



BODY & SPACE

MODULE OUTLINE

Architectural Design Studio I
(ARC 60105)

Lead Lecturer :

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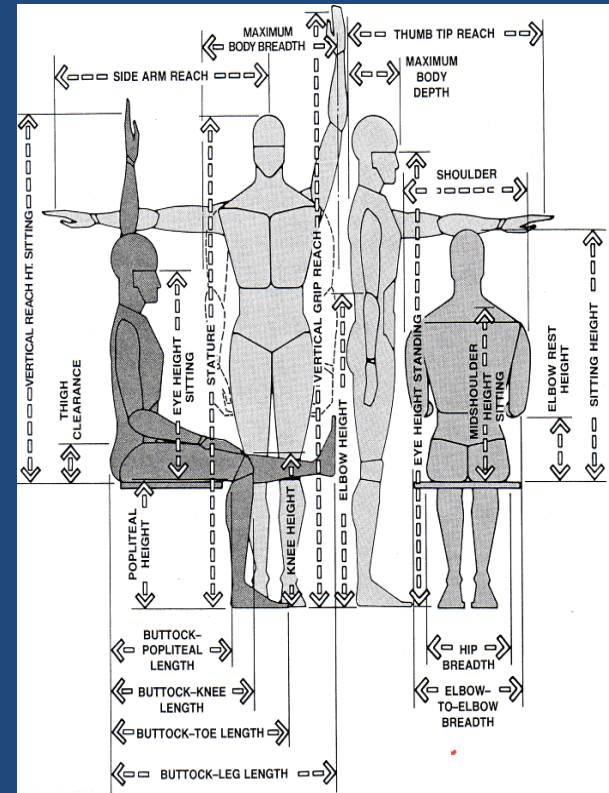
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March 2016 Group

Architectural Design Studio 1 [ARC 60105] is structured as an introduction to architectural design. Themed “Body and Space”, this studio aims and emphasizes to present and explore design through the expression of the ‘self’ and the body through the spaces created through design.



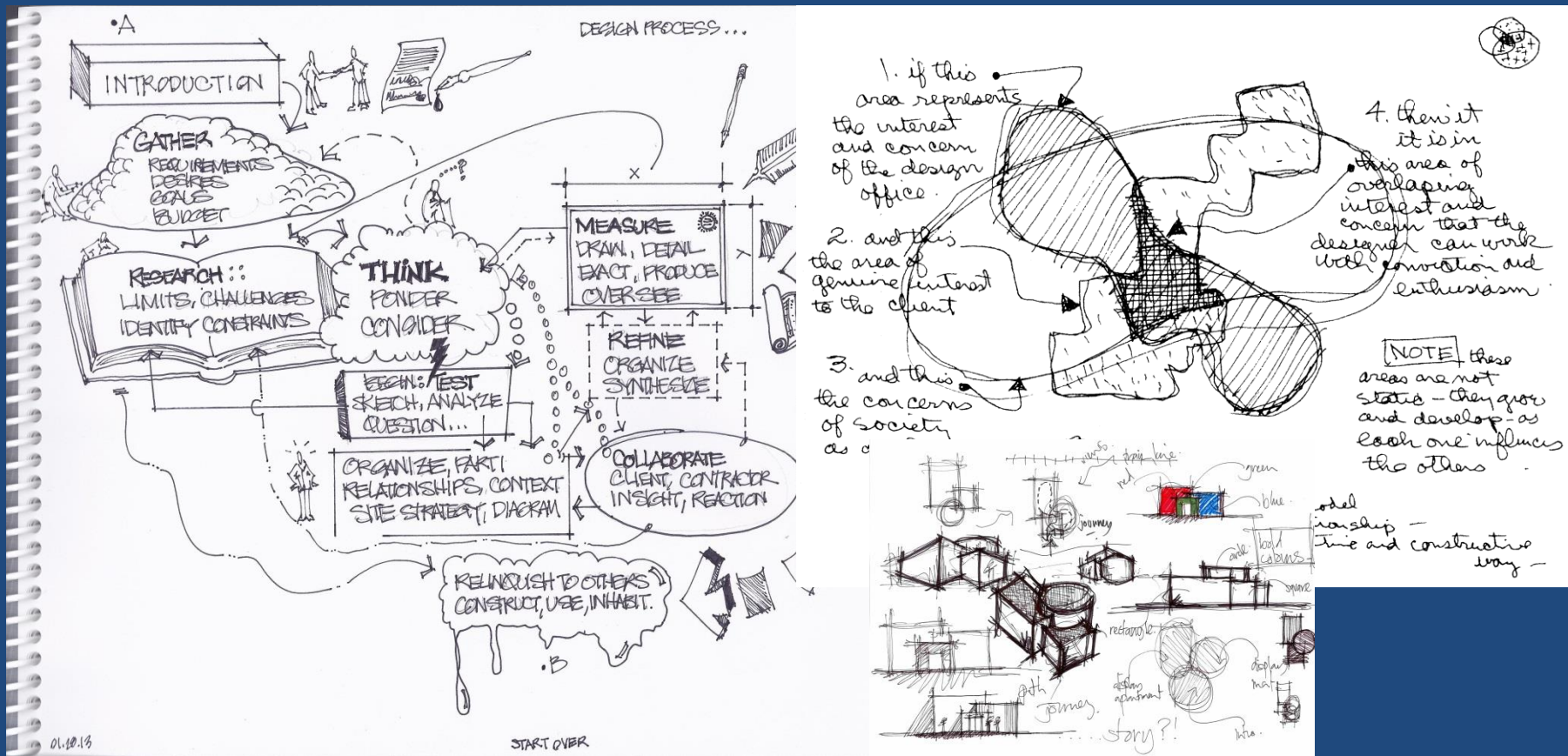
- Anthropometrics
- Ergonomics
- Proxemics
- Kinesthetics

body dimension
user comfort level
culture & behaviour
sensory perception

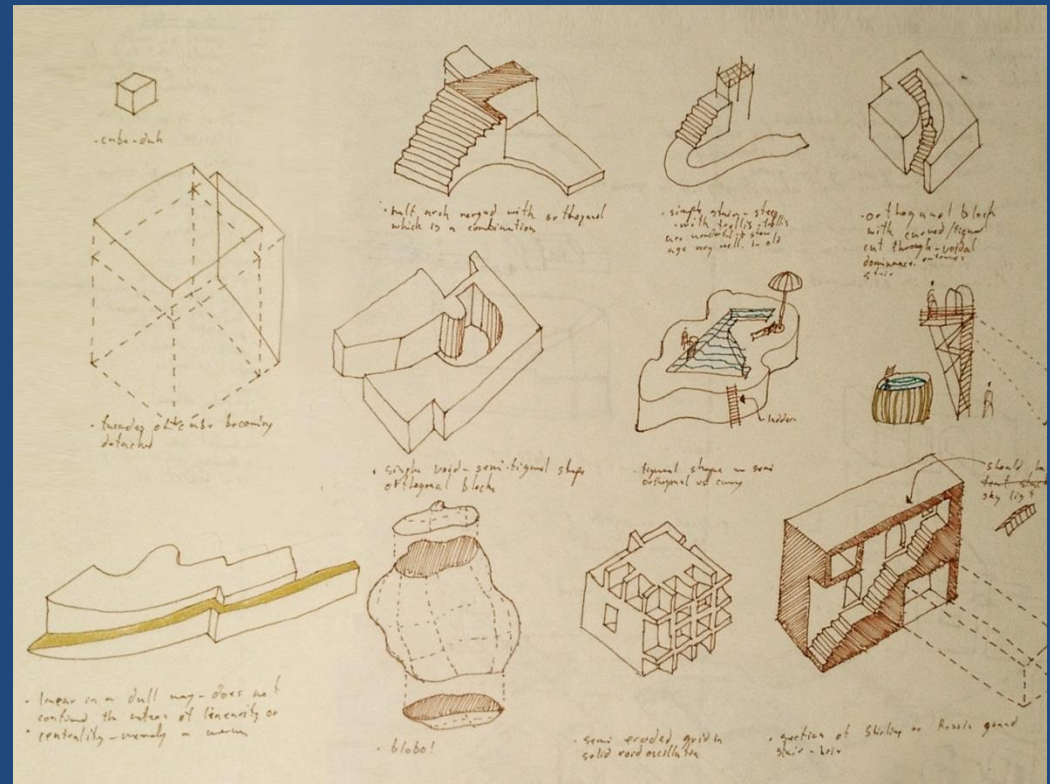
Learning Emphasis of Architectural Design Studio 1



- Maximize the Studio-Based Learning (SBL) Setting/Environment
- STUDIO: E.03.02- E.03.05
E3.13, E3.01



- understanding the design processes (from initial conceptualization, generating and abstracting ideas to storytelling in learning how to write a design narratives and eventually experiencing spaces and bringing it to life through visualization and Imagineering).



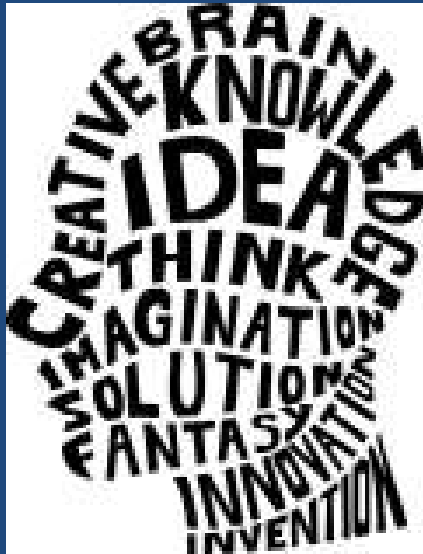
- Maximize utilization of **sketching**, **study modelling** and other preliminary design tools going through the process-oriented approach in developing designs.

Assessment Plan

Assessment Components	Type	Learning Outcome/s	Submission	Presentation	Assessment Weightage
Project 1	Individual	1,2,5	Week 3	Week 3	10%
Project 2	Group	1,2,3,5	Week 7	Week 7	30%
Final Project	Individual	1-6	Week 13	Week 14	60%
TGC Portfolio	Individual	1-3	Week 16	-	Pass/Fail

Assessment Components

The following points shall be highlighted during the conceptualization, design development and presentation phase; Use of **architectural terminologies** and language that have learned through the course of the lecture series. All projects should incorporate a **design narrative, written explanation** and **conceptual brief** that are made clearly, relevant together with a design solution and presentation that have undergone **rigorous design thinking** processes, creative interpretation through and drawings.



Project 1 Self-Expression through Object ‘REPRESENTING ME ‘

This ice-breaking design project is an introduction of the basic methods and approaches in generation of ideas and conceptual narratives.

Interpreting ‘*self*’ (personality and character) through an abstracted idea in a form of a ‘three-dimensional artwork’ (mask, glove, sculptural form, object and other 3D means.

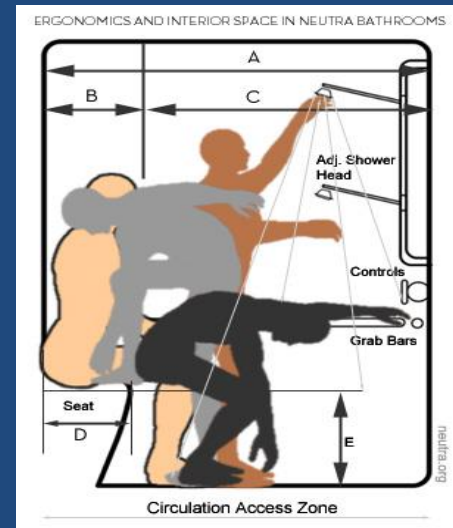


Project 2: Self Representation through Architectural Space 'ME IN SPACE'

The main aim of Project 2 is to expand the interpretation of one self and heighten the awareness of students about the human body, interaction of space and body, and explores the role of reasoning and logic in shaping the form and space. Secondly, it is group work to allow collaborating of ideas.

2a: 'The Shell' Interim Submission

2b: 'Furniture' 1:1 Model & Final Submission





Project 3: Dream space for the User "SPACE FOR THE SELF"

1. Students are required to design a space for you by **attaching it to the walls/surfaces** of an imagined 'city' on an **empty abandoned lot in between two buildings**. The space is to fit **the specific needs of the user**; as a hideout space for viewing, dreaming, relaxing space and others. Design should best fits the personality, occupation and character of the person that the user you are designing for.

3a: Narrative 3b: Interim Submission

3: Final Submission

SUBMISSION SCHEDULE

SEMESTER 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Architecture Design Studio 1															STUDY WEEK	EXAM WEEK
Project 1a	Representing ME															
Project 1b			ME in SPACE													
Project 1c				'Space for the SELF' (Dream space for Self)												

Project 1: Week 3 (11th April 2016)

Final

Interim : Week 5 (25th April 2016)

Interim Exploration

Project 2: Week 7 (11th May 2016)

Final

Project 3a: Week 9 (25th May 2016)

Narrative

Project 3b: Week 11 (13th June 2016)

Interim

Final Project: Week 14 (11th July 2016)

Final Review

Lecture

Venue: LT 21

Time: 8:00 AM-10:00 AM

Topic	Week	Date	Lecturer
1 Generating & Abstracting Ideas	2	4 Apr	FK
2 Self in Space	3	13 Apr	NKS
3 Elements and Principles of Design	4	18 Apr	CSM
4. Applying Principles in Architecture	4	18 Apr	SFL
5. Prototyping, Fittings & Assemblies	5	27 Apr	CYY
6. Design Process & Exploration	5	27 Apr	TWK
7. Effective Storyboard & Design Narrative	9	23 May	SN
8. Architecture : The Art of Experience	10	01 June	RZ
9. Materiality in Architecture	11	10 June	NA
Project Briefing	1,3,8	28 Mar	PFI
		13 Apr	PFI
		23 Apr	PFI

Note: Subject to change at short notice

Tutorial Log sheet

- Please bring every meeting.
- Log the progress and dev't you've shown to your tutor.
- Make sure your tutor signed and commented.
- Keep extra copy. Soft copy is okay incase of lost.

Keeping abreast with module whereabouts

- Download briefs, module outline, assessment sheets, tutorial log sheets, Periodical or Project grades in Times/Facebook.
- Visit library regularly for research.

Pin ups

- Are done 8:00AM-8:15AM for Project 1 & 2 Final presentations and for Interim presentation.
- Smart Casual or Business Casual Attire or Business Attire

Review

- Only for Final (Project 3) submission.
- Smart Casual or Business Casual Attire or Business Attire