

SCHOOL OF ARCHITECTURE, BUILDING & DESIGN

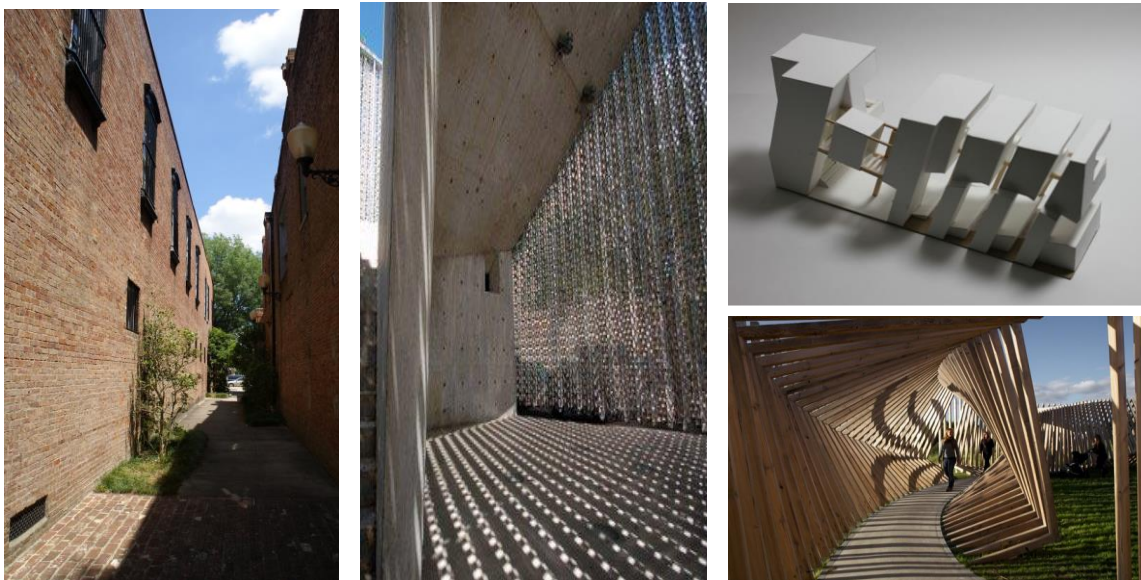
Modern Architecture Studies in Southeast Asia (MASSA) Research Unit
 Bachelor of Science (Honours) in Architecture

ARCHITECTURE DESIGN STUDIO 1 [ARC 60105]

Project 3: Dreamspace for the User 'SPACE FOR THE SELF'

Project 3	Individual	LO 1-6	60% of Final Grade	Verbal presentation	Presentation Panel + Scaled Model
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Introduction



In project 1, students were allowed to express oneself through their creative means; Project 2 is meant to prepare students to be aware on the relationship between user and space, emphasizing on the physical and non-physical requirements; Project 3 on the other hand incorporates both the creativity and its functionality; identity of user, comfortability of user and creativity in articulating the space, as a complete user experience.

For the final project, students are required to design a space for the self by attaching it to the walls/surfaces of an imagined 'city' in an empty abandoned lot in between two buildings. The space is to fit a specific use (as a dream space: for viewing, space for contemplating, space for self-exploration, space for exercising, space for dreaming, space showcasing and so to speak a dream space for the user). As the user of the space you can make your personality more interesting, an effective well thought of theme and written narrative is essential.

This understanding is to be architecturally translated into a series of connected spaces (2-3 spaces) that successfully establishes the quality and articulation of the interior and of exterior design. Concept shall evidently show the experiential and spatial quality. Students are also to consider how well design conforms to both the physical and non-physical requirements of the user.

Final project will be in 3 stages, Task 1- is narrative writing wherein it can be based in the persona, life scenario, story and journey of the user from where or which the theme of the hideout will be extracted. Task 2- is about exploring how to organize the 2-3 spaces which encompasses design principles in spatial relationships and organization. In this task students will explore ways on how to explore space through hierarchal arranging it by its meaning, significance and importance, capturing mere essence of the narrative. Task 3-In addition to generating and exploring ideas and concept from the narrative and spatial exploration, we will also explore the notions and experiential effects of materials and the senses in the final design.

Objectives of Project

The objectives of this assignment are as follows:

1. To further the students ability to create and develop a conceptual narrative.
2. To introduce and create awareness in understanding the dimensional requirements of the human body (anthropometrics and ergonomics).
3. To explore and apply basic design principles and terminologies.
4. To be able to consider objective and subjective parameters in the design process to create a space this is practical yet poetic.
5. To explore how the selection and application of materials in relation to the sensory experience of space.
6. To be able to select and make different study models (sketch, concept, diagram, section and development models)

Learning Outcomes of this Project

1. Generate design concepts through the process of exploring various sources and abstracting ideas.
2. Identify key architectural design elements and principles with the ability to discern how they inform space and form.
3. Relate the idea of the individual 'self' and the body' to space and its experiential qualities.
4. Articulate and apply architectural design elements, principles and materials to create an architectural composition that demonstrates place-making.
5. Utilize a process-oriented approach involving sketching and model-making as tools for generating and developing design ideas.
6. Produce legible orthogonal drawings and architectural models to visualize and communicate final design.

Key Terminologies

-**Persona** (personae, personas) - character, role and personality

-**Scenario**- a collage of an event or a series of an event.

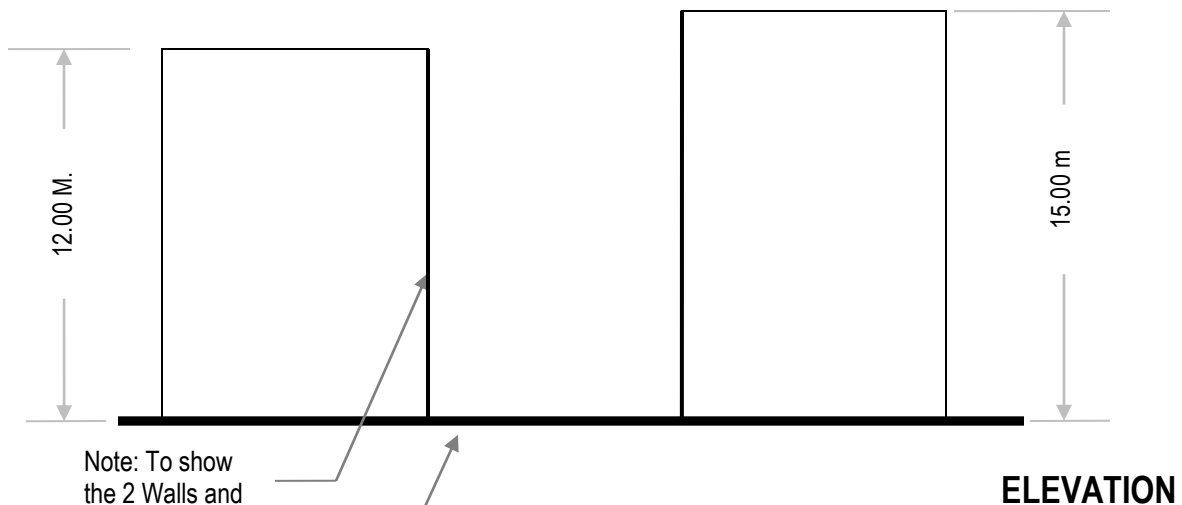
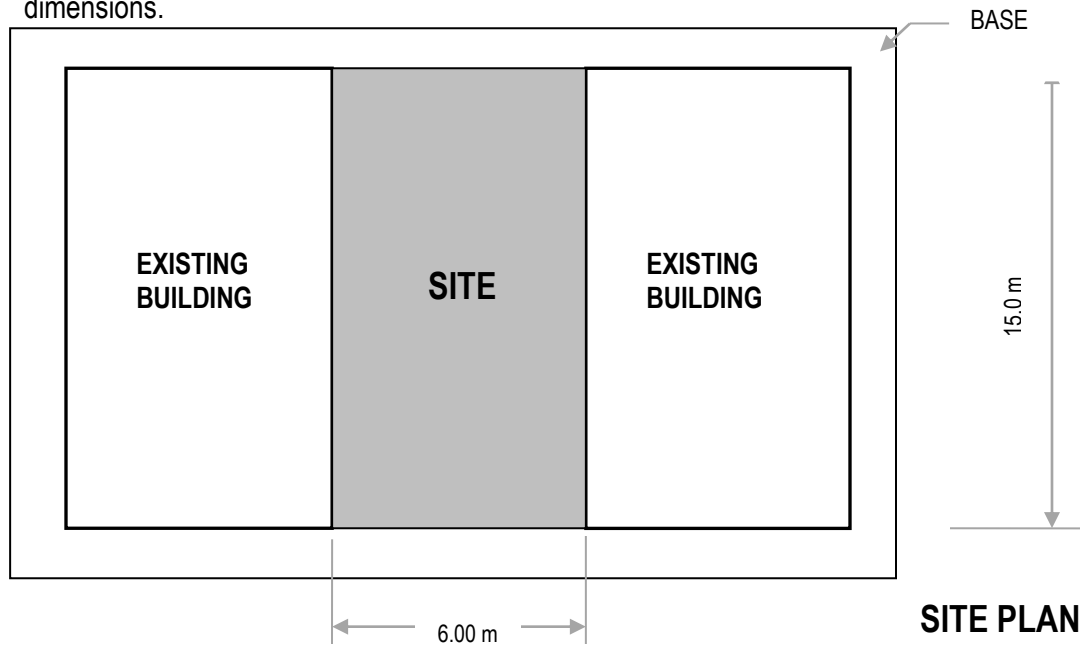
-**User Story**-Who? What? Why? as the user of the space

-**User Journey**- the stages of experiences a person encountered

-**Spatial Hierarchy**- refers to the rank or order of importance of various spaces. This could also be a programming term used in adjacency diagrams and looking at function relationships when programming a floor plan. When concerning privacy this could be related to a hierarchy as well as spatial importance, size of volume, geometry etc. example: Hierarchy from public to private.

-**Design Narrative**- are accounts of critical events in a design experiment from a personal, phenomenographic perspective. They focus on design in the sense of problem solving, describing a problem in the chosen domain, the actions taken to resolve it and their unfolding effects. They provide an account of the history and evolution of a design over time, including the research context, the tools and activities designed, and the results of users' interactions with these.

-Dream space is to be attached to this given setting with the given physical boundaries and dimensions.



Design Guidelines

- Application and exploration of basic design principles and materials in creating spatial qualities to capture narrative and storyline.
- Several questions shall be looked into in the development of the 'Dream space for the User', here are some guiding questions: *How does the body shape the space? How does the space influence the mood and its activities, how does material engage the senses? And how do the senses determine the choice of materials?*

- Student will be required to design **2-3 spaces with a gross floor area of 70-100 sq.mts.**
- Hideout should **not occupy more than 70% of the site.**
- Should incorporate design elements and principles of design; emphasis on scale, **hierarchy, proportion, harmony and character.**
- The design should **either attached with at least one or both walls of the two buildings.**
- Underground structure maybe allowed but provided it will **not be more than 50%** of the floor area requirement. Narrative should rationalize the need to do so.
- Use of the other existing to buildings as an entry is/are **not allowed.**

Submission Requirements

May 25, 2016 (Week 8) – 3a: Narrative (100-200 words)

- **ONE (1) A-3 Butter Paper**
 - May use Diagrams, image maps to avoid lengthy texts.
 - Persona, Scenario, Story and Journey.
 - Extract Theme from personality.

June 13, 2016 (Week 11) – 3b: Interim/Mock up

- **Butter Paper**
 - Floor Plan, Elevation, Section
 - Axonometric or Interior Perspective
 - Supplementary sketches
- **Study Model (s) (Scale 1:50)**
- **A-4 Sketchbook/journal**

Note:

1. All drawings are to be produced manually (hand drawn). Drawings should be properly labelled and annotated

July 11, 2015 (Week 14)

Final Project Submission

- **Narrative: ONE (1) Panel of A-2 Board, Creative layout**
 - May use Diagrams, Mind Maps to avoid lengthy texts.
 - Should clearly stipulate the user's body dimension, activities, personality, occupation, needs, desires and likes.
 - Sketches of drawings and studies.
 - Diagram showing effective consideration for Anthropometrics.
- **TWO-THREE (2-3) Panels of A-2 Board, Creative layout (1:50 Scale)**
 - Floor Plan(s) (note: to show how hideout is attached to 2 buildings)
 - ONE (1)- Elevations (Front) (note: to show how hideout is attached to 2 buildings)
 - ONE (1) - Section or Sectional Perspective (note: to show how hideout is attached to the 2 buildings)
 - (3) Interior Perspective (s) (most interesting area or areas) or Full Axonometric View showing 3 spaces.
 - Other supplementary drawings (sketches, diagram, and others).

- **Scaled Model Final Model (1:50 m)**
The final model shall clearly **show design of form & spatial articulation**, Consider correct dimensions of materials such as wall thickness and others. Model must show quality of space, either roofs can retractable or at least one side is open.

The final model should sit on ONE (1) card board base and to show the 2 walls of the building using card board, Perspex or MDF board. For the main structure you may use any modelling material.

Others

- **Sketch Journal** (Butter paper, A-4 sketch book)
- **Study Model(s)** (design exploration)
- **Tutorial Log Sheet** (properly signed by tutor)

Submission Date

- **JULY 11, 2016**
FINAL PIN UP & SUBMISSION: 1:00- 3:00 PM
Venue: E3.02-05, E3.13 (studio pin-up presentation layout to be posted 1 week before)
- **JULY 12, 2016**
FINAL PRESENTATION/DESIGN REVIEW: 8:00 AM-1:00 PM
Venue: E3.02-E3.05, E3.13
- **JULY 13, 2016**
Dismantling and Taking back of work 8:00-10:00AM only
- **JULY 25, 2016**
E-PORTFOLIO SUBMISSION: BEFORE 12:00 Noon

Note: Any changes will be announced (2 weeks) prior to date or week of presentation.

Marking criteria

Marks shall be distributed as follows:

Marking Criteria	Marks %	FAIL (F)	POOR (D-,D,D+)	PASS (C)	SATISFACTORY (C+,B-)	GOOD (B,B+)	VERYGOOD (A-)	EXCELLENT (A)	COMMENTS
Final Project (3a+3b+Final Submission)	60%	0-23	24-29	30-35	36-39	40-44	45-47	48-60	
Interim Submission Project 3a- Narrative	5%	0-1.95	2-2.45	2.5-2.95	3.0-3.2	3.25-3.7	3.75-3.95	4.0-5.0	
Project 3b- Mock up /Interim	10%	0-3.9	4.0-4.9	5.0-5.9	6.0-6.4	6.5-7.4	7.5-7.9	8.0-10.0	
-Ability to create and develop a conceptual narrative. Ability to explain work verbal and written	5%	0-1.95	2.2-2.45	2.5-2.95	3.0-3.2	3.25-3.7	3.75-3.95	4.0-5.0	

-Ability to introduce, create and understand dimensional requirements of the user body.	5%	0-3.9	4.0-4.9	5.0-5.9	6.0-6.4	6.5-7.4	7.5-7.9	8.0-10.0	
-Ability to explore and apply basic principles and terminologies.	5%	0-3.9	4.0-4.9	5.0-5.9	6.0-6.4	6.5-7.4	7.5-7.9	8.0-10.0	
-Ability to consider objective and subjective parameters in creating a space that is functional and poetic. -Ability to explore the selection of materials in relation to sensory experience of space.	15%	0.1-5.9	6.0-7.4	7.5-8.9	9.0-10.4	10.5-11.4	11.5-11.9	12.0-15.0	
-Ability to produce orthogonal drawings and visualize and communicate final design. Ability to produce models.	15%	0-5.9	6.0-7.4	7.5-8.9	9.0-10.4	10.5-11.4	11.5-11.9	12.0-15.0	
Final Project	45%	0-17	18-22	23-26	27-29	30-34	35-36	37-45	

Suggested References

Spatial Organization and Relationships:

1. D.K. Ching, F. Eckler, J.F. 2013. *Introduction to Architecture*. New Jersey: Wiley & Sons
2. D.K. Ching, F. 1993. *Architecture: Form Space and Order (2nd ed.)*. Van Nostrand Reinhold.

Perception and Experience:

1. Rasmussen, Steen Eiler. 1993. *Experiencing Architecture*. The Massachusetts Institute of Technology. USA.
2. Antoniades, A. 1992. *Poetics of Architecture*. Van Nostrand Reinhold.

Materiality & Form

1. Richard Weston. *Material, Form & Architecture*

Openings in Architecture:

1. Meiss, Pierre. 2002. *Elements of Architecture: From Form to Place*. Spon Press: London. (See Chapter 1: Openings)
2. Plummer, H. 2012. *The Architecture of Natural Light*. Thames & Hudson

Model-making:

1. Mills, Criss 2000. *Designing with Models: A studio guide to making and using architectural design models*, John Wiley & Sons, Inc, New York.

Drawing & Presentation

1. Nick Dunn. *Architectural Model Making*
2. Rendow Yee. *Architectural Drawing- A Visual Compendium of Types and Methods*
3. Eric J. Jenkins. *Drawing to Design: Analyzing Architecture through Freehand drawings*.

Image Reference:

Images:https://www.google.com/search?q=MATERIALITY+IN+ARCHITECTURE&biw=1366&bih=657&source=lnms&bm=isch&sa=X&ved=0CAYQ_AUoAWoVChMI4KjQu7bTyAIVRQSOCh2tNArD#imgrc=hruK3P3cjX59xM%3A