

**Number & Title of Course:**

ARCH 3050 Design IV: Urban, 6 credits

**Course Description:**

This course explores architectural design within the urban setting. Topics Include urban design, historic preservation and the social impact of the built environment.

**Course Goals:**

- To engage students with built environment of the “urban community” in the Fairmont area.
- To develop an understanding of the design considerations necessary to respond to the context of the urban fabric.
- To understand the integration of new construction within the context of a historic environment with respect to zoning ordinances.
- To build abstract relationships and understand the impact of ideas based on the study and analysis of multiple theoretical, social, political, economic, cultural, and environmental contexts.
- To be able to use a diverse range of skills to think about and convey architectural ideas, including writing, investigating, speaking, drawing, and modeling.
- To comprehend the technical aspects of design, systems, and materials and be able to apply that comprehension to architectural solutions.

**Course Objectives:**

- Student will demonstrate the ability to use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards
- Student will demonstrate an understanding of the diverse needs, values, behavioral norms, physical abilities, and social and spatial patterns that characterize different cultures and individuals and the responsibility of the architect to ensure equity of access to sites, buildings, and structures.
- Student will demonstrate the ability to respond to site characteristics, including urban context and developmental patterning, historical fabric, soil, topography, ecology, climate, and building orientation, in the development of a project design.

**Student Performance Criteria addressed:**

A.2. Design Thinking Skills

A.8. Cultural Diversity and Social Equity

B.2. Site Design

C.1. Research

**Topical Outline:**

Historic and Cultural Research (30%) Codes and Guidelines (10%)

Urban Design (40%) Modeling, Graphic Representation (20%)

**Prerequisites:**

ARCH 3000 Design III: Site

**Textbooks/Learning Resources:**

*Architectural Graphic Standards: Student Edition, 12th Edition*

Allen, Iano, *The Architect's Studio Companion: Rules of Thumb for Preliminary Design, 6th Edition*

Francis Ching, *Building Construction Illustrated, 5th Edition*

Additional readings from a variety of sources beyond these texts will be assigned and posted on Blackboard.

2-D/3-D computer software, Sketch Book, Modeling Supplies

**Offered:**

Spring, Annually

**Faculty assigned:**

Kirk L Morphew, Professor of Architecture

