



Architectural Design Studio (ADST) 606

Urban and Environmental Design (Revision 1)

Status:

Replaced with new revision, see the [course listing](#)  for the current revision 

Delivery mode:

[Paced study](#) . Delivered via Brightspace.

Credits:

6

Area of study:

Architecture

Prerequisites:

[ADST 655](#) or [ADST 556](#) 

Precluded:

[ADST 675](#) 

Faculty:

[Faculty of Science and Technology](#) 

Notes:

This course will be offered in January, May and September. You may contact the FST Student Support at 1-855-362-2870 to inquire about other offerings.

Students are required to attend one 3-hour evening video teleconference session per week during the first 13 weeks. Although this is a

three-credit course, students will have 48 weeks to complete and submit the design projects.

This course is intended for students enrolled in the Graduate Diploma in Architecture (GD Arch) program at the RAIC Centre for Architecture at Athabasca University.

Overview

Architectural Design Studio 606: Urban and Environmental Design continues the development of architectural design. In this studio, you will produce a design for a project within an urban living environment. You will undertake a detailed analysis of a moderately large urban space, for which you will produce written design guidelines. This requires that you understand the structure of the site, network of paths and roadways, utility corridors, and so on. You will also examine historical and heritage sites, urban housing, public and private spaces, pedestrian and traffic patterns, responses to environmental issues and ecosystems, and provisions for nature in the city.

Outline

This studio course requires three formal presentations. In addition, each week, you will be asked to share your work in progress with your instructor 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 instructor to provide feedback in the form of sketches beside or as a layer over your work. This type of session is intended to be a productive working session much like you would experience in an architect's office. Upon registration, you will receive a full set of instructions for connecting to the virtual studio.

The table below summarizes the project requirements.

Project	Requirement
Project 1A: Design Brief	At least three online critiques with your instructor
Initial Presentation: Design Brief	
Project 1B: Schematic Design	At least five online critiques with your instructor
Midterm Presentation: Schematic Design	
Project 1C: Design Development	At least eight online critiques with your instructor
Final Presentation: Design Development	
Project 2A: Reflecting on What You Have Learned	
Project 2B: Submit Two Images to the Gallery	

The course has two projects, the first of which 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.

You will also want to use your paper sketchbook to sketch in, take notes, answer study questions, state personal learning goals, and jot down ideas. Key pages can be scanned and stored in your personal archive.

Learning outcomes

Adapted from the Canadian Architectural Certification Board, **Canadian Education Standard** [↗](#).

After successfully completing this course, you should have developed the following:

- *Understanding* of the fundamentals of visual perception and the principles and systems of order that inform two- and three-dimensional design, architectural composition, and urban design.
- *Ability* to use appropriate representational media, including freehand drawing and computer technology, to convey essential information at each stage of the pre-design and design process.
- *Ability* to make technically precise drawings and develop an outline specification for a proposed building.
- *Ability* to 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.
- *Ability* to prepare a comprehensive program for an architectural project that accounts for client and user needs, appropriate precedents, space and equipment requirements, the relevant laws and standards, and site selection and design assessment criteria.

Evaluation

To **receive credit**  for ADST 606, you must achieve a final course grade of at least 67 percent. Your work in this course will be evaluated based on five projects, and you must complete all the projects. You are required to scan and submit your projects to your instructor. Note that your participation in discussions and your sharing of resources will contribute to your grade.

The weighting of the projects is as follows:

Activity	Weight	Complete by
Project 1A: Design Brief	15%	Week 10
Initial Presentation: Design Brief		Week 10
Project 1B: Schematic Design	30%	Week 24

Activity	Weight	Complete by
Midterm Presentation: Schematic Design		Week 24
Project 1C: Final Project	45%	Week 48
Final Presentation		Week 48
Project 2A: Reflecting on What You Have Learned	10%	Week 48
Project 2B: Gallery Images		
Total	100%	

Materials

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

Optional readings

Gehl, J. (2010). *Cities for people*. Island Press.

Jacobs, J. (1992). *The death and life of great American cities*. Vintage.

Lynch, K. (2012). *The image of the city*. [Reprint]. MIT Press.

Register, R. (2006). *Ecocities: Rebuilding cities in balance with nature*. New Society Publishers.

Thadani, D. A. (2010). *The language of towns and cities: A visual dictionary*. Rizzoli.

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:

- 35.56 cm × 43.18 cm (14" × 17") Strathmore 300 series acid-free drawing paper
- 22.86 cm × 30.48 cm (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" (45.75 cm × 60.96 cm) 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. You are encouraged to use those skills wherever possible.

Important links

- [RAIC Centre for Architecture](#) 
- [Graduate Diploma in Architecture](#) 
- [Courses](#) 
- [Fees and Funding](#) 

Athabasca University reserves the right to amend course outlines occasionally and without notice. Courses offered by other delivery modes may vary from their individualized study counterparts.

Opened in Revision 1, July 15, 2025

Updated March 9, 2026
