

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

Department of Architectural Technology

ARCH 2310

Architectural Design III

Summer 2016

Class times: M,Tu,Wed,Thr,Fr (V812) 8:30am-12:35pm
Instructor: Prof. Jason Montgomery, NCARB LEED AP
E-Mail: jmontgomery@citytech.cuny.edu
Office: V205
Office Hours: by appointment

Course Description: This course is an exploration of abstract architectural design theory in the expression of three-dimensional space. The creation of comprehensive architectural design projects are developed following a building program and incorporating elements of site, enclosure, structure, material and technology. Design concepts and vocabulary are introduced and strengthened through design projects. A juried presentation will take place at the completion of each project.

Course context: This course is the first semester of design after students have had two semesters of design foundations. *Students are expected to demonstrate the knowledge acquired in ARCH 1210 and ARCH 1291 in this course.*

Prerequisites: ARCH 1210 and ARCH 1291 both with a grade of C or higher

Pre- or co requisite: ARCH 1250

Suggested Text: Ching, Francis X. *Form Space & Order*. John Wiley and Sons, 2007.

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.

Course Structure: This course is a design studio. There will be lectures, a combination of one on one desk critiques, small group reviews and presentations. Students will be responsible for working in class and for completing their work outside of class hours. There will be three projects during the semester.

Grading:	Project 1	15%
	Project 2	35%
	Project 3	50%

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

Upon successful completion of this course, the student will:

1. **Understand** the impact horizontal and vertical circulations have on the perception of architectural space and **apply** it to design. (Knowledge)
2. **Demonstrate** an ability to design based on a concept. (Knowledge)
3. **Develop** parti concepts and diagrams into schematic level drawings. (Knowledge)
4. **Understand** the difference between solid and void and positive and negative spaces and **apply** it in 2D and 3D designs. (Knowledge)
5. **Distinguish** between media and **determine** the appropriate method and media required to complete a drawing or model. (Gen Ed)
6. **Communicate** ideas and information both verbally and through writing. (Gen Ed)
7. **Research** and **practice** information literacy skills by researching precedents. (Gen Ed)
8. **Apply** quantitative analysis to design. (Gen Ed)
9. **Produce** orthographic, axonometric, perspective, and architectural vignette drawings. (Skill)
10. **Utilize** analogue and digital media to create drawings and models. (Skill)
11. **Synthesize** site circulation, zoning, urban context, and views to design. (Skill)
12. **Synthesize** construction types, hierarchy, and light to building design. (Skill)

Assessment

To evaluate the students' achievement of the learning objectives, the professor will do the following:

1. **Review** students' creative process (initial sketches through to the final project) by means of frequent pin-ups.
2. **Assess** the students' use of professional vocabulary during oral presentations.
3. **Review** students' written descriptions of design work and feedback.
4. **Review** students' ability to incorporate circulation paths and plan organizations into a design.
5. **Review** students' ability to incorporate a concept into their design work.
6. **Review** students' accuracy with applying quantitative information to a design scheme.
7. **Review** students' ability to synthesize circulation, zoning, urban context, and views into a design.
8. **Review** students' ability to synthesize construction types, hierarchy, and light into building design.

PROJECTS and DURATION

- **Project 1:** Parti Diagramming 1.0 weeks
- **Project 2:** Dwelling in the Woods 2.5 weeks
- **Project 3:** Neighborhood Library 2.5 weeks

For Week to Week Details / Weekly Assignments see Course Planner