessment:** One seminar presentation and one 3000 word essay. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The unit will introduce students to a range of architectural styles and aspirations in Australia. Lectures and seminars will cover key buildings representative of their period. At the conclusion, students will be familiar with a range of styles and their characteristics. They will undertake individual self-directed research and learn how to record and present the results of this research. Students will also acquire an

appreciation of the ideals and aspirations that support the architectural styles examined, and how these are related to wider social and cultural movements.

On successful completion of this unit, students will be able to demonstrate: a familiarity with a range of Australian buildings and styles. Site tours will examine specific buildings, and these will be recorded in a site visit log; the ability to research, record and present a specific building in Sydney; the ability to link a specific building to other works of a similar style and period. This will be assessed in the seminar presentation and in the submitted essay.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation 26 hours per semester.

DAAE2002**Architecture, Place and Society**

Credit points: 6 **Teacher/Coordinator:** A/Prof Anna Rubbo **Session:** Semester 1 **Classes:** 3 hours per week **Assessment:** two assignments: a) a 1500 word essay and b) a group or individual project requiring a research proposal, fieldwork, presentation, and reflection. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit aims to investigate the relationship between architecture, place and society and to explore the meaning of cultural and social sustainability in architectural design. The unit assumes that designers will increasingly work in places where cultures are unfamiliar at home or in a global context, and that an ability to understand, and interpret, diverse cultures, and the way design occurs in diverse locations, is an important area of knowledge for designers. A key aspect of social sustainability is the practice of social responsibility, and the unit explores how this may occur, including involving people in the design process.

On completion of this unit students will be able to demonstrate: an ability to better understand the connections between architecture place and society, and the social, cultural, political and economic factors affecting sustainable environments; skills and knowledge in participatory processes necessary for effective communication about environmental design issues; increased critical awareness about social responsibility in relation to the practice of architecture and the design of the built environment, and an ability to exercise this awareness.

This unit will provide architecture students with knowledge of the relationship between culture and architecture, as well as practical knowledge of the social aspects of design practice. It is intended that students from other disciplines will develop a critical awareness of the built environment as a form of cultural production, and the possibilities for their participation in its production.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAE2004**Housing for Health**

This unit of study is not available in 2010

Credit points: 6 **Teacher/Coordinator:** Mr Col James **Session:** Semester 1 **Classes:** Intensive delivery mode: 12 hours **Assessment:** Assignment 1 - Protocol and question form: 15%. Assignment 2 - Report: 75%. Attendance and participation: 10%. **Mode of delivery:** Block Mode

Note: Department permission required for enrolment.

Upon successful completion students will demonstrate: evidence of reading recommended texts and reporting on health-housing theory; completion of specific tasks in the measurement performance of household plumbing and electrical services and fittings against stated standards; completion of Healthabitat data sheets and logging into Healthabitat analysis programs to deliver work sheets for licensed plumbers and electricians; comprehension through report writing on the analyses of data, house fixing procedures and independent observations of other health risks, specifically for householders' information requiring regular maintenance and user practices.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Intensive delivery mode: 12 hours. Fieldwork, reading and preparation: 26 hours. Task research, preparation and documentation.

DAAE2005

Designing with Colour 1

Credit points: 6 **Teacher/Coordinator:** Dr Terry Purcell **Session:** Semester 1, Summer Early, Winter Main **Classes:** Online delivery through WebCT **Assumed knowledge:** DESA1004 **Assessment:** The assessment for the unit involves an assignment that is divided into three parts each related to the three areas of knowledge presented in the unit. The three parts carry equal weighting in terms of marks. **Mode of delivery:** On-line

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

The aims of the unit are: (1) To make participants aware that any design decision that involves a physical material involves a decision about colour, and the consequences of this fact. This also applies to the design of digital environments. (2) To present participants with research based information about colour and associated topics that can be used in design. This information falls into three main areas. The first relates to the basics of colour vision and includes the structure of the world of colour we experience, colour mixing, colour measurement and specification. The second area deals with relationships between areas of colour and focuses on colour contrast and colour preference and the relationship between contrast and preference. The third area is concerned with the limits on human information processing and how this will effect the response to the number of colours used in a colour design. (3) To demonstrate to participants how that information can be used to understand experiences associated with specific examples of environments and the particular physical attributes of the examples associated with the experiences. (4) To teach participants basic skills in using the image processing program Photoshop. (5) To have participants use those skills and their knowledge about colour experience in colour design exercises that form the basis for the assignments and the assessment in the unit.

The objectives of the assessment procedure are to have participants demonstrate their understanding of the knowledge presented in each of the areas of the unit and their ability to use that knowledge by: developing designs that achieve defined outcomes by embodying that knowledge in the design; by critically discussing how the designs embody the knowledge to achieve those outcomes; and by specifically linking those outcomes to the attributes of the colours that are used in the design.

To preview the material in the course go to: <http://people.arch.usyd.edu.au/~terry/DAAE2005/>

DAAE2006

Designing with Colour 2

Credit points: 6 **Teacher/Coordinator:** Dr Terry Purcell **Session:** Semester 2, Summer Early, Winter Main **Classes:** Online through WebCT **Prerequisites:** DAAE2005 **Assessment:** The assessment for the unit involves an assignment that is divided into three parts related to the three areas of knowledge presented in the unit each of which carries equal weighting in terms of marks. **Mode of delivery:** On-line

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

Participants are presented with the results of the extensive research into affective responses to colour. These affective experiences can be divided into three main areas. These are first the warmth or coolness of colours, second whether colours are exciting or calming, and third the potency of colours and colour harmony.

The results of this research are related to the colour model developed by the Swedish Colour Institute to allow the use of the research results in the development of colour designs.

As with the other units in this series participants are expected to understand this material and to know how it can be used to analyse

the experiences associated with specific examples. This is facilitated by the detailed analysis of examples as a part of the unit content.

The objectives of the assessment procedure are to have participants demonstrate their understanding of the knowledge presented in each of the areas of the unit and their ability to use that knowledge by: developing designs that achieve defined outcomes by embodying that knowledge in the design; by critically discussing how the designs embody the knowledge to achieve those outcomes; and by specifically linking those outcomes to the attributes of the colours that are used in the design.

To preview the material in the course go to: <http://people.arch.usyd.edu.au/~terry/DAAE2006/>

DAAE2007

Introduction to Project Management

Credit points: 6 **Teacher/Coordinator:** Dr David Leifer **Session:** Semester 2 **Classes:** 3 hours per week **Assessment:** Two assignments and an Examination **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study will introduce students to the underpinning knowledge and skills in all 9 areas of project management, viz. the management of project scope, time, cost, quality, human resources, communications, risk, procurement and integration. It will differentiate project life cycles from facility life cycles.

In this unit the application of project management principles to the achievement of different deliverables needed in all phases of the facility life cycle will be addressed. The unit will provide practical examples and opportunities to apply the fundamentals to a range of simple projects in architecture, design, building and construction fields. The major focus is to obtain an awareness and understanding of the fundamental skills needed by designers to deliver a project. On successful completion of this unit, students will be able to: demonstrate knowledge of project management fundamentals; conceptually apply the project management fundamentals to other project types and endeavors; use tools and techniques of scope, time, cost, quality, human resources, communications, risk, procurement and integration. Knowledge of project management fundamentals will be assessed through an end of semester examination. Ability to apply project management fundamentals will be assessed by assignments. Student's effectiveness in working within a group and their ability to lead and manage will be assessed through reflective learning assignments where relevant. Group presentation will be demonstrated as part of the communications knowledge area.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

Textbooks

Burke.R (2007) Introduction To Project Management ISBN:0-9582-733-3-2

DAAE2008

Innovative Building Structures

Credit points: 6 **Teacher/Coordinator:** D J Gunaratnam **Session:** Semester 2 **Classes:** 3 hours per week **Prerequisites:** DESA2111 **Assessment:** Case Study & Modelling assignments. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit engages students in detailed studies of innovative building structures, both the design and construction, and modelling techniques for structural synthesis. The unit initially investigates a number of innovative building structural designs and construction methods and processes, through case studies, and explores issues and factors that contribute to the innovative solutions. Modelling techniques are then introduced and their uses in the synthesis and analysis of innovative building structures are explored in-depth. Students are provided with experience in the computer and physical modelling of some of the advanced structures arising in the case studies.

The unit is organised around three major topics as follows:

(1) Innovative structural design: Discusses the differences between routine and innovative structural design, and identifies a set of dimensions along which the innovativeness of a structural design can

be assessed. These dimensions form the basis for studying the developments in structural design to-date and for evaluating existing structural designs for their innovativeness. It also explores the different design requirements and decision criteria that lead to innovative structural solutions, in building designs, through a number of case studies.

(2) Modelling techniques: Introduces and provides the bases for a number of computer modelling techniques for advanced structures that can be used to analyse and design innovative structures. Discusses some of their limitations and explores the current developments in computational models and techniques, specifically aimed at facilitating innovative designs. Some of the physical modelling techniques and their usefulness in the exploration of innovative structural solutions are also considered.

(3) Innovative Construction: Explores construction requirements and decision criteria that lead to innovation in construction methods and processes, through selected case studies. Discusses the interactions between the innovations in structural design and in construction methods and processes.

Students are expected to be able to demonstrate a high level of competence in investigating and presenting case studies on structural design and construction, to identify and evaluate issues and factors that contribute to innovative structural solutions in case studies, to determine the relevance of the various advanced structural modelling techniques for a given building design and to demonstrate a high level of competence in computer and physical modelling of structures

A case study assignment is used to assess the student's competence in investigating and presenting case studies and being able to identify and evaluate issues and factors contributing to innovative structural solutions. A two part modelling assignment is used to assess the competence in selecting suitable models for structural synthesis, for a given set of requirements and design criteria.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAE3001

Sustainable Architectural Practice

Credit points: 6 **Teacher/Coordinator:** Prof Richard Hyde **Session:** Semester 1 **Classes:** 3 hours per week **Prerequisites:** DESA2111 **Assessment:** Group study, individual research paper **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The unit of study begins by exploring the concept of ecologically sustainable design as it applies to architectural practice and defines those key attributes of buildings which make them sustainable. The second part of the unit discusses the implication of applying sustainable design principles upon contemporary architectural practice. Potential new design paradigms are explored which could lead to more sustainable design practice in the future.

At the end of the unit of study students will be expected to: have explored the form making and space making potential of sustainable design principles by critically examining relevant contemporary architecture; demonstrate their ability to locate relevant published literature on sustainable architecture and to critically examine and discuss it in relation to the themes explored in the unit of study; demonstrate their ability to critique key recent buildings claimed by their designers to be sustainable and to evaluate these claims against established sustainable design principles; enunciate a personal position on the impact on applying sustainable design principles on future design practice.

On the successful completion of this unit of study students will have demonstrated: competence at critically evaluating buildings which their designers have claimed to be sustainable through a series of case studies performed in small groups; their ability to formulate and articulate a written response to a series of propositions developed in lectures addressing the impact of sustainability issues on future architectural practice.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 2 hours per week.

DAAP3001

Contemporary Architecture and Theory

Credit points: 6 **Teacher/Coordinator:** Chris Smith **Session:** Semester 1 **Classes:** 3 hours per week **Corequisites:** DESA3001 **Assessment:** Attendance; submission of text and material engagement assignment. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

The unit will consider architecture as the complex assemblage of material practices and theory. Students will be introduced to some of the key lines of thought that have impacted on architectural processes of the first decade of the 21st Century and the ways in which architectural production has responded and contributed to those lines. Students will become familiar with contemporary theoretical concepts and the architectural design processes associated with those concepts.

On successful completion of this unit students will have demonstrated: a familiarity of the relationship between theory and material practices; a familiarity with the concepts and architectures presented, and; an ability to respond critically to conceptual notions and material practices. The demonstration will take the form of specific material engagements and textual analysis.

This unit is a Master of Architecture prerequisite in Bachelor of Design in Architecture. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAP3002

Architectural Technologies

Credit points: 6 **Teacher/Coordinator:** Dr D Gunaratnam **Session:** Semester 2 **Classes:** 4 hours per week **Prerequisites:** DESA3001 **Corequisites:** DESA3002 **Assessment:** Assignments (one of which is integral with another assessment task in DESA3002) & examination. Failure in any single module equates to failure in the overall unit of study. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

The unit of study develops knowledge about structural and environmental control systems for medium scale non domestic buildings.

The environmental module explores sustainable environmental control technologies suitable for medium scale buildings focussing upon the integration of these technologies with constructional and structural systems and the design of the building fabric as an environmental filter. Thermal controls such as heating systems, mechanical ventilation, natural ventilation and air conditioning are studied along with electric lighting and acoustic control systems.

At the end of the unit students will be expected to formulate environmental control requirements for a medium scale building, generate and justify appropriate sustainable environmental control strategies and evaluate the performance of these strategies using appropriate analytical procedures.

The structures module is organised around three major sections: Structural Design Process, Structural Design Codes and Structural Design Information. Under Structural Design Process, the formulation of structural design requirements arising from functional, behavioural and constructional constraints is initially discussed. Then a procedure for systematically generating feasible alternative structural systems is presented. Finally the process for the evaluation of the alternative structural systems based on a set of decision criteria, to arrive at the final optimum design, is discussed. Under structural design codes, the structural design philosophies which form the basis for structural design codes are initially described, and then the provisions in the material codes for the approximate determination of design actions, and procedures for the design of typical structural elements are considered. The Structural Design Information section introduces a number of structural design aids for the selection of structural systems and for the approximate sizing of structural elements.

At the end of the unit students should be able to collect appropriate information and formulate the structural design requirements for a medium-scaled building, generate a number of alternative structural systems that satisfy these design requirements, evaluate them based on a set of decision criteria and arrive at a full description of the final structural design.

On the successful completion of this unit of study students will have demonstrated:

(1) In the environmental module: competence in formulating and justifying appropriate sustainable environmental control strategies via a report based upon, and forming part of the submission for, the major design project in DESA3002; competence in evaluating their chosen strategies utilising model studies, computation and other analytical and evaluative tools.

(2) In the structural module: competence at enunciating and justifying their decision making process in an assignment based on the final design project (DESA3002); their knowledge in making a range of structural decisions for a new building design in an open book examination.

This unit is a Bachelor of Architecture prerequisite in Bachelor of Design in Architecture. Contact hours: 4 hours per week. Class preparation: 1 hour per week. Assessment preparation: 1 hour per semester.

DECO1006

Understanding Design and Cognition

Credit points: 6 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 1 **Classes:** 3 hours per week **Prohibitions:** DECO1004 **Assessment:** 4 written assignments and a protocol analysis report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit of study aims to give the student an understanding of design as a general activity in its own right, comparative to other activities such as science and art. It aims to stress the importance of design (and its consequences) as an activity concerned with changing the state of the existing environment through a set of conscious and purposeful actions. It aims to demonstrate that the study of the design process can be undertaken in a general manner independent of any discipline through the study of design methodology and design cognition.

On the successful completion of this unit of study, students will have demonstrated: an understanding of the importance and generality of design as an activity by having them reflect on the nature of design across the various disciplines and its relation to other activities such as Science and Art; an awareness of the knowledge and processes involved in design and to apply such knowledge and processes in their approach to design, as for example in the Design Studio. This awareness is reinforced by the assignments that are designed to make students think about design objects in a more analytical fashion as well as assessing their understanding of material presented; an understanding of how designers think and acquire a methodology to study designers. This is reinforced by assignments which require students to study designers and report on their observations; an understanding of the issues involved in design thinking research and gain a knowledge of methods for studying design thinking; an understanding of the need for critical examination and both objective and subjective analysis and judgement through the reports submitted.

This unit is core in the Bachelor of Design Computing and elective in other programs. Student effort expected for an average student to achieve a pass level result: 3 hours per week contact hours; 1.5 hours per week class preparation; 19 hours per semester assessment preparation.

DECO1008

3D Modelling

Credit points: 6 **Teacher/Coordinator:** Dr Xiangyu Wang **Session:** Semester 2 **Classes:** Three hours per week **Prohibitions:** DECO2103 **Assessment:** Tutorial exercises and two Project submissions. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: This unit is for BDesComp and BST students only. Others may enrol in DECO2103.

This unit aims to give the student an understanding of the basic concepts of modelling and presentation so that they will develop skills in creating and using 3D models for various design tasks.

On the successful completion of this unit of study, students will have: demonstrated an understanding of how physical objects are represented in 3D digital models by modelling various 3D geometric entities and processes required; demonstrated critical judgment, be capable of rigorous and independent thinking and use appropriate information technology techniques to communicate their knowledge through the production of efficient design presentations and documentation; an understanding of boundary representations, solid modelling, parametric models, texture mapping, light sources, camera locations and projections, and model constraints through model development and presentation; acquire skills in using a 3D modelling system for 2D and 3D objects and in creating photorealistic images, movies, VR scenes, and simple animations from 3D models that accurately describe design variations, intent, and structure. These skills will be assessed through the tutorial exercises and the submission of a portfolio of 3D models.

This unit is core in the Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: 3 hours per week contact hours; 1.5 hours per week class preparation; 19 hours per semester assessment preparation.

DECO1012

Design Programming

Credit points: 6 **Teacher/Coordinator:** Dr Rob Saunders **Session:** Semester 1 **Classes:** Three hours per week. **Prohibitions:** DECO2011, SOFT1001 **Assessment:** Individual assignment using an individual electronic sketchbook API; Group project using Java on a task in a design domain; Quizzes on (1) implementation of software in Java, and (2) Software design and development processes. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit aims to teach students an understanding of the stages involved in the development of software for design computation; skills in the design and implementation of software for design tasks and in the team development of software.

On the successful completion of this unit of study, students will have demonstrated: skills in using software tools to build interactive, visual design applications through individual and group programming assignments; knowledge of object-oriented programming concepts through individual and group programming assignments; implementation techniques such as editing, using libraries, team programming, and compilation and runtime environments through individual and group programming assignments; knowledge of the Java programming language including: classes, methods, object creation, instance and local variables, primitive and object types, simple I/O, and control flow through individual and group programming assignments; knowledge of software design and development processes including analysis of requirements, design of classes, software lifecycles, and managing software projects through group programming assignments.

This unit is core of Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: Contact hours: 3 hours per week; Class preparation: 3 hours per week; Assessment preparation: 19 hours per semester.

DECO1013

Sound Design and Sonification

Credit points: 6 **Teacher/Coordinator:** Dr Densil Cabrera **Session:** Semester 2 **Classes:** Three hours per week. **Prohibitions:** DECO2012 **Assessment:** Tutorial exercises, design projects. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment limited by teaching resources. Permission required unless enrolled in the Bachelor of Design Computing or the BST. Other students may apply directly to the Faculty of Architecture, Design and Planning for a place.

This unit introduces sound as a design medium, with an emphasis on computer-based implementations; real world acoustical phenomena and psychoacoustics provide an approach for sound design; understanding of conceptual topics, including sound/image interaction, text and speech, auditory display, source streaming and segregation, functions for music and spatial audio are developed; technical and

technological issues, e.g. data formats and interfaces will be addressed; students will explore methodologies for abstract information sonification and responsive sonic representations for interactive installation spaces and sensate environments; generative techniques, including evolutionary and genetic algorithms, Artificial Life and stochastic computational processes for creating new sound designs are investigated; this unit considers the contribution of sound design to ambient music, interactive responses and way finding cues in interactive virtual environments.

On the successful completion of this unit of study, students will have demonstrated: knowledge of responsive interaction and sound design to a range of contexts through design projects; application of conceptual knowledge using current sensate, interactive and virtual environment technologies through design projects; skills in computer-based implementation of sound design key principles through tutorial exercises; understanding of sound design, especially in relation to interactive contexts, links to virtual environment design, the digital design studio and sound utilised in interactive multimedia through design projects; understanding of the transformation of abstract data into sonification (shares a conceptual grounding with information visualization) through design projects.

This is a core unit in the Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO1100

Digital Design Studio

Credit points: 12 **Teacher/Coordinator:** Dr onacloV **Session:** Semester 1 **Classes:** Lectures and studio. 12 hours per week. **Prohibitions:** DECO1011 **Assessment:** Tutorial submissions, preliminary design reports, final design presentation and report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day
Note: Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.

In studying this unit, students will: develop an understanding of how to conceptualise and communicate design concepts through image, shape, lines, colour, composition, morphing, layout, and text; be introduced to digital image representation and technology through design projects; become proficient with the elements of digital design technology including digital images, vector graphics, font, montage, photography; develop skills in digital imaging software such as Photoshop, and graphical layout software such as Illustrator; and develop experience with significant digital design issues.

On the successful completion of this unit of study, students will have demonstrated skills in sourcing, developing, and designing a range of digital media content through a series of tutorial exercises; knowledge of digital design through the incremental development of a series of design projects; knowledge of how to incorporate frame-based animation and morphing with their digital designs through tutorial exercises.

This unit is a core studio in the Bachelor of Design Computing program. This unit is a foundation for knowledge of image design and digital media design techniques. Student effort expected for an average student to achieve a pass level result: Contact hours: 12 hours per week; Class preparation: 9 hours per week; Assessment preparation: 39 hours per semester.

DECO2010

Collaborative Virtual Environments

Credit points: 6 **Teacher/Coordinator:** Dr Xiangyu Wang **Session:** Semester 1 **Classes:** 3 hours per week **Prerequisites:** DECO1100 or DECO (2101 and 2102) or INFO (1000 or 1003) **Prohibitions:** DECO2005 **Assessment:** Tutorial exercises, collaborative project, individual written reports, oral presentations. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

The aim of this unit is to impart to students an understanding of the similarities and differences of computer-mediated and face-to-face communication; skills in the use of collaborative tools such as email,

shared whiteboards, bulletin boards, video conferences and shared modelling environments.

On the successful completion of this unit of study, students will have demonstrated: an understanding of synchronous and asynchronous communication technologies through the collaborative project report; an understanding of communication and representation of design data in a computer mediated collaborative design project in the development of the collaborative project report; skills in using collaborative technologies in the tutorial exercises.

This unit is core for Bachelor of Design Computing and elective for other programs. Student effort expected for an average student to achieve a pass level result: Contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO2101

Digital Image Design & Representation

Credit points: 6 **Teacher/Coordinator:** Dr onacloV **Session:** Semester 1 **Classes:** Lectures and computer labs, 3 hours per week **Prohibitions:** DECO1001, DECO1100 **Assessment:** Tutorial submissions, Individual project submissions **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.

In studying this unit, students will: be introduced to digital image representation and technology; become proficient with the elements of digital design technology including digital images, vector graphics, font, montage, photography; develop skills in digital imaging software such as Photoshop, and graphical layout software such as Illustrator.

On the successful completion of this unit of study, students will have demonstrated: skills in sourcing, developing, and designing a range of digital media content through a series of tutorial exercises; knowledge of how to incorporate frame-based animation and morphing with their digital designs through tutorial exercises.

This unit is part of the Digital Architecture stream in the Bachelor of Design in Architecture. Not available in the Bachelor of Design Computing. Elective in other programs. Student effort expected for an average student to achieve a pass level result: contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO2102

Interactive Multimedia Design

Credit points: 6 **Teacher/Coordinator:** Dr Martin Tomitsch **Session:** Semester 2 **Classes:** Three hours per week **Prohibitions:** DECO1002, DECO2002, DECO1200 **Assessment:** Tutorial submissions, preliminary design reports, final design presentation and report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.

This unit introduces interactivity and multimedia through design projects. Students will develop technical as well as methodological skills for designing and developing interactive software, web sites, products, and services. Elements of interaction design including menus, screen design, motion, animation, graphics design, and sound integration will be addressed for various media and platforms, including the Internet and mobile devices. Methods for interaction design that will be covered include requirement analysis, storyboarding, and prototyping. Software used includes Flash and Dreamweaver. On the successful completion of this unit of study, students will have demonstrated: the application of knowledge of interaction design to a range of contexts, for the Internet and standalone media, through the design project; knowledge of narrative and engagement in non-linear interactive contexts through the design project; knowledge of scripting and markup languages for enabling dynamic content and interactive designs, e.g. ActionScript, HTML, and JavaScript, through tutorial exercises; understanding of different types of user interaction,

with an emphasis on traditional interfaces, but including innovative methods of interaction (as a preparation for the 3rd year Human-Computer Experience Design Studio). Contribution to program:

This unit of study is core in the Bachelor of Design Computing program. It builds on knowledge of image design and foundational digital media design techniques introduced in the Digital Design Studio, integrating and applying this knowledge in the context of interactive multimedia and interaction design understanding. The unit develops interaction narrative, engagement, curiosity and design methods using the computer interface. It lays the groundwork for scripting interactivity using web-based and standalone technologies. The unit leads on to the subsequent Human-Computer Experience, which further pursues interaction, moving to mobile, wireless, haptic and spatial sense interfaces.

DECO2103 3D Modelling

Credit points: 6 **Teacher/Coordinator:** Dr Xiangyu Wang **Session:** Semester 2 **Classes:** 3 hours per week **Prohibitions:** DECO1008 **Assessment:** Tutorial exercises and two project submissions. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.

This unit aims to give the student an understanding of the basic concepts of modelling and presentation so that they will develop skills in creating and using 3D models for various design tasks.

On the successful completion of this unit of study, students will have demonstrate: an understanding of how physical objects are represented in 3D digital models by modelling various 3D geometric entities and processes required; critical judgment, be capable of rigorous and independent thinking and use appropriate information technology techniques to communicate their knowledge through the production of efficient design presentations and documentation; an understanding of boundary representations, solid modelling, parametric models, texture mapping, light sources, camera locations and projections, and model constraints through model development and presentation; acquire skills in using a 3D modelling system for 2D and 3D objects and in creating photorealistic images, movies, VR scenes, and simple animations from 3D models that accurately describe design variations, intent, and structure. These skills will be assessed through the tutorial exercises and the submission of a portfolio of 3D models.

This unit is part of the Digital Architecture stream in the Bachelor of Design in Architecture. Not available in the Bachelor of Design Computing. Elective in other programs. Student effort expected for an average student to achieve a pass level result: contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO2200 Interaction Design Studio

Credit points: 12 **Teacher/Coordinator:** Dr Martin Tomitsch **Session:** Semester 2 **Classes:** 12 hours per week **Prerequisites:** DECO1100 **Prohibitions:** DECO1200 **Assessment:** Tutorial submissions, preliminary design reports, final design presentation and report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Core unit for the Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.

This unit introduces interactivity and multimedia through design projects. Students will develop technical as well as methodological skills for designing and developing interactive software, web sites, products, and services. Elements of interaction design including menus, screen design, motion, animation, graphics design, and sound integration will be addressed for various media and platforms, including the Internet and mobile devices. Methods for interaction design that will be covered include requirement analysis, storyboarding, and prototyping. Software used includes Flash and Dreamweaver. On the successful completion of this unit of study, students will have demonstrated: the application of knowledge of interaction design to

a range of contexts, for the Internet and standalone media, through the design project; knowledge of narrative and engagement in non-linear interactive contexts through the design project; knowledge of scripting and mark-up languages for enabling dynamic content and interactive designs, e.g. ActionScript, HTML, and JavaScript, through tutorial exercises; understanding of different types of user interaction, with an emphasis on traditional interfaces, but including innovative methods of interaction (as a preparation for the 3rd year Human-Computer Experience Design Studio). Contribution to program: This unit of study is core in the Bachelor of Design Computing program. It builds on knowledge of image design and foundational digital media design techniques introduced in the Digital Design Studio, integrating and applying this knowledge in the context of interactive multimedia and interaction design understanding. The unit develops interaction narrative, engagement, curiosity and design methods using the computer interface. It lays the groundwork for scripting interactivity using web-based and standalone technologies. The unit leads on to the subsequent Human-Computer Experience, which further pursues interaction, moving to mobile, wireless, haptic and spatial sense interfaces.

Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.

DECO2204 Principles of AutoCAD

Credit points: 6 **Teacher/Coordinator:** Dr Paul Murty **Session:** Semester 2 **Classes:** Initiating lecture, with self directed on-line information transfer, augmented by weekly in-lab question and answer sessions, in most weeks. **Assessment:** Basic and advanced CAD tutorials; Personal modeling project. **Mode of delivery:** On-line

Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.

AutoCAD is a widely used application in many design professions, combining both traditional CAD drafting and 3D object oriented functionalities.

This unit introduces: 1) AutoCAD Classic and Revit technology and skills required for computer based production of 2D drawings, 3D models and static or dynamic visualisations, to assist designing, documentation and presentation, of built designs, and 2) Principles and practice of rational and economical model structuring, production and presentation, using layers and blocks.

The unit aims to enable students to develop: 1) Computing skills in the use of parametric object oriented modeling tools to produce and display accurate and convincing models, and 2) Skills of information acquisition, enquiry, formulation and production, employing on-line media, individually and in collaboration with others.

On completion, competencies in the use of AutoCAD software will be sufficient for students to produce computer generated: multilayered 2D design and construction drawings, complete with dimensions, notations and conventional drawing graphics - 3D parallel and perspective representations with shaded, coloured or rendered surfaces - static and dynamic presentations that enhance and extend design communications. Students will also have gained an ability to find and utilise on-line information to refresh, update and extend their CAD knowledge and skills

DECO2205 Principles of ArchiCAD

Credit points: 6 **Teacher/Coordinator:** Dr Paul Murty **Session:** Semester 1 **Classes:** Initiating lecture, with self directed on-line information transfer, augmented by weekly in-lab question and answer sessions, in most weeks. **Assessment:** Basic and advanced CAD tutorials; personal modeling project. **Mode of delivery:** On-line

Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.

This unit aims to: 1) introduce ArchiCAD technology and skills required for computer based production of 2D drawings, 3D models and static or dynamic visualisations, to assist designing, documentation and presentation, of built designs, 2) introduce principles and practice of rational and economical model structuring, production and presentation, using layers, stories and objects, and 3) develop computing skills in the use of parametric object oriented modeling tools to produce accurate and convincing models. 4) develop skills of information acquisition, enquiry, formulation and production, employing on-line media, individually and in collaboration with others. ArchiCAD is an object-oriented CAD application, developed specifically for documenting and creating 3D models, design visualisations and virtual buildings. This unit of study introduces the use of ArchiCAD basic object tools and advanced functions such as GDL and Building Information Modeling (BIM). At the completion of this unit competencies in the use of ArchiCAD software will be sufficient for students to produce computer generated : multilayered 2D design and construction drawings, complete with dimensions, notations and conventional drawing graphics - 3D parallel and perspective representations with shaded, coloured or rendered surfaces - static and dynamic presentations, that enhance and extend design communications and management. Students will also have gained an ability to find and utilise on-line information, to refresh, update and extend their CAD knowledge and skills.

DECO2606

Real Time Multimedia

Credit points: 6 **Teacher/Coordinator:** Dr Rob Saunders **Session:** Semester 2 **Classes:** 1hr lecture and 2hrs comp lab/wk **Prerequisites:** DECO(1008 or 2103) and (SOFT1001 or DECO(1012 or 2011)) **Assessment:** Sketches and participation 30%, research presentation 25%, final demo 45%. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

In this unit of study we will explore the medium of real-time multimedia for story telling and the presentation of information in novel and compelling ways. Using a range of software tools, including video production software, together with some knowledge of scripting students will develop real-time multimedia experiences based around a shared theme or process. Themes may include the telling of a particular story, the expression of an emotion, or the exploration of a critical question. Processes may include the sourcing of raw material, the digital manipulation of that material, and the means of displaying the final production. Students will be asked to conduct background research into the themes being explored in the class and present the results of their research in class. The objectives of the unit are to introduce the principles of multimedia authoring with an emphasis on production for real-time environments and the design of rich multimedia experiences

DECO3003

Design Computing Research Opportunity

Credit points: 6 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 2 **Classes:** Seminars, meetings. **Prerequisites:** 96 credit points and minimum WAM of 65. **Assumed knowledge:** Computer programming. **Assessment:** Two progress reports each 15% and final report worth 70%. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.

The aim of the Design Computing Research Opportunity is to allow a student to participate in each phase of research activity: developing a research plan in conjunction with the staff member; proposal writing; conducting research; analysing data; and presenting results in oral and written form.

At the end of the unit the student will have experience in developing research proposals, conducting research and presenting their results. Design Computing Research Opportunity offers the opportunity for a Bachelor of Design Computing student to work with an academic staff member on research-based intellectual collaborations. The student

works on an existing research activity of the staff member. It can be one of the most important means for students to develop an understanding of research as an intellectual endeavour and to foster mentoring research relationships with academic staff.

The research proposal, which is the first progress report, will demonstrate the student's ability to work within an existing research. The second progress report will identify the student's capacity to work on a research project within an existing research program and becomes a demonstration of the research skills being developed. The final report will take the form of a research paper and is used to develop the student's skills in presenting research results.

DECO3005

Advanced Interaction Design

Credit points: 6 **Teacher/Coordinator:** Dr Martin Tomitsch **Session:** Semester 1 **Classes:** Seminars, online tutorials and reading modules **Prerequisites:** DECO(1200 or 2200 or 2102) **Prohibitions:** DESC9142 **Assessment:** Exercises and major design authoring project demonstrating understanding and implementation of interactive interface design principles. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

The objectives of the unit are to develop a comprehensive understanding of interactive multimedia; to extend fundamentals learned in Interaction Design Studio (DECO1200) or Interactive Multimedia Design (DECO2102); to understand how humans interact with computers; to develop interface design that elicits engagement and interaction; and to develop an advanced knowledge of screen design principles and navigational methodologies. Students will investigate effective navigational and design strategies for engaging interface design. Programming tools used in the unit include Flash, Javascript, and Processing. Applications will be developed and deployed for different platforms, such as the iPhone. Final projects will demonstrate implementation and understanding of aesthetic design principles, design architecture, and effective, efficient interactive interface design. Innovative applications of interactive multimedia, for example mobile and contextual design will extend the understanding of interactive interface design. Students will develop further understanding of interaction design and develop strategies to apply this understanding to interactive design projects. At the conclusion of the unit students should have a well-developed understanding of interaction design demonstrated through the structure and design of an interactive multimedia project; an understanding of efficient navigational and innovative interface design eliciting user engagement and demonstrated knowledge of responsive multimedia; an understanding of technical methods to link content and external data (e.g. from sensors or online sources) to the multimedia product.

DECO3006

Principles of Animation

Credit points: 6 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 1 **Classes:** Lectures and tutorials. **Prerequisites:** DECO (1003 or 1008 or 2103) **Prohibitions:** DESC9019, DESC9141 **Assessment:** Project work involving design and implementation demonstrating understanding of 3D modelling, motion, lighting, rendering and principles of animation in 3D. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

The aims of this unit of study are to introduce the fundamental principles of the animation process, to develop an understanding of the process involved in developing character, text and sound based animation, and to develop an understanding of the integration between 2D artwork and 3D spaces and lighting. Students will develop an understanding of the application of animation in the production of film, television, Web, electronic art, and other platforms that can show visual content. This elective forms an introduction to the computer-based animation process from understanding modelling, texturing, rendering and lighting to developing time-based sequences

involving relative motion of objects, character animation, the skeleton, skinning, kinematics and polygons. Students will acquire basic animation skills, transfer traditional animation principles to computer graphics, and develop the skills to create an animated sequence and the critical vocabulary to describe animation. Basic knowledge will be related to foundational technical skills in industry standard software for animation and aims to serve as an introduction to further animation learning. At the conclusion of this unit a student should have the ability to perform text and character animation using various animated techniques, and to produce films that incorporate animation principles

DECO3008

Design Computing Prep Hons Research

Credit points: 6 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 1 **Classes:** Two hour seminar per week. **Prerequisites:** 72 credit points and minimum WAM of 70 **Assessment:** Research area summary report (40%), research proposal report (60%). **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

This unit aims to provide: an overview of the Faculty's research projects in design computing; an overview of research methods in design computing; instruction on how to write a preliminary research proposal for a project in design computing.

This is a seminar unit of study in which the academic staff in design computing and cognition will present their research projects to the potential honours students. The students will also be taught how to prepare a preliminary research project proposal and be introduced to some of the research methods used in design computing.

At the conclusion of the unit a preliminary research proposal will demonstrate the student's ability to identify a research area and a preliminary research plan.

DECO3100

Information Visualisation Design Studio

Credit points: 12 **Teacher/Coordinator:** Dr Andrew Vande Moere **Session:** Semester 1 **Classes:** 12 hours per week **Prerequisites:** DECO(1100 and 1200) or DECO(1100 and 2200) or DECO(2101 and 2102) or DECO(2012 and 2013) or DECO(1013 and 2013) **Prohibitions:** DECO3001 **Assessment:** Tutorial exercises, design project reports, final design presentation and report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.

The field of information visualization focuses on how non-physical data can be effectively represented to users, in an interactive and automatic way. This unit of study will introduce the principles of information visualization design, with special attention to metaphoric mapping, human-computer interaction, user engagement, and interdisciplinary insights. Topics will include: abstract data visualization (graphical, ambient or non-visual); metaphor creation and evaluation; interdisciplinary influences; server-side programming and client-side scripting.

After successful completion of this unit of study, students will have acquired: an awareness of information visualization issues through reviews of significant research publications; a research methodology by the development of a relevant research paper; design skills required to develop an information visualization prototype using a real-world dataset; relevant knowledge about tools and programming languages that process data on the server-side and present information interactively on the client-side.

This unit is core unit for Bachelor of Design Computing students only. Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.

DECO3200

Human-Computer Experience Des Std

Credit points: 12 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 2 **Classes:** Lectures and studio. 12 hours per week **Prerequisites:** DECO3100 or (DECO2101 and DECO2102 and (DECO(1012 or 2011 or SOFT1001))) **Prohibitions:** DECO3002 **Assessment:** Comprehensive capstone design project; studio participation; fortnightly design tasks. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.

New technologies in design computing have the potential to not only improve the quality of designs, but to change the way we design and the kinds of artefacts we create. Meanwhile the tethering of humans to machines constructs an intimacy, which pushes human-computer interaction (HCI) towards human-computer agency. What new capacity exists when people and machines are brought together in the embodiment of agency? This unit of study will cover designing innovative and novel objects that have embedded information content, computation, and intelligence. The students will explore through design the possibility of design computing in which humans and computing devices co-create humanistic experiences.

On the successful completion of this unit of study, students will have demonstrated an understanding of user-centered design (UCD) in the context of new product development, and through this process, realise an operational prototype of an interactive computing product. The unit of study aims to graduate the students from the degree with the confidence to apply their design computing and digital media skills to a wide array of design problems that they may encounter in various industries. Upon completion of this unit of study, students will have demonstrated the capacity to investigate and integrate advanced design computing technologies into the design of objects with embedded information content, content, and intelligence. The unit of study also reinforces the students' experiences in designing through reflection-in-action of the design process.

This unit is core for the Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.

DECO3441

Design Computing Independent Study A

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3442

Design Computing Independent Study B

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3443

Design Computing Independent Study C

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3444

Design Computing Independent Study D

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3551

Design Computing General Elective A

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO3552

Design Computing General Elective B

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO3553

Design Computing General Elective C

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO3554

Design Computing General Elective D

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO4001

Design Computing Honours Research A

Credit points: 12 **Teacher/Coordinator:** Dr Andy Dong **Session:** Semester 1, Semester 2 **Prerequisites:** Completion of the Pass degree. Students in the Bachelor of Design Computing will require a WAM of at least 70. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70.

The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

DECO4002

Design Computing Honours Research B

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** DECO4001 **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70.

The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

DECO4003

Design Computing Honours Research C

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** DECO4002
Mode of delivery: Normal (lecture/lab/tutorial) Day

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70.

The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

DECO4004

Design Computing Honours Research D

Credit points: 12 **Session:** Semester 1, Semester 2 **Corequisites:** DECO4003
Mode of delivery: Normal (lecture/lab/tutorial) Day

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70.

The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

DESA1001

Design Practice 1A

Credit points: 12 **Teacher/Coordinator:** Dr Ross Anderson **Session:** Semester 1 **Classes:** Studio, lectures, seminars, field trips, workshops, laboratories. 12 hours per week **Corequisites:** DESA1101 **Assumed knowledge:** HSC Mathematics, HSC English Standard **Assessment:** This will be in the form of specific, short exercises and attendance, a design proposal presentation to a jury and a record of the design process undertaken. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Progression to DESA1002 requires successful completion of this unit. Students may incur materials costs in this unit.

Designing components of the built environment is a complex process in which all graduates of the Bachelor of Design in Architecture are required to be skilled at a pre-professional level. Design process are complex because a statement of what is to be designed always contains only part of the information needed to produce a design, and also does not specify the required physical form of the object to be designed. Designing therefore involves identifying the issues relevant to each specific design and its context or setting, and undertaking appropriate design processes which interpret, apply and integrate the relevant knowledge into a single design. This knowledge broadly concerns aspects of inhabiting, designing and constructing the built environment as it relates to the human, environmental, cultural, social and technological contexts, which influence the form of the built environment.

The unit will study the built environment at the scale of towns and suburbs, focussing on the design of an individual element, such as a small building and its associated outdoor places.

The unit will focus on developing your learning, and feedback forms of assessment will be used throughout the unit to inform you of your progress and help your learning. The value of peer and collaborative learning for feedback and development will also be introduced. Learning in this unit will be extended by study of wider aspects of the knowledge in the concurrent unit DESA1101 Design Studies 1A. The unit is also directly linked to the following July Semester unit DESA1002 Design Practice 1B. It will involve a sequential development of learning to apply knowledge and skills in designing at an introductory level.

On the successful completion of this unit you will have demonstrated your ability to: (1) explore and apply at a basic level key aspects of knowledge about the built environment through specific design exercises, including: taking one set of knowledge about the building to a more detailed design development stage, the construction shown in a framing model; using at a basic level, direct precedents of similar buildings, that relate to specific knowledge issues, informing decision making in your design processes; using at a basic level simple methods for starting your design process, and carrying out basic iterative processes for testing, evaluating and developing your designs; gaining basic skills in aspects of knowledge and in basic drawing and modelling conventions demonstrated through mastery tasks; keeping a record of this material. (2) Reflect on your design processes through a daily journal, and through preparing from this and your recorded material a Reflective Process Record, in which you describe and comment on these processes. (3) Make a basic self-assessment of your design processes and design outcomes, and identifying some key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the effort is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 8 hours per week = 104 hours per semester; assessment preparation: 52 hours per semester.

DESA1002

Design Practice 1B

Credit points: 12 **Teacher/Coordinator:** Dr Ross Anderson **Session:** Semester 2 **Classes:** Studio, lectures, seminars, field trips, workshops, labs, 12 hours per week **Prerequisites:** DESA1001 **Corequisites:** DESA1102 **Assumed knowledge:** DESA1101 **Assessment:** This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a jury and a record of the design process undertaken. **Mode of delivery:** Normal (lecture/lab/tutorial) Day
Note: Department permission required for enrolment. Note: Progression to DESA1002 requires successful completion of DESA1001. Students may incur materials costs in this unit.

The aim of this unit is to build on and extend the skills and knowledge you gained in Design Practice 1A and provide you with more complex design problems in which to apply these. These design problems will require you to resolve a greater number of key design issues and to use new conceptual knowledge as well as that learnt previously. Through this unit of study you will explore and use more complex direct precedents used in urban design and in architecture. You will study the built environment at the scale of a town. You will explore this context in depth, applying the understanding you gain to the process of designing a building and its outdoor places in an urban context. You will also be provided with more sophisticated techniques for design and precedent representations. Through engaging in and reflecting on the iterative learning situations provided in this unit of study and your own response to them, you will develop your ability in and understanding of architectural design and the process of designing.

On the successful completion of this unit you will have demonstrated your ability to: (1) Analyse and interpret the physical, historical and cultural landscape context of architecture through completing a study and report on the development of a small town. (2) Explore and apply

key aspects of knowledge about the built environment through designing a building, its interior and exterior spaces, and its streetscape to 'sketch plan' stage. Through this you will have demonstrated your ability to: take one set of knowledge about the building to a more detailed design development stage, in this case, the interior of one room; use direct precedents of urban contexts, and aspects of buildings with similar purpose, spatial organisation, material use, structure and environmental issues, to inform your decision making in your design processes; test, evaluate and develop your designs through an iterative design process; communicate your ideas and design representations through drawing and modelling conventions and verbally; keep a comprehensive record of your design process. (3) Reflect on your design processes through keeping a daily journal, and through preparing from this and your recorded material a Reflective Process Record, in which you describe and comment on these processes. (4) Evaluate other students design outcomes and evaluate your own design processes and design outcomes, identifying key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the effort expected is 2 hours per credit point (12) per week of semester (13 weeks): Contact hours: 12 hours per week = 156 hours per Semester; Class preparation: 8 hours per week = 104 hours per Semester; Assessment preparation: 52 hours per Semester.

DESA1004

Designing with Surfaces and Light

Credit points: 6 **Teacher/Coordinator:** Dr Terry Purcell **Session:** Semester 2, Summer Early, Winter Main **Classes:** On-line delivery through WebCT **Assessment:** Two assignments **Mode of delivery:** On-line

Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

An essential part of the way we experience the three dimensional world we live in results from the way in which light interacts with the surfaces in the environment. One way of thinking about architectural design is in terms of making decisions about the surfaces that make up both the external forms of buildings and define the spaces within the building and the way they will interact with light. However in making these decisions about these physical properties of the environment designers are also determining how people will experience these environments.

The unit deals with the following: the basic properties of light and the way these properties effect the behaviour of light in a three dimensional environment and the experience of the environment; the basic visual process associated with dealing with change in light intensity within the environment and the perception of detail; surface (micro) structure and the interaction of light and surface structure; the experience of texture and pattern; reflection of light off a surface and effects on perceived surface properties; selective absorption of light by a surface and perceived colour space and colour.

Participants in the unit will demonstrate their understanding of the knowledge presented and the way that it can be used to understand our experience of the environment by finding and analysing their own environmental examples. For students in the Faculty of Architecture this unit introduces them to knowledge about important aspects of the way we experience the built environment and how this knowledge may be used in the design of built environments.

Participants in the unit from other faculties are also introduced to knowledge about our experience of the environment but in addition they obtain insights into the nature of design and how design embodies abstract knowledge in specific physical artefacts.

To preview the material in the course go to: http://people.arch.usyd.edu.au/~terry/DESA1004/sl_introduction.html

DESA1101

Design Studies 1A

Credit points: 6 **Teacher/Coordinator:** Dr Chris L Smith **Session:** Semester 1 **Classes:** 6 hours per week (lecture and tutorial) **Corequisites:** DESA1001 **Assumed knowledge:** HSC Mathematics and HSC English Standard or equivalent. **Assessment:** Exercises, assignments, quizzes and examinations. Overall assessment grading will be Pass/Fail result only. Failure in any single module equates to failure in the overall unit of study. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

This unit introduces conceptual, precedent and procedural knowledge about inhabiting, designing and constructing the built environment focussing upon essential foundation knowledge and skills. These will be drawn upon in the corequisite unit of Design Practice 1A and will be assumed and developed in a number of following core, and elective, units of study. The material is presented in modules: (1) History & Theory: The aim of this module is to establish a basic comprehension of the cultural context, influences on and historical precedents of our present built environment which will allow exploration of other cultural 'histories', including architectural movements and theories, at a later stage. (2) Environment & Sustainability: Introduces fundamentals of the operation of climatic, ecological and energy systems and their impact. The aim of this module is to provide a basic understanding of these issues in order to subsequently study environmental and ecological sustainability issues in relation to the built environment. (3) Structures: The module aims to introduce students to a fundamental understanding of how structures are realised including basic structural knowledge. This includes an understanding of the basic properties of common structural materials, the ability to recognise simple structural types and the behaviour of structural elements to provide a basis for assembling structural systems.

On successful completion of this unit of study each student will have: demonstrated an awareness of core issues in inhabiting, designing and constructing the built environment by attendance and background reading; demonstrated an understanding of key issues and impacts involved with the natural world, including climatic and ecological systems, as a setting for sustainable design through assignment and examination; analysed, evaluated and justified environmental issues of a site and its context, and the environmental impact of a building on its surroundings through exercises in the corequisite unit; demonstrated an understanding of the physical, sensory, behavioural and ergonomic relationship between people and the everyday and designed environments through exercises and examination; demonstrated a basic comprehension of the cultural context, influences on and historical precedent of our present built environment through an assignment; demonstrated an understanding of basic principles of structure including an understanding of the basic properties of common structural materials, the ability to recognise simple structural types and the behaviour of structural elements through quizzes and examination.

This is a core unit for the Bachelor of Design in Architecture. It unit introduces foundation knowledge about the built environment which is required for a wide range of following units in particular those in Design Practice. Contact hours: 6 hours per week (lecture and tutorial); class preparation: 1 hour per week; assessment preparation: 26 hours per semester.

DESA1102

Design Studies 1B

Credit points: 6 **Teacher/Coordinator:** Dr Chris L Smith **Session:** Semester 2 **Classes:** 6 hours per week (lecture and tutorial) **Corequisites:** DESA1002 **Assumed knowledge:** DESA(1001 and 1101) **Assessment:** Exercises, assignments, quizzes and examinations. Overall assessment grading will be Pass/Fail result only. Failure in any single module equates to failure in the overall unit of study. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment.

Design Studies 1B presents additional conceptual, precedent and procedural knowledge about inhabiting, designing and constructing the built environment to that presented in Design Studies 1A and Design Practice 1A. It extends previously presented knowledge in both depth and breadth and is applied in the corequisite unit, Design

Practice 1B. The material is presented in modules: (1) History & Theory: This module commences a survey history of the built environment. The aim of this module is to establish a basic comprehension of major historical developments as a basic component of architectural literacy, in particular historical precedents for design practice. (2) Environment & Sustainability: Introduces applications of ecological sustainability to design practice. Concepts of 'passive' design techniques related to building siting, form and planning are introduced with the aim of providing design knowledge especially for use in the corequisite unit, Design Practice 1B, and later. (3) Structures: This module expands upon the knowledge presented in Design Studies 1A. The repertoire of structural materials elements and systems, to provide a basis for selecting appropriate structural systems for design problems, is expanded.

At the successful completion of this unit each student is expected to have demonstrated: an increased awareness of core issues in inhabiting, designing and constructing the built environment by attendance and background reading; a comprehension of major architectural historical developments, including individual buildings, designers and intellectual context through exercises and examination; a basic understanding of key issues in sustainability in the built environment and their application by exercises including in the corequisite unit; an understanding of environmental cognition and interaction with everyday and designed environments through exercises and assignment; an understanding of more advanced principles of structural behaviour and materials through quizzes and examination; an ability to assemble structural materials, elements and types into a functioning structural system through exercises in the corequisite unit.

This unit is core for the Bachelor of Design in Architecture. The unit introduces additional foundation knowledge about the built environment which is required for a wide range of following units in particular those in Design Practice. Contact hours: 6 hours per week (lecture and tutorial). Student effort expected for an average student to achieve a pass level result: class preparation: 1 hour per week; assessment preparation: 26 hours per semester.

DESA2001

Design Practice 2A

Credit points: 12 **Teacher/Coordinator:** A/Prof Anna Rubbo **Session:** Semester 1 **Classes:** Studio, lectures, seminars, field trips, workshops, labs, 12 hours per week **Prerequisites:** DESA1002 **Corequisites:** DESA 2111 **Assumed knowledge:** DESA1101 and DESA1102 **Assessment:** This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a jury including the technical aspects of the design and a record of the design process undertaken. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Progression to DESA2001 requires successful completion of DESA1002. Students may incur materials costs in this unit.

The main aim of this unit of study is to develop of your design understanding and skills. This includes encouraging you in the pursuit of excellence in all aspects of designing the built environment. To do this it requires you to apply, and extend, the knowledge and abilities which you gained in Design Practice 1A and 1B, and Design Studies 1A and 1B. To achieve this aim, there is an increase both in the complexity of a design situation, in terms of the number of key issues, and in the level of resolution expected of you in dealing with these. You will continue to study the built environment at the scale of the urban form of a neighbourhood in a city. You will focus on the interplay between interior of a building and its context, both physical and cultural. You will explore the formulation of simple environmental, structural and constructional strategies that enhance the environmental and physical quality of the built environment and the experience of those who use it, and support the intent and aims of your design. Your abilities in testing, evaluating and developing your design processes will also be developed, including both physical and digital modelling. Collaborative working within groups will continue to be emphasised as a key way to learn designing. Through engaging in, and reflecting on your design processes within the iterative learning situations provided in this unit of study, you will develop your ability to evaluate

those design processes, and develop them to improve your design outcomes.

On the successful completion of this unit you will have demonstrated skill in your ability to: (1) analyse and interpret the relationship between the interior and exterior physical form and fabric of a building, and its physical, historical and cultural context through completing a series of case studies. (2) explore and apply key aspects of knowledge, through designing a building, its interior and exterior spaces, and its streetscape to 'sketch plan' stage. Through this you will have demonstrated your ability to: use appropriate knowledge and strategies from precedents related to specific design issues, including social dimensions; express an understanding of personal and interpersonal interaction; devise appropriate environmental strategies supporting the design intent and the experience of environmental quality, issues, opportunities and impact of a building on its surroundings, including its streetscape; devise appropriate structural and constructional strategies which support the design intent; use appropriate construction and structural systems in the design of a small-scale building; test, evaluate and develop your designs through an iterative design process; communicate your ideas and design representations through skilful manual and digital drawing and modelling, and verbally; keep a comprehensive record of your design process. (3) Reflect on your design processes through keeping a daily journal, and through preparing from this and your recorded material a Reflective Process Record, in which you describe and comment on these processes. (4) Evaluate other students design outcomes, comparing key issues to your own. (5) Evaluate your own design processes and design outcomes, identifying key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the student effort required is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester.

DESA2002

Design Practice 2B

Credit points: 12 **Teacher/Coordinator:** A/Prof Anna Rubbo **Session:** Semester 2 **Classes:** Studio, lectures, seminars, field trips, workshops, labs, 12 hours per week **Prerequisites:** DESA2001 **Assumed knowledge:** DESA2111 **Assessment:** This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Progression to DESA2002 requires successful completion of DESA2001. Progression to DESA3001 requires completion of all preceding Design Practice and Design Studies units. Students may incur materials costs in this unit.

The main aim of this unit of study is to contribute to the progressive development of your design education. This includes encouraging you in the pursuit of excellence in design. You will be required not only to apply understanding you demonstrated previously, but learn new ways of designing. To achieve this aim, there is once again an increase in the complexity of the design project, in the level of resolution and expertise expected of you in dealing with these. You will be exploring architecture as an expressive language. You will be addressing built form and architectural space on an extensive site, taking into account the adjoining architectural and cultural context. You will be required to research your project, use all your abilities in testing, evaluating and developing your design, and develop to a higher level your presentation skills, manual and computer-aided drawing skills and modelling. You will be required to demonstrate the technical solutions integral to your design.

Collaborative working within groups will continue to be emphasised as a key way to learn designing.

Through engaging in, and reflecting on your design processes within the iterative learning situations provided in this unit of study, you will

develop your ability to evaluate those design processes, and develop them to improve your design outcomes.

On the successful completion of this unit you will have demonstrated an advanced skills in your ability to develop and apply knowledge in designing and therefore to: (1) Investigate a site to inform your design. (2) Explore architectural form in a landscape, using architectural elements as an expressive language at a broad scale. (3) Develop the design of a part of the project to a detailed level and demonstrate the use of architectural elements as an expressive language this scale. (4) Demonstrate the technical solution to the design of this detailed section in required areas of environmental design, structure, construction, site planning, ergonomic planning. (5) Explore and apply key aspects of knowledge, demonstrating your ability to: use appropriate knowledge and strategies from precedents related to specific design issues; express an understanding of personal and interpersonal interaction, and planning strategies; devise appropriate environmental strategies supporting the design intent and the experience of environmental quality, issues, opportunities and impact of a building on its surroundings, including its streetscape; devise appropriate structural and constructional strategies and systems which support the design intent; test, evaluate and develop your designs through an iterative design process; communicate your ideas and design representations through skilful manual and digital drawing and modelling, and verbally; keep a comprehensive record of your design process; reflect on your design processes through keeping a daily journal, and through preparing from this and your recorded material a summarised Reflective Process Record, in which you describe and comment on these processes; evaluate other students design outcomes, comparing key issues to your own; evaluate your own design processes and design outcomes, identifying key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the student effort expected is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester.

DESA2111

Design Studies 2

Credit points: 6 **Teacher/Coordinator:** Dr Chris L Smith **Session:** Semester 1 **Classes:** 6 hours per week (lecture and tutorial) **Corequisites:** DESA2001 **Assumed knowledge:** DESA(1101 and 1102) **Assessment:** Exercises, quizzes, assignments and examinations. Failure in any single module equates to failure in the overall unit of study. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Progression to DESA3001 requires successful completion of all preceding Design Studies and Design Practice units.

Design Studies 2 presents additional conceptual, precedent and procedural knowledge about inhabiting, designing and constructing the built environment to that presented in Design Studies 1A and 1B. It further extends previously presented knowledge in both depth and breadth. The material is presented in modules: (1) History & Theory: This module concludes a survey history of the built environment started in Design Studies 1B. The aim of this module is to establish a basic comprehension of major historical developments as a basic component of architectural literacy, in particular historical precedents for design practice. (2) Environment & Sustainability: Environmental evaluation, performance and design techniques and are expanded in this module, particularly in relationship to aspects "passive" design and the environmental response of the building envelope with the aim of providing detail design knowledge especially for use in design practice. (3) Structures: This module introduces a greater variety of structural element types available for assembling structural systems and subsystems in buildings to increase the informed range of choice available to students. To this end it introduces behavioural models, for understanding and predicting the behaviour of different structural assemblies. It also explores the relationship between structural form,

action and efficiency, especially through the use of physical models, to develop a better understanding structural efficiency in design. (4) Construction: Constructional knowledge is explored through a study of the various systems used for ground, floor, wall, roof and opening construction, including their details, to provide students with constructional literacy for design practice.

At the successful completion of this unit each student is expected to have demonstrated: an increased awareness of core issues in inhabiting, designing and constructing the built environment by attendance and background reading; a comprehension of major architectural historical developments, including individual buildings, designers and intellectual context through exercises and examination; a basic understanding of principles in environmental performance, passive design and sustainability in the built environment through examination; an understanding of the application of issues in environmental performance, passive design and sustainability by exercises including in design practice; an understanding of more advanced principles of structural behaviour, assemblies and efficiency through quizzes and examination; an ability to assemble structural materials, elements and types into a detailed functioning structural system through exercises in design practice; a more advanced understanding of the common construction systems and materials of the major building elements through exercises and assignment; an ability to apply detailed constructional knowledge of small scale buildings through exercises in design practice.

This unit is core in the Bachelor of design in Architecture. Contact hours: 6 hours per week (lecture and tutorial); student effort expected for an average student to achieve a pass level result: class preparation: 1 hour per week; assessment preparation: 26 hours per semester.

DESA3001

Design Practice 3A

Credit points: 12 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 1 **Classes:** Studio, lectures, seminars, field trips, workshops, laboratories. 12 hours per week **Prerequisites:** DESA1101, DESA1102, DESA2111 and DESA2002 **Assessment:** This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Students may incur materials costs in this unit.

The aim of this unit of study, together with the following unit, Design Practice 3B, is to develop your architectural design abilities in all areas to a pre-professional level. Consistent with the aims of the course as a whole, you will be required to demonstrate the progressive use of the understanding you have gained in all your previous core units of study. In this unit, and also in Design Practice 3B, you will be engaged in architecture at the scale of the city. In both units of study the emphasis is on complex, medium scale design projects, resolved to increasingly high level of competence as you move from Design Practice 3A to 3B. As projects of this type are usually the result of collaboration between teams of architects and other design professionals, including consultants, there is an increasing emphasis placed upon collaborative working with consultants, within groups. You will also be required interpret multiple levels of complex interacting design issues, problems and opportunities. These will include site, context and programmatic issues, organisational, formal, spatial and compositional issues, and programming interpretation.

The technical design skill and knowledge you will be required to understand and demonstrate includes the following: the design of key aspects of the internal environment of a medium scale building and impact of design decisions upon aspects of the external environments; the construction and materiality of your designs particularly typical systems of construction for medium scale buildings and their adaptation for particular circumstances; sufficient structural understanding to develop architectural structural strategies for medium scale buildings.

To support this, you will be required to interpret precedent and case studies. You will also be introduced to the basic understanding of the legal and regulatory environment in which buildings are constructed.

High skills in communicating your designs in verbal and in graphic and modelled form, manual and digital, will be required to clearly demonstrate your understanding at the high level of pre-professionalism required in this unit.

On the successful completion of this unit you will have demonstrated through the assessment tasks an advanced ability to discover, locate, develop and apply knowledge in designing, and you will have demonstrated: a highly developed ability to reflect upon, evaluate, understand and improve your own designing; a high level of ability in communicating and expressing your design intent, concepts and proposals; your ability at a high level of competence to interpret multiple levels of complex interacting design issues, problems and opportunities; your understanding, at a high level of competence, of required environmental, regulatory, construction, structural, contextual, formal, spatial, organisational, material, programmatic and programming issues, through embodying your knowledge in the proposal and detailed development of your building design; research and scholarship used to inform your design decisions at all levels, including the study of precedents; self-reliance, initiative and resourcefulness in finding information, references, precedents, case studies etc for the project, and self-direction in learning.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the expected student effort is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester.

DESA3002

Design Practice 3B

Credit points: 12 **Teacher/Coordinator:** Ms Kristine Sodersten **Session:** Semester 2 **Classes:** Studio, lectures, seminars, field trips, workshops, 12 hours per week **Prerequisites:** DESA3001 **Assessment:** This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Students may incur materials costs in this unit.

The aim of this unit of study, together with Design Practice 3A, is to develop your design abilities in all areas, both pragmatic and poetic, to a pre-professional architectural level. Consistent with the aims of the course as a whole, you will be required to use and build on the understanding you have gained in all your previous core units of study. You will be engaged in architecture at the scale of the city in complex, medium scale design projects, resolved to a higher level of complexity and skill in Design Practice 3B than was the case in Design Practice 3A. There is an increasing emphasis placed upon working with consultants, and on collaborative working within groups. You will also be required to use a high level of interpretative skill to address complex levels of interacting design issues relating to site and context, program, form and composition, spatial issues, strategies for the impacts of design decisions upon internal and external environments, construction and materiality of your designs particularly standard systems of construction and their adaptation to particular circumstances and architectural structural strategies for buildings of this scale. To support this, you will be required to interpret precedent and case studies at a high level. Your highest skills in communicating your designs in verbal and in graphic and modelled form, both manual and digital, will be required to clearly demonstrate your understanding at the high level of pre-professionalism required in this unit.

On the successful completion of this unit you will have demonstrated through the assessment tasks an advanced ability to discover, locate, develop and apply knowledge in designing, and you will have demonstrated: a highly developed ability to reflect upon, evaluate, and improve your own designing; a high level of ability in communicating and expressing your design intent, concepts and proposals; your ability at a high level to interpret multiple levels of complex interacting design issues, problems and opportunities; your

high level of understanding of required environmental, constructional and structural issues, and contextual, formal, spatial, organisational and programming issues, through embodying your knowledge in the proposal and in the detailed development of your building design; research and scholarship used to inform your design decisions at all levels, including the study of precedents; self-reliance, initiative and resourcefulness in finding information, references, precedents, case studies etc for the project, and self-direction in learning.

This is a core unit of study for the Bachelor of Design in Architecture. To achieve a good Pass level result the effort expected is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester;

DESA3441

Design Architecture Independent Study A

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DESA3442

Design Architecture Independent Study B

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DESA3443

Design Architecture Independent Study C

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture. The student will meet with the supervisor weekly to discuss progress.

The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DESA3444

Design Architecture Independent Study D

Credit points: 6 **Session:** Semester 1, Semester 2 **Classes:** Weekly meetings by arrangement. **Prerequisites:** 48 credit points and WAM of at least 70. **Assessment:** Report. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills.

This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DESA3551

Design Architecture General Elective A

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Architecture that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DESA3552

Design Architecture General Elective B

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Architecture that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DESA3553

Design Architecture General Elective C

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Architecture that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DESA3554

Design Architecture General Elective D

Credit points: 6 **Session:** S1 Intensive, S2 Intensive, Semester 1, Semester 2 **Prerequisites:** 48 credit points. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment.

This unit of study is available to a minimum of 10 students to engage in a topic related to Design Architecture that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DESP1001

Introductory Urban Design and Planning

Credit points: 6 **Teacher/Coordinator:** Mr Martin Payne **Session:** Semester 2 **Classes:** 2 hours per week **Assessment:** Assessment is based on a workbook, which will present background studies, a strategic analysis and a reasoned proposal in response to a planning and design problem, besides a review of literature. The literature review will count for 40% of the total mark, and the background studies, strategic analysis and proposal will each count for 20%. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will develop knowledge of key planning ideas, and be able appreciate the context relevant to designing the built environment. They will be able to prepare strategic analyses of basic planning situations, and to prepare design proposals with supporting arguments.

On successful completion of this unit, each student will be able to demonstrate their ability: to prepare short documents, using photos, maps, drawings and other illustrations, with annotated comments and supporting text, to present site analyses; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing simple site analyses; to apply a critical and reflective approach in understanding design situations, and in preparing informative reports.

This is an elective unit, which introduces the Urban Design and Planning stream in the Bachelor of Design in Architecture. Elective in other programs. It is relevant to all architectural design students; it teaches students how to prepare planning studies and basic site plans as preparatory phases of designing buildings and places.

Student effort expected: contact hours: 2 hours per week; class preparation: 2 hours per week; assessment preparation: 26 hours per semester.

DESP2001

Planning for the Public Domain

Credit points: 6 **Teacher/Coordinator:** Mr Martin Payne **Session:** Semester 1 **Classes:** 2 hours week **Assessment:** workbook presenting studies, reviewing materials, envisaging work to be done, demonstrating critical thinking, presenting proposals **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will be able to: undertake background studies to inform designing for various elements of the public domain (streets and roads, open space and public places, car parking, pedestrian networks and centres); formulate and respond to complex planning problems; prepare and present simple proposals; use basic terms, concepts and methods in practical urban design and planning situations.

On successful completion of this unit, each student will be able to demonstrate their ability to: to prepare short documents, using photos, maps, drawings and other illustrations, with annotated comments and supporting text, to present planning studies and proposals; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing site analyses and proposals; to apply a critical and reflective approach in understanding planning and design situations, and in preparing informative documents which move from planning studies to proposals with supporting arguments; to be able to prepare proposals for built form outcomes and related planning instruments, with supporting studies and arguments.

This unit part of the Urban Design and Planning Stream of the Bachelor of Design in Architecture and an elective in other programs.

Student effort expected: contact hours: 2 hours week; class preparation: 2 hours per week; assessment preparation: 30 hours per semester.

DESP2002

Planning for the Built Environment

Credit points: 6 **Teacher/Coordinator:** Mr Martin Payne **Session:** Semester 2 **Classes:** 2 hours per week **Assessment:** workbook presenting studies, reviewing materials, envisaging work to be done, demonstrating critical thinking, presenting proposals **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will be able to: undertake background studies to inform designing for various elements of the public domain (streets and roads, open space and public places, car parking, pedestrian networks and centres); formulate and respond to complex planning problems; prepare and present simple proposals; use basic terms, concepts and methods in practical urban design and planning situations.

On satisfactory completion of this unit each student will demonstrate capability: to prepare short documents, using photos, maps, drawings

and other illustrations, with annotated comments and supporting text, to present planning studies and proposals; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing site analyses and proposals; to apply a critical and reflective approach in understanding planning and design situations, and in preparing informative documents which move from planning studies to proposals with supporting arguments; to be able to prepare proposals for built form outcomes and related planning instruments, with supporting studies and arguments.

This unit part of the Urban Design and Planning Stream of the Bachelor of Design in Architecture and an elective in other programs.

Student effort expected: contact hours: 2 hours per week; class preparation: 2 hours per week; assessment preparation: 30 hours per semester.

INFO2120

Database Systems 1

Credit points: 6 **Session:** Semester 1 **Classes:** (Lec 2hrs & Prac 2hrs) per week **Prohibitions:** INFO (2820 or 2005 or 2905) **Assumed knowledge:** Some exposure to programming and some familiarity with data model concepts such as taught in INFO1103 or INFO1003 or INFS1000 or INFO1903 **Assessment:** In-course involvement, assignments, quizzes and written exam. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The proper management of data is essential for all data-centric applications and for effective decision making within organizations. This unit of study will introduce the basic concepts of database designs at the conceptual, logical and physical levels. Particular emphasis will be placed on introducing integrity constraints and the concept of data normalization which prevents data from being corrupted or duplicated in different parts of the database. This in turn helps in the data remaining consistent during its lifetime. Once a database design is in place, the emphasis shifts towards querying the data in order to extract useful information. The unit will introduce different query languages with a particular emphasis on SQL, which is industry standard. Other topics covered will include the important concept of transaction management, application development with a backend database, an overview of data warehousing and online analytic processing, and the use of XML as a data integration language.