Architectural Design Studio (ADST) 490

Foundations of Architectural Design: Workplace (Revision 1)

Delivery mode:	Grouped study ⬈ or Paced study ⬈
Credits:	6
Area of study:	Applied Study
Prerequisites:	ADST 450, and APST 480
Precluded:	None
Challenge:	ADST 490 is not available for challenge.
Faculty:	Faculty of Science and Technology ⬈
Status:	Replaced with new revision, see the course listing ⬈ for the current revision ⊗
Notes:	**This course will be offered in January, May and September. You may contact the FST Student Success Centre at 1-855-362-2870 for confirmation of other offerings.**

This course is offered over 13 weeks. Students are required to attend one 3 hour evening video teleconference session per week.

ADST 490: Foundations of Architectural Design: Workplace is intended for students enrolled in the BSc (Architecture) program at the RAIC Centre for Architecture at Athabasca University.

Overview

ADST 490 is the final studio course within the B.Sc Arch program, which will prepare you for work in an architect's office

This course continues the development of architectural design skills. You will develop a design for a building type that functions as a workplace, according to a coherent architectural idea and in response to a complex architectural program. ADST 490 requires the design of spaces appropriate to each activity and the organization of these spaces in accordance with the relationships required by the functional program and the site. Special attention is given to the human dimension of workspaces and to the integration and resolution of all building systems.

ADST 490 demonstrates your achievement at the undergraduate level. It requires a synthesis of important issues, methods, and techniques that you have explored and developed through the undergraduate studio program. You must apply design skills and knowledge to a complex building project, whose description and scope you will determined in consultation with the academic expert.

You are introduced to the idea of iconoclastic buildings, the enduring signature landmarks of our world. You will design a trademark tower for a large corporate client, which will require an understanding of

marketing, economics, commerce, retail, and other business concerns. To serve clients that are concerned with the bottom line, you will be encouraged to consider theories about how good building design can improve productivity (you may want to research, for example, Behrens, Ford Motors, Johnston, the Bauhaus). You must also consider more contemporary concerns such as daylight provision, indoor air quality, open office layouts, networking, work/life balance, and so on.

Outline

This course has two projects. The first is to be completed in stages. Each stage introduces an important skill that will enhance your abilities as a designer, and provides opportunities for you to develop your own approach to design.

Each week, you will be asked to share your work in progress with your academic expert and the other students in the studio. This weekly session is the equivalent of a desk critique (a session during which the architecture student sits down with their instructor to review their designs) given in a face-to-face studio.

These interactive meetings will be held in an online environment that includes video conferencing, audio conferencing, and social media, and will allow the academic expert to provide feedback in the form of sketches, beside or as a layer over your work. This is intended to be a productive working session much like you would experience in an architect's office. You will receive a full set of instructions for connecting to the virtual studio.

Learning outcomes

After successfully completing this course, you should be able to:

1. *Understand* the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design and architectural composition, and urban design.

2. *Ability.* Use appropriate representational media, including freehand drawing and computer technology, to convey essential information at each stage of the pre-design and design process.

3. *Ability.* Make technically precise drawings and develop an outline specification for a proposed building.

4. *Ability.* Apply fundamental architectural principles in the design of buildings, interior spaces, and sites, and to respond to natural and built site characteristics in the development of a program and the design of a project.

5. *Ability.* Prepare a comprehensive program for an architectural project that accounts for client and user needs, appropriate precedents, space and equipment requirements, relevant laws and standards, and site selection and design assessment criteria.

Evaluation

Your work in this course will be evaluated based on two projects. You are required to scan and submit your work at each stage to your academic expert via the Project links on the course home page. Each project is weighted as shown below. Note that your participation in discussions and your sharing of resources will contribute to your grade.

Activity	Weight	Complete by
Project 1A: Design Brief	15%	Week 3
Project 1B: Schematic Design and Mid-term Presentation	30%	Week 7
Project 1C: Design Development and Final Presentation	45%	Week 13
Project 2A: Reflecting on What You Have Learned	10%	Week 13

Activity	Weight	Complete by
Project 2B: Gallery Submission		Week 13
Total	**100%**	

To learn more about assignments and examinations, please refer to Athabasca University's **online Calendar** ☐ .

You must achieve a cumulative grade of 67% or greater to receive credit for ADST 490.

Materials

This course either does not have a course package or the textbooks are open-source material and available to students at no cost. This course has a **Course Administration and Technology Fee** ☐ of **$146**, but students are not charged the Course Materials Fee.

Although there is no textbook for this studio, the academic experts may assign readings as they deem appropriate during the course.

Other Resources

Student-Provided Tools and Equipment

You must provide a digital camera for your own use, as well as a few other tools. The items you will need to provide are listed below:

Photography tools:

- Smartphone with camera, or digital camera (SLR preferable)

Drawing materials:

- 35.56cm × 43.18cm (14" × 17") Strathmore 300 series acid-free drawing paper

- 22.86cm × 30.48cm (9" × 12") Strathmore 300 series sketchbook

- white or beige 2-ply card stock

- trace paper

Drawing tools:

- 0.30 mm precision felt pen (or similar)

- 2H to 2B pencils or mechanical pencils

- coloured markers and/or pencil crayons

- compass

- protractor

- ruler

- drawing board (recommended)

Modeling materials:

- white or beige 2-ply card stock

- clear plastic sheet

Modeling tools:

- self-healing cutting mat: 18" × 24" (45.75cm × 60.96cm) or larger preferable

- metal-edge cork-back ruler (various sizes)

- stainless steel knife

- masking tape/painter's tape

- white glue

- modeling set square

Use of Computers

You may use computers to design and complete your projects for this studio (except where noted), but remember that hand drawing and modeling skills remain essential to the development of an architect and we encourage you to use those skills wherever possible.

Course Home Page (online): The course home page houses all the online components of your course.

Course Information (online): The *Course Information* provides specific information about how to proceed through the course. Read the *Course Information* carefully before you begin reading the Study Guide.

Projects (online): The 4 projects are embedded on the course home page.

Forms: Forms you may need are available through the **myAU** ⧉ portal

Important links

- **Academic advising** ⧉
- **Program planning** ⧉
- **Request assistance** ⧉
- **Support services** ⧉

Opened in Revision 1, April 27, 2016