

College of San Mateo
Official Course Outline

1. **COURSE ID:** ARCH 210 **TITLE:** Design I: Introduction to Architecture, Environmental Design, and the Design Process

Units: 4.0 units **Hours/Semester:** 48.0-54.0 Lecture hours; 48.0-54.0 Lab hours; and 96.0-108.0 Homework hours

Method of Grading: Letter Grade Only

Prerequisite: Completion of or concurrent enrollment in ARCH 120

2. **COURSE DESIGNATION:**

Degree Credit

Transfer credit: CSU; UC

3. **COURSE DESCRIPTIONS:**

Catalog Description:

An introduction to architectural and environmental design with emphasis on critical two and three dimensional thinking utilizing visual, graphic, written, and three-dimensional analysis. Explores principles and relationships of form and space with people and place, scale, proportion, order, contrast, balance, and unity. Design exercises allow students to explore and manipulate ordering elements in architecture, essential principles of architectonic form including order, shelter, enclosure, light, texture, place, solids/voids, hierarchy and circulation/movement. The relationship and value of the design process and design decisions on human existence is interwoven through the semester's work. Includes introduction of exemplar buildings and environments including significant movements and theories in design and architecture history as well as indigenous cultures. Studio design exercises provide an introductory exposure to the means of design communication and craft, including verbal, written, hand graphic and three-dimensional object model building skills. Graphic supplies required. A materials fee in the amount shown in the Schedule of Classes is payable upon registration.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**

Upon successful completion of this course, a student will meet the following outcomes:

1. Demonstrate an awareness and understanding of design as a problem solving process that involves elementary problem definition/understanding, goal setting, solution seeking alternatives, evaluation and execution.
2. Discuss environmental design issues with a greater social and artistic awareness and sensitivity.
3. Express an awareness of and be able to use proportion, scale, unity, contrast and order.
4. Use graphics and drawings to express, analyze and communicate information, concepts, ideas and design intentions.
5. Build elementary three dimensional models to analyze form and express or communicate design intent and solution.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**

Upon successful completion of this course, a student will be able to:

1. Demonstrate an awareness and understanding of design as a problem solving process that involves elementary problem definition/understanding, goal setting, solution seeking alternatives, evaluation and execution.
2. Discuss environmental design issues with a greater social and artistic awareness and sensitivity.
3. Express an awareness of and be able to use proportion, scale, unity, contrast and order.
4. Use graphics and drawings to express, analyze and communicate information, concepts, ideas and design intentions.
5. Build elementary three dimensional models to analyze form and express or communicate design intent and solution.

6. **COURSE CONTENT:**

Lecture Content:

1. Role of the Architect and the nature of architecture in society
2. Design as process, sequence investigation
3. Research assignment
4. Place Making & Site Planning

5. Perception and design process
6. Composition & development
7. Horizontal and vertical lines
 - A. part 1: b&w lines
 - B. part 2: textures
 - C. part 3: color
 - D. part 4: 3d model

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Discussion
- D. Guest Speakers
- E. Other (Specify): Lectures to introduce new topics, with instructor's verbal presentation of material supplemented by appropriate still images, video, and class discussion. Design studio (lab) involves both presentation of concepts by the instructor and hands-on exploration and development of creative work by students working individually and in teams. Lecture and presentation of concepts and principles are combined with design problems/opportunities requiring design exploration, research, and both verbal and graphic presentations with focused attention to historical, environmental and cultural considerations and the design process. Where appropriate, models and other three dimensional studies are used to reinforce analytic/aesthetic solutions as are readings and research problems with reports that require critical analysis. Periodic overlap and review of previously presented course work is used to reinforce understanding, retention and appreciation of subjects presented. Guest speakers and films can be introduced to the class to reinforce principles and concepts. Hours by arrangement are devoted to continued student work on project models and presentations. Students work in the architecture studio (currently 19-114) under the supervision of an architecture faculty member. In addition to receiving guidance from the faculty member, students benefit from observing and critiquing each other's work in progress. Many projects require tools and workspace that may not be available to students outside the studio.

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

Design studio (lab) involves both presentation of concepts by the instructor and hands-on exploration and development of creative work by students working individually and in teams. Lecture and presentation of concepts and principles are combined with design problems/opportunities requiring design exploration, research, and both verbal and graphic presentations with focused attention to historical, environmental and cultural considerations and the design process. Where appropriate, models and other three dimensional studies are used to reinforce analytic/aesthetic solutions as are readings and research problems with reports that require critical analysis.

Reading Assignments:

Selective readings from the textbook are assigned to reinforce or support the design topic(s) being explored in the studio lecture and lab. These may include concepts of architectural & spatial composition, the process of design, analyzing exemplar buildings and elements of human experience in architecture.

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Work
- B. Homework
- C. Oral Presentation
- D. Portfolios
- E. Projects
- F. Research Projects
- G. Oral and visual presentation of completed projects before faculty and peers. Written research papers and projects. Portfolio review at end of semester. Verbal and graphic presentations with attention to historical, environmental and cultural considerations and context. Demonstration of a basic understanding and awareness of the process of design. Design projects will be evaluated on the quality of the concept, the development of concept, and the execution and presentation of the solution(s).

10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- A. Erwine, Barbara. *Creating Sensory Spaces, The Architecture of the Invisible*, 1st ed. Routledge, 2016
- B. Rasmussen, Steen Eiler. *Experiencing Architecture*, ed. MIT Press, 1964
- C. Unwin, Simon. *Analyzing Architecture*, 5th ed. Routledge, 2020

Origination Date: September 2020

Curriculum Committee Approval Date: September 2020

Effective Term: Fall 2021

Course Originator: Alena Reyes