

Broward Community College
Department of Architecture and Design

Robert E. Burghardt, R.A.
2006-2007 Winter Semester

Course Syllabus ARC 2304 Architecture Design IV
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Course Title: Architectural Design IV
Course Number: ARC 2304
Credit Hours: 5
Contact Hours breakdown: Lecture 16; Lab 128; Contact hours/week 9
Pre/Co-requisites: ARC 2303 Design 3 (C or higher); ARC 2461 Materials/Methods

BCC Catalog

Course Description: This course covers the development of architectonic conceptual ideas from program requirements and contextual factors as generators of architectural design. Architectonic principles of enclosure, massing, articulation of form, proportions, geometry, scale and structures are applied in the development of imagery for building design. A portfolio is created from each student's best work for the purpose of transfer admission to a university.

Narrative: This is the final design studio before advancement into an upper level curriculum. The basis of the class is how to shape space with ideas and understand the combinations of programmatic issues with external factors as learned in Design III. Each student should adapt the portfolio requirements from their desired school(s) for their portfolio assignment.

Required Text: Le Corbusier: An Analysis of Form. Geoffrey Baker, New York: Van Nostrand Reinhold, 3rd Edition, 1996. 0-419-16120-1.
The Portfolio. Katerina Ray, Oxford: Architectural Press, 2003. 0-7506-5764-2.
Portfolio Design. Harold Linton, New York: WW Norton and Co., 3rd Edition, 2003. 0-393-73095-1.

Reference Text: Space Adjacency Analysis. Edward White, Tucson, Architectural Media, 1986.
Architecture: Form, Space and Order. Frank Ching, New York: John Wiley and Sons, 2nd Edition, 1996.
Architectural Graphics. Frank Ching, New York: John Wiley and Sons, 4th Edition, 2002.
Drawing and Perceiving: Life Drawing for Students of Architecture and Design. Douglas Cooper, New York: John Wiley and Sons, 1992.
Drawing, The Creative Process. Frank Ching, New York: John Wiley and Sons, 1997.
Design Strategies in Architecture: An Approach to the Analysis of Form. Geoffrey H. Baker, Routledge, 2nd Edition 95.
Designing with Models. Criss B. Mills, Wiley, 2nd 06.
Design Drawing. Frank Ching, New York: John Wiley and Sons, 1998.

Precedents in Architecture. Roger Clark and Michael Pause, New York: Van Nostrand Reinhold, 1985.

Instructor:

Robert E. Burghardt
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Master of Architecture, School of Architecture and Community Design,
University of South Florida, 1998.

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Consultations:

Immediately after class or by appointment.

Attendance:

Students must be punctual and attend all classes. If the student misses two (2) consecutive classes or the student has four (4) or more non-consecutive absences without a documented medical reason or family emergency leave, then they will receive an "F". It is up to the student to fill out the proper paperwork with the college if they are withdrawing from the class. If you are going to miss class, you need to call me prior to scheduled class time.

Project due dates will be enforced and no late submissions will be accepted or critiqued; unless, the student has a documented medical reason or a family emergency leave. Students are expected to come to class prepared for critiques and to work.

Performance Evaluation:

The pace of the studio class will be swift; as such, time management will be critical. An architectural studio class requires a vast amount of time outside of class. Be aware that the student must adjust their schedules for the required work and assignments. Extracurricular activities and work will not be an excuse for not being prepared each class and not fulfilling all of the requirements for presentations. INSTRUCTOR RESERVES THE RIGHT TO NOT ACCEPT LATE WORK.

Project Portfolio	15%
Project Final:	50%
Development Assignments (2% each):	20%
Participation and Attendance:	15%

An evaluation sheet will be used for the projects: each category will have an excellent, above average, fair or average, poor, very poor and not-included rating which will determine the score. For example: an "excellent" will be given a score of "5" and an "average" will be given a score of "3". All of the points are added and divided into the maximum possible score. This percentage is multiplied by the number of points toward the final grade. The development assignments will be given merit accordingly: "2" for complete, "1" for incomplete and "0" for not turned in on time. Points for participation and attendance are based on class time

management, showing up on time, attendance, attitude, willingness to learn and to accept criticism, degree of improvement and the ability to work with others. At the end of the semester, the points will be added and assigned a letter grade corresponding to the appropriate A to F criteria:

A	90-100	Exceptional work
B	80-89	Above average work
C	70-79	Average class standard
D	60-69	Deficient work, below standards
F	below 60	Failure
X	audit	

Materials: Materials include, but are not limited to, drafting equipment, writing instruments esp. inking, sketching journal (preferably hardcover), tracing paper, vellum, mylar, balsa and bass wood, foam core, and chipboard. **Students must be prepared to work on their projects during studio hours- work during class directly affects the grade.**

Student Regulations: As stated in the Broward Community College Catalog, students are expected to strictly adhere to “academic honesty” and not to breach copyright laws. Students are required to act as not to disrupt the academic performance and education of another. It is up to the student to understand all the rights and obligations in the Broward Community College Catalog. Remember, your education is dependent upon what you put into it.

Computer Use: **No computer drawings and renderings will be allowed in this studio class.** Computers are only a tool in architectural practice and often hinder the student’s ability to communicate architectural expression. Drawing and model making reinforces the students understanding of three-dimensional space. Three-dimensional space cannot be realized in a cyber-world environment anymore than musicians can learn how to play a musical instrument from a computer program.

Learning the skill of a computer program should not complicate the student’s architectural foundation within a studio environment. You will have opportunities in upper level classes, other classes and professionally to learn the value and appropriateness of the computer.

Note: All assignments and information pertinent to the course will be handed out in class. If you miss class or lose the material, it is your responsibility to obtain the material. For your convenience, I always make an effort to post the material on my website: www.geministudios-miami.com. (Go to: Architecture/College Class Information).