[redacted] General Class Information

[redacted]

Kevin's Interests & Personality

Architecture & Computer Technology

Perfectionist

Always Changing

Kevin's Commitment to Students

Be as fair as possible

Lead the class in learning activities

Help each student stretch to higher levels

Provide as much ***fun*** as possible

Kevin's Expectations of Students

Perfection / Professionalism in all assignments and activities

Thirst for knowledge (B and A students)

Keep track of own assignments without being asked or reminded

Attend every class via WebEx or get notes

Responsible for everything covered

Late Homework

Accepted

Penalized up to 20% for every 24 hours

Grading

An E grade is what a student is entitled to

A = Perfect / Exceptionally Above Req.
B = Very Good / Above Req.
C = Good / Meets Req. (industry standard)
D = Fair / Not Too Good / Below Req.
E = Failing / Poor / Far Below Req.

Final Grade Percentage Breakdown

There is a fair breakdown of homework, projects, pop quizzes, exams, etc.

Canvas

Most, if not all assignments are given and turned in via Canvas

Students are required to set notifications and check Canvas frequently as changes are made quite often.

Course assignment dates are from previous terms and the pace of the class might vary – dates are updated as the course progresses

College Syllabus

Check CANVAS College Syllabus for SLCC policies, etc.

Workshop III Course Syllabus
Arch 2620

Course Description

Study of intermediate design principles

Continued development of the design process

Study of design elements as users, function, program, and site context

Study of construction materials and color

Study of analog and digital presentation and jury critiques

Course Goals

Develop skills at creative problem solving and designing form and space within a real site context

Develop skills at presenting and critiquing design work

Develop teamwork skills

Develop an appreciation for existing architectural design and its influence

Course Objectives

Able to perform various objectives to demonstrate knowledge and expertise in the topics covered such as:

Parti selection and development

Subtractive design

Color & material usage

Professional participation in critique and analysis of others' design work

Professional craftsmanship in drawing, making and building in different media

Critical design analysis and diagramming

Presentations – graphic and verbal

Course Methodology

Lectures – approximately 2 hours a week

Lab – approximately 3 hours a week

Application of principles through projects

Design projects will build on each other and will incrementally add design principles to student's repertoire

Time Commitment / Expectations

Students should plan for at least 6 hours of homework each week

Drawing, Making & Modeling take longer than anticipated and should be accounted for by analyzing actual required time to personally complete projects and budget accordingly

Assignments / Projects / Exams

See Canvas for various design and research assignments and schedule. Note that things can change, so check Canvas often or have it alert you when changes are made

Books

None required

Recommended to review architectural designs on the Internet for inspiration

Supplies

As needed for projects and homework such as:

Sketchbook / Design Book
Cutting mat
Metal straight edge
Modeling equipment
Modeling materials
Presentation boards
Drawing supplies (pencils, inks, etc.)
Flash drive, hard drive or similar