Built Environment

BENV7502 Geodesign

Disclaimer
Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Christopher Pettit
Email	c.pettit@unsw.edu.au

2. COURSE DETAILS

Credit Points	6 units of credit (uoc)
Workload	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
Teaching Times and Location	Find details in timetable http://www.timetable.unsw.edu.au

Description

The goal of this class is to introduce geodesign principles to students. Geodesign is a design and planning method which tightly couples the creation of design, landscape and city planning with simulations informed by geographic contexts, systems thinking and digital technology (adapted from - Flaxman 2012). The objective of this course is to introduce the fundamental theory, concepts, and frameworks of geodesign put forward by Dr. Carl Steinitz (Steinitz 2012). Students will become familiar with the geodesign process by reviewing case studies including specific case study applications.

Aims

Geodesign is a framework designed to support collaborative and non-linear approaches to design and urban planing. By learning geodesign theory and applying the framework to a real-world study area, it is intended that students will;

Gain further insight into the complexities of city planning and design and an understanding of the value of collaborative and non-linear approaches in dealing with such complexities.

Hone practical and transferable skills such as group coordination and project management, communication and negotiation, critiquing design and design methodologies.

Develop a greater understanding of data driven decision support tools to support city planning and design using digital artefacts including geographical information.

Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Define "geodesign" and its goals.

2. Describe the basic historic and contemporary foundations of geodesign theory.

3. Identify a geographic problem and propose a method for solving the problem.

4. Demonstrate a working knowledge of the geodesign process through via collaborative project development.

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Assignment - Progressive Geodesign Assignment	35%	1, 2, 3, 4
2. Test - Mid term Quizzes	20%	1, 2, 3
3. Presention - Group Workshop Presentation	25%	3, 4
4. Tutorial - Participation in Discussion Board	20%	1, 2, 3

4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.