



**UNSW**  
SYDNEY

Australia's  
Global  
University

# Built Environment

IDES4111  
Advanced Studio



Course Outline – Term 1, 2020

## 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

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## 2. COURSE DETAILS

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

## Description

Advanced Studio provides students in the honours year with the opportunity to engage with design projects with a degree of complexity that will help prepare for their own Capstone Project and future design practice. Design projects for exploration will generally be defined with input from an industry partner, providing opportunity for simultaneous consideration of multiple stake-holders, technology, manufacture and a business model. Presentation and evaluation of work will include feedback from industry partners as well as academic evaluation of tasks undertaken.

## Aims

The studio course aims to:

1. To develop academic and applied design research skills;
2. To develop and refine design skills for professional practice;
3. To prepare students for the final capstone design studio in the program; and
4. To undertake design projects with a strong industry context.

## Course Learning Outcomes (CLOs)

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

1. Explore design concepts in projects presenting a high degree of complexity;
2. Make, and test, proof-of-concept mock-ups to gather information in support of research;
3. Design, make and engage in user-testing of representations of exploratory ideas;
4. Integrate digital, visual and physical modelling techniques with efficiency in a considered process of investigation; and
5. Demonstrate capacity to work as a member of a team, employing group decision-making methods and sharing responsibility for delivered outcomes of teamwork.

### 3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Project – Design concept presentations	30%	2, 3, 4, 5
2. Project – Design prototype and testing	30%	2, 3, 4, 5
3. Report – Design documentation	40%	3, 4, 5

### 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.