New York City College of Technology – City University of New York
300 Jay Street, Brooklyn, New York 11201

Department of Architectural Technology

ARCH 2410 **Architectural Design IV**
1 Classroom hour, 6 lab hours, 4 credits
Tuesday & Friday 2:30 pm – 5:25 pm

Instructor: Professor: W. Valdez email: **Wavearchitecture@gmail.com**
Office Hours: Tuesday 1:30 am to 2:30 pm Architecture Conference Room

Course Description: The architectural process involved in designing small to medium size projects for specific building types. Scope covers initial research and analysis, program development, flow diagrams, schematic design, and massing studies through final presentation. Final presentations will include drawings and models reviewed by a design jury.

There will be three projects and a final portfolio. Research papers, 2D and 3D drawings, and physical study models and final models will be utilized in program development, design and presentations. Each student will also participate in building one of the site models for the projects.

Prerequisites: ARCH 2311 with a grade of C or higher

Suggested Text: *Form Space & Order* by Francis D. K. Ching (published by Wiley)

Attendance Policy: No more than 10% absences are permitted during the semester. For the purposes of record, two latenesses are considered as one absence. Exceeding this limit will expose the student to failing at the discretion of the instructor.

Grading:

Attendance and participation	10%	
Project 1	20%	
Project 2	30%	
Project 3	30%	
Final Portfolio	10%	

A final grade of C or higher is required in this course to use it as a prerequisite for subsequent courses.

Academic Integrity: Students and all others who work with information, ideas, texts, images, music, inventions and other intellectual property owe their audience and sources accuracy and honesty in using, crediting and citation of sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, Academic Dishonesty is prohibited in The City University of New York and is punishable by penalties, including failing grades, suspension and expulsion.

Learning Objectives:

1. Understand the hierarchy of solving simple architectural problems.
2. Conduct initial research, including building type, functional requirements, design precedents, historic and physical context, materials and technologies.
3. Apply basic concepts of site analysis: topography, views, weather, sun, water, site circulation, zoning, and urban context.
4. Understand how to develop a building program: flow diagrams, space planning, analysis of the important design elements, massing studies.
5. Understand and apply basic architectural concepts of parti, human scale, spatial experience, structure, materials and building envelope design.
6. Develop architectural ideas from preliminary through final design and make an effective presentation, including drawings and models.

Assessment: Students will be given research and design projects that test their ability to:

1. Utilize reference sources, identify and analyze appropriate precedents, and describe the functional requirements for 2-3 specific building types.
2. Identify the significant components of a proposed building site, set priorities, and develop a building design that responds appropriately to site conditions.
3. Demonstrate, in weekly critiques, a logical design process, beginning with sketch diagrams representing spatial requirements and functional relationship, and proceeding to massing studies utilizing 3-dimensional models.
4. Derive and apply a clear organizational idea, or parti to their creative process and final design.
5. Integrate basic architectural concepts of human scale, spatial experience, structure, materials and building envelope design.
6. Produce an effective presentation, including drawings and models.

Course Outline

Project 1: Pavilion
- 3 weeks
- *parti-driven*, small project for a specific site (limited functional requirements)
- emphasis on representing clear idea/parti with appropriate site responses

Project 2: Health Club
- 6 weeks
- *function-driven*, medium size project on a specific urban site
- emphasis on successful arrangement of the program in the building and on the site.

Project 3: Museum
- 6 weeks
- *form/theme-driven,* medium size project on a specific urban site
- emphasis on the quality of interior spaces

Portfolio
- Edited compilation of the work of the semester
- Include all projects with descriptions and images
- Format pages and entire document with table of contents and numbered pages.