A Travelers' Inn

ARCH 572, Section E-1, Fall 2013

Course Information

Class Days/Time: 1:00-4:50 pm, MWF
Classroom: 311 Temple Buell Hall
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Course Description

ARCH 572 is a graduate-level architectural design studio consisting of a series of definitive architectural design experiences. Studio emphasis is on the application and integration of design knowledge acquired in previous design studios, the acquisition of new and comprehensive knowledge and skills in design, and the development of abilities and procedures which integrate the abstract and theoretical with the functional and technological, resulting in a creative architectural statement.

This particular section, the "travelers' inn studio," will address all of the goals common to all studios in our graduate program. In addition, it will place special emphasis upon addressing cultural and/or environmental issues specific to a unique geographic setting. Emphasis will be placed upon the development of skills and knowledge required to definitively resolve an architectural solution appropriate to that specific setting. In addition to developing new intellectual and visual skills, each student is expected to relate and apply previously acquired skills and knowledge to his/her work, thereby developing a continuous educational process of building a design vocabulary. This studio will require that each student demonstrate proficiency in the required areas of

programmatic development, analysis and synthesis, site analysis, concept formulation, preliminary and alternative design solutions, design theory, aesthetics, and at least one skillful presentation technique. Each student is also expected to demonstrate self-motivation, interest, maturity, and competence in architectural design.

Project Description

In recent years, UNESCO has identified a number of vernacular environments and cultural landscapes as World Heritage sites. While this designation was intended to protect global patrimony, the effect has been to attract international visitors to these sites. How architects and developers acknowledge, respect, and sensitively relate to such treasures is a charge to the design profession.

This studio will focus upon a semester long investigation of a special building type, a 24 unit lodge for the off-the-beaten-track traveler. Each individual student will select a location at which such an inn might provide access to a cultural, natural or historic point of interest (e.g. the Amana colonies in Iowa; the Galapagos Islands in Ecuador; the Berber ksars in Tunisia; the rain forests on Vancouver Island). Design at all scales from furniture to room to building to neighborhood to site will be explored. Emphasis will be placed upon professionally developed verbal, graphic and model presentations.

Overall Course Goals and Learning Objectives

In addition to the objectives detailed above in the course description, the Travelers Inn Studio will place special emphasis upon:

The search for ideas
The development of critical and creative thinking
The translation of ideas into built form
The understanding human scale
The design of quality living environments worthy of treasured sites

The Process

Each student of the Travelers Inn Studio will be challenged to select a site in a specifically designated World Heritage locale and to gather and analyze information sufficient to set the groundwork for a unique architectural program base specifically on that geographic location. To better understand the specific site within that cultural/environmental setting, each student will then proceed to build a site model at the scale 1:200. In the course of the semester, this program and site selection will provide the basis for three distinct, but architecturally related design projects: a master plan for the entire building complex at 1:200 scale, and architectural design for the principal building(s) at 1/16" scale, and a detailed room design at 1/2" = 1'-0". The process will include continuous studies throughout the semester requiring study model building skills; freehand sketching and drafting abilities; computer presentation skills; and writing skills.

Course Content Learning Outcomes

At the conclusion of the semester, every student should be able to participate proudly in an exhibition of architectural designs which display quality living environments based upon sound and appropriate ideas. The quality of each project should be clearly presented and model, graphic and written forms. Each project should clearly be a product of the 21st-century appropriate to its land setting, time, ecology, and the culture into which it is built. Each travelers' inn should demonstrate the designer's clear understanding of human scale at the site, building and room level, and of material selection and building construction appropriate to the host country and respectful of the heritage site.

Required Texts/Readings/Equipment

Textbook

There is no required textbook for this studio. Throughout the course of the semester, readings may be required and books recommended as appropriate to each individuals student's locale selection.

Other Readings

Begin with: World Heritage Sites: A Complete Guide to UNESCO's 380 World Heritage Sites, Firefly Books, 2009.

Technology Requirements for this Course

This course requires the use of a notebook computer that complies with the hardware specifications that were communicated to you by the Admissions Office. This course will require your use of the software applications in Microsoft Office 2007

Assignments and Grading Policy

Evaluation will be based upon regular studies and reviews approximately every 10 days. Four studies will be weighted at 10% of the final grade, the midterm review at 20%, and the final project at 40%.

Invited guest faculty and reviewers will participate in the midterm and final reviews. However grades for all reviews and studies will be issued by the studio critic. All grades will be issued on the quality of concepts and development as communicated by the product presented. Letter grades will be established as follows:

A   The student's work is of exceptional quality. The design shows a depth of understanding of programmatic requirements and is based upon clear and appropriate ideas. The project is fully developed and presented well both orally and graphically. The student has developed a strong and appropriate concept which enhances the overall solution. The full potential of the problem has been realized and demonstrated. Excellence is clearly achieved at some level in the design.

B   The student's work shows a good understanding of design. Potential has been clearly accomplished at some levels. All programmatic requirements are fulfilled and clearly and concisely presented.

C   The student's work meets minimum objectives of the course and solves all major programmatic requirements. The work shows a fair amount of understanding and effort. The quality of the project as well as the development of knowledge and skills is fair.

D   The student's work shows a limited understanding and/or effort. Not all minimum requirements have yet been met. Quality of the project and/or performance is below average

E   The student's work is unresolved, incomplete and or unclear. Minimum course objectives or project requirements are not met, and the students work shows a lack of understanding and/or effort. The quality of the project and/or the performance is not acceptable and fails to meet requirements for course credit.

Late work may be accepted as much as 48 hours after the due date hour, but will be docked one letter grade.

Classroom Protocol

Scheduled studio attendance is mandatory.

Studios will often begin with the dissemination and discussion of important information and/or seminars or lectures at 1 pm. Prompt arrival in the studio is required.

All electronic devices including cell phones must be turned off and are not to be visible at any time during class unless specifically directed by the instructor.

Notebook computers may be used in class for taking notes and specified in-class activities, not for instant messaging, email or other distractions.

<u>University Policies</u>

Intellectual Property Statement

The materials shared with you during this course are authored by and owned by the instructor, the department, the school and/or the book publisher. Copyright laws must be respected in using these materials. For example, unless authorized to do so, do not share course materials with anyone outside the course.

Academic Honesty

You are encouraged to talk with each other about the readings and ideas brought up in class. But in all assignments to be graded as individual work you are expected to do your own written work. In the case of group work, all members of a group will be held responsible for the content of work turned in to satisfy group assignments. The instructor will keep a healthy eye out for possible plagiarism when reading your work. Here is some advice to help you avoid plagiarizing:

It is best to express the ideas you use in your own words. In the case of both individual and group work, words or ideas that come from someplace or someone else must be cited: "A good rule of thumb is this: Whenever you consciously borrow any important element from someone else, any sentence, any colorful phrase or original term, any plan or idea—say so, either in a footnote, bibliography, or parenthesis" (from "Academic Honesty in the Writing of Essays and Other Papers," Carleton College, 1990).

Dropping the Course

Every student is responsible for understanding the university's policies and procedures regarding withdrawing from courses. And you should be aware of the current deadlines and penalties for dropping classes.

Tentative Course Schedule

Course Title   ARCH 572 – Fall Semester, 2013

Week	Date	Topics, Assignments, Deadlines (all due date 1 pm unless otherwise noted)
1	Aug 26-30	M - Studio and project selection W - Move into studio + locale discussion F - Room visit + decision on locale due
2	Sept 2-6	M - Labor Day W-Site plan topo graphics due Week for site model construction
3	Sept 9-13	W - Site model 100% complete 5 pm (both groups A+B)
4	Sept 16-20	M - Locale graphics due Week to work on room design
5	Sept 23-27	W - Study #1 (10%) Group A F - Study #1 (10%) Group B
6	Sept 30- Oct 4	Week to develop master plan F - Study #2 (10%) Volunteers from A or B
7	Oct 7-11	M - Study #2 (10%) Remaining from A or B
8	Oct 14-18	Week to develop 3 alternatives at architectural building scale
9	Oct 21-25	Week to work at building scale F - 4 hour "essence sketch"
10	Oct 28-Nov1	M - Study #3 (10%) Group B - building and room W - Study #3 (10%) Group A - building and room
11	Nov 4-8	Week for developmental design
12	Nov 11-15	M - Study #4 (10%) Group B - master plan, building and room W - Study #4 (10%) Group B - master plan, building and room
13	Nov 18-22	Thanksgiving Vacation
14	Nov 25-29	Begin final model and presentation drawings
15	Dec 2-6	Week to finish final model and graphics F - Final Presentation and Reviews (40%) (B in morning - A in afternoon)
16	Dec 9-13	M - Last day of studio W - CD or DVD of studio work due 4 pm Thursday – Reading Day 2-4pm in Warfield Studio