Module Definition Form (MDF)

Module code: MOD008410	**Version:** 2 **Date Amended:** 28/Jul/2022

1. Module Title
Design Studio B1 (Architecture)

2a. Module Leader
Carla Molinari

2b. School
School of Engineering and the Built Environment at Anglia Ruskin University

2c. Faculty
Faculty of Science and Engineering

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	**Module Code**	**Module Name**	**Condition**
Pre-requisite:	MOD007741	Design Studio A1 (Architecture)	Compulsory
Pre-requisite:	MOD007743	Design Studio A2 (Architecture)	Compulsory
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Architecture		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

This module, together with the module entitled Design Studio B2, has been designed to give students an opportunity to confront the complexity of an architectural project aimed at integrating within a coherent whole: the wider social, political and cultural context shaping the project's agenda; the technical and technological aspects of construction and their influence on the formal conception of the project; the response to the needs of inhabitation and the occupant's specificities; the mutual relations between buildings and site; the obligation towards environmental awareness, building safety and the sustainable technical underpinnings of a design proposal including reduction of carbon footprint and optimisation of land use giving priority to considering building on the built, brownfield sites, and infill sites. The module offers the students a first stage of understanding of such integration by building on the skills learnt in previous design modules at Level 4 as well as on the knowledge therein gained of architecture's cultural context (history and theory of architecture) and fundamental technologies. The design briefs confront the students with small-scale architectural projects that increase in scale and scope through the year. They also offer the students a chance to deal with the complexities of a real site and help them develop skills of site analysis and understanding of the mutual influences between buildings and their surroundings. Engagement with external bodies such as local authorities and community groups contributes to the definition of live briefs for the module. Learning in the module develops through a combination of: lectures by the module tutors and/or invited guests on aspects of design at different scales from urban to building to detail scale; precedent case studies analysis; site studies, mapping and analysis; formal explorations of design solutions through a range of different media including 2D and 3D drawings and physical models; and various opportunities for formative feedback in the form of presentations, pin-ups, interim reviews and group and individual tutorials. Students will work both in groups and individually, thus also developing fundamental skills of workload balancing and teamwork. As with other studio-centred modules, this module is based on studio engagement, site visits (as appropriate), tutorials, and joint staff/student reviews. This module encourages the development of core employability skills especially those related to design development and presentation in the field of architecture practice.

6b. Outline Content

- Brief analysis and contextual studies including appreciation of planning policies, historical data, socio-economic factors and statistics

- Design issues, concepts and generators

- Case studies of architectural precedents

- Study visit(s) to architectural sites of interest in the UK and case study of precedents

- Investigation of social, cultural and physical contexts of the built environment

- Contrasting and complementing projects in their surroundings

- Manipulation of design solutions and efficient economy and environmental performance

- Details, joints, assembly, modular co-ordination and specification

- Sketch design and 2D drafting techniques

- Physical and digital model-making techniques

- Learning and managing work in groups

- Developing professional technical and presentation skills

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Design Studio

7. Learning Outcomes (threshold standards)		
No.	**Type**	**On successful completion of this module the student will be expected to be able to:**
1	Knowledge and Understanding	Create and prepare architectural designs, working with the existing site and taking into account the wider context of the proposal.
2	Knowledge and Understanding	Demonstrate knowledge of the cultural, social and intellectual histories, theories and technologies that influence the design of buildings by developing design projects which reflect the influence of history and theory on the spatial, social, and technological aspects of architecture. This knowledge will be evidenced through the application of appropriate theoretical concepts to studio design projects, demonstrating a reflective and critical approach.
3	Knowledge and Understanding	Integrate knowledge of structural theories and construction techniques and the physical properties and characteristics of building materials, components and systems, including the environmental impact of specification choices and issues of building safety.
4	Intellectual, practical, affective and transferrable skills	Create and evaluate a design brief, taking into account the understanding of the place, and providing examples of relative precedents to the function, organisation and technological strategy.
5	Intellectual, practical, affective and transferrable skills	Demonstrate visual communication skills using a variety of media and techniques, and develop a conceptual design approach which reflects a critical understanding of architectural precedents and artistic influences.
6	Intellectual, practical, affective and transferrable skills	Review precedents relevant to the function, organisation, and technological strategy of design projects

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	**Hours**	**Learning Outcomes**	**Details of Duration, frequency and other comments**
Lectures	12	1-6	1 hour per week of lecture and/or guest presentation
Other teacher managed learning	84	1-6	7 hours per week of studio-based activities including tutorials and reviews
Student managed learning	204	1-6	17 hours per week
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
010	Coursework	1-6	100 (%)	Fine Grade	40 (%)
Component 1 - Portfolio of developed design proposal including illustrative text of proposal and architectural drawings. 3000 words equivalent. Component 2 - Portfolio of developed design proposal including illustrative text of proposal and architectural drawings. 3000 words equivalent.					

Assessment components for Element 010				
Component No.	**Assessment Title**	**Submission Method**	**Weighting (%)**	**Components needed for Mark Calculation?**
010/1	Portfolio of design project 1 (3000 words equivalent)	Canvas	50 (%)	All
010/2	Portfolio of design project 2 (3000 words equivalent)	Canvas	50 (%)	

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]