TAYLOR'S UNIVERSITY
Wisdom · Integrity · Excellence

BACHELOR OF SCIENCE (HONOURS) IN ARCHITECTURE

ARCHITECTURE DESIGN STUDIO IV (ARC60206)
PROJECT 1

August 2017

Image: Lion's Park Playscape by Rural Studio
http://www.ruralstudio.org/projects/lions-park-playscape

SCHOOL OF ARCHITECTURE, BUILDING & DESIGN

Centre for Modern Architecture Studies in Southeast Asia

Bachelor of Science (Honours) in Architecture

ARCHITECTURE DESIGN STUDIO IV
(ARC60206)
Prerequisite: Architecture Design Studio III

Project: RE: Play – Children's Outdoor Playscape
20% of final marks (Group of 3)

Submission dates:

Interim	**: Week 2 (7 September 2017)**
Final Submission & Presentation (20%)	**: Week 3 (14 September 2017)**

Introduction

Project 1 deals with the understanding of repurposed materials and their relationship to the crafting of spaces for user experience. Students will be required to design an OUTDOOR PLAYSCAPE for children, which is intended to showcase specific material(s) for a proposed set of activities. It is to develop awareness of environmental sustainability through the responsible and innovative use of reclaimable and repurposed materials in relation to user needs. Project 1 will prepare students for the programmatic requirements in Project 2.

Objectives of Project

The objectives of this project are as follow:

1. To develop awareness of environmental sustainability in architectural design.
2. To develop the student's ability to meet the imperative and inter-related environmental and social needs, as well as make poetry with materials and spaces.
3. To further develop understandings on human scale, proportion, ergonomics and materiality.

Learning Outcomes of this Project

1. Identify and analyze environmental qualities and contextual needs of a site (human environment within an architectural space)
2. Apply ideas of environmental sustainability (gained from precedent studies, Environmental Sustainable Design and Building Science 1 modules in previous semesters).
3. Design and create architectural spaces with consideration of environmental poetics in relation to the basic natural context and existing built context (harness environmental qualities of the site to inform design) which impact on users' experiences.

Brief
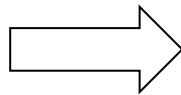
"While traditional play equipment is designed to evoke physical activity, this bigger environment can also incorporate mental stimulation and development by promoting imagination and creativity, challenge and competition, and bringing in basic skills related to color, shapes, and time that children learn at early ages."

Project description of Rural Studio's Lion's Park Playscape.
http://lionsparkplayscape.ruralstudioblogs.org/projectdesign

In this introductory exercise, students are to design within a given area of area of 5m(l) x 5m(w) x 3m(ht), an **OUTDOOR PLAYSCAPE** for children that is modular, lightweight as well as safe with all mechanisms being simple and easy to operate. The main materials for its construction are reclaimable/repurposed materials and reasonably weather proof. It must be able to accommodate/support a set of proposed activities designed to instill among children not only a sense of play or exploration but also the appreciation of sustainability through the application of reusable materials. Students must be able to demonstrate its ability to function in a real world situation.

Image sources: http://az616578.vo.msecnd.net/files/2016/08/05/636059950713525151431890785_Holm_Park_Playground.jpg
http://www.ruralstudio.org/project-images/lions-park-PLAY/2010_LP_Play_TH_3348.jpg

Task

1. For a start, students to identify several main aspects of the structure – use, size, design requirements, etc. Several key questions to be addressed:

   - Who is it for? What size should it be? Anthropometrics? Ergonomics - comfortable to use?
   - What kind of activities /uses are proposed?
   - Materiality and module sizes?
   - Construction methods that could be used?
   - Are special fixings or fittings needed?

2. In groups of 3, students are to discuss with their respective tutors and select the reusable materials to be repurposed for their design. In addition, each group is required to understand the needs a **child aged 7 to 12** that will constitute the 'user' of the Playscape.

3. Each group to produce an illustrated poster (1 A2) of their findings for tutorial on 4 September 2017. The findings will form the basis of their design exploration.

4. From their findings, each group are to produce a design proposal for a modular Playscape within an area of 5m(l) x 5m(w) x 3m(ht).

5. Students are to present their design proposal in the Interim session on **7 September 2017**. The proposal at interim stage should include design concept and functional requirements of the structure. All drawings and information to be presented on 1 A1 size board. A mock-up model of the structure is required.

6. Based on the interim, students to develop the design and produce a final proposal for final presentation and submission on **14 September 2017**. The final proposal and related information to be composed on TWO (2) A1 boards. A final model of the structure is required.

Final Submission

1. 2 A1 boards – Landscape format (to be printed separately).

Board 1

Board 2
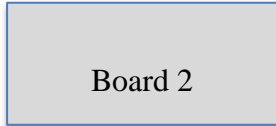
2. 1 Model (scale to be decided upon discussion with respective tutor)

Assessment criteria

1. Conceptual thinking
2. Programmatic response (fulfilling criteria of the required programme; design respond to user needs)
3. Poetic response (consideration of the qualities of the materials to inform the user experiences of the architecture)
4. Contextual response (consideration of environmental and socio needs which informed architectural spaces and form)
5. Level of craft and quality of model and drawings
6. Verbal presentation to communicate and visualize architectural design and ideas

SCHEDULE

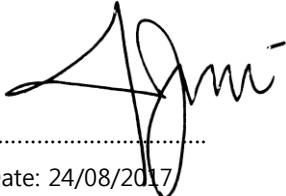| Date/Week	Lecture/Presentation	Discussion/ Tutorial	Self-directed Study
	Hours	Hours	Hours
28 August **Monday**	Subject Introduction Introduction to Module outline **PROJECT 1 BRIEFING :** **RE:Play - Outdoor Children's Playscape** **Lecture 1: Architecture of Play** (Nazmi)	Discussion on Reusable Materials & User Experience	Research on Reusable Materials & User Experience
31 August **Thursday**	**PUBLIC HOLIDAY**		Research on Reusable Materials & User Experience
Week 1	2	8	8
4 September **Monday**	**Guest Lecture 1 (TBC)**	Tutorial- Reusable Materials & User Experience	Design (Drawings + Models)
7 September **Thursday**	**Project 1 Interim Presentation**	Presentation	Design (Drawings + Models)
Week 2	2	8	8
11 September **Monday**	-	Tutorial – Design development and Presentation Preparation	Design (Drawings + Models)
14 September **Thursday**	**Project 1 Final Presentation & Submission (20%)**	Presentation	Design (Drawings + Models)
Week 3	2	8	8

References:

1. Aldo van Eyck and the City as a Playground
   https://merijnoudenampsen.org/2013/03/27/aldo-van-eyck-and-the-city-as-playground/
2. Assemble Studio:
   http://assemblestudio.co.uk/
3. ROTOR:
   http://rotordb.org/

4. Playscapes blog:

    http://www.play-scapes.com/

5. Rural Studio:

    http://www.ruralstudio.org/

6. Playground Design on Dezeen:

    https://www.dezeen.com/tag/playgrounds/
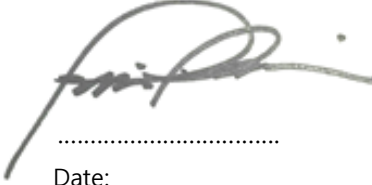
Prepared by:	**Checked by:**	**Approved by:**
Ahmad Nazmi Anuar	**Prince Favis Isip**	**Mohd Adib Ramli**
………………………	………………………	………………………
Date: 24/08/2017	Date:	Date: 28/8/17
Module Coordinator:	Stream Coordinator	Programme Director
Email: AhmadNazmi.MohamedAnuar@taylors.edu.my (Design Studies)		

Remarks:

1. The project brief is to be distributed to the students in the first week of the semester.

2. Any changes to the project brief shall be communicated (in writing) to the Programme Director and the approved revised version must be communicated to the students

PROJECT 1 FINAL SUBMISSION (**20% of final marks**)

ASSESSMENT RUBRIC

CRITERIA GRADE & MARKS	**Programmatic response** (fulfilling criteria of the required programme; design respond to user needs)	**Poetic response** (consideration of the qualities of the environment to inform the user experiences of the architecture)	**Contextual response** (consideration of environmental and socio needs which informed architectural spaces and form)	Level of **craft** and quality of model and drawings	Verbal and visual **presentation** to communicate and visualize architectural design and ideas
A (75 – 100%) – EVIDENCE OF OUTSTANDING DEMONSTRATION	3 - 4	3 - 4	3 - 4	3 - 4	3 - 4
B (60 – 74 %) – EVIDENCE OF GOOD DEMONSTRATION	2.4 – 2.9	2.4 – 2.9	2.4 – 2.9	2.4 – 2.9	2.4 – 2.9
C (50 – 59%) – EVIDENCE OF SOME DEMONSTRATION	2 – 2.3	2 – 2.3	2 – 2.3	2 – 2.3	2 – 2.3
D (40 – 49%) - EVIDENCE OF NEARLY DEMONSTRATION BUT NOT QUITE ACCEPTABLE	1.6 – 2.2	1.6 – 2.2	1.6 – 2.2	1.6 – 2.2	1.6 – 2.2
F (0 – 39%) – INSUFFICIENT EVIDENCE	0 – 1.5	0 – 1.5	0 – 1.5	0 – 1.5	0 – 1.5