UNSW | Australia's Global University
SYDNEY

Built Environment

LAND7201

Master Landscape Studio 3: The Public Realm
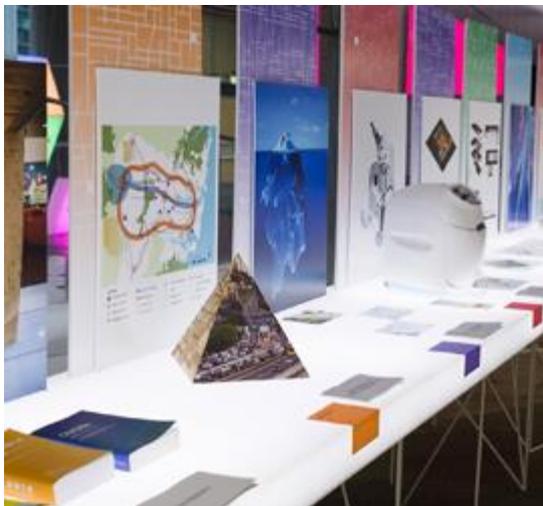
Disclaimer
Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Apro Linda Corkery
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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

Landscape architects are most often engaged in the planning and design of open spaces in the public realm including streets, paths, plazas, parks, waterways and coastal edges.

Through five themes, being: typology, interface, strategies, policy and people, this course examines the varied demands placed on the public realm in an urban context and equips students with approaches to the strategic planning and design of public realm at the precinct scale.

During the course students will develop knowledge in the spatial and functional requirements and user expectations of a range of public realm types and their relationship to each other and built form. Students will learn approaches to public realm policy, strategies and design that responds to various spatial and stakeholder conditions.

Aims

Students will develop knowledge in the spatial, functional requirements, and user expectations of a range of public realm types and their relationship to each other and built form. Students will learn approaches to public realm policy, strategies, and design that respond to various spatial and stakeholder conditions.

The course provides the foundation for precinct scale strategic planning and design skills in preparation for the broader catchment scale design consideration introduced in Master Studio 4: Constructed Ecologies.

Course Learning Outcomes (CLOs)

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

1. Critically analyse and respond to public realm policy documents and stakeholder input to generate design propositions.
2. Demonstrate advanced knowledge of public realm types and the interface between types, built form and precinct context.
3. Apply this knowledge to construct and present public realm design strategies at the precinct scale with embedded detail designs of a range of public realm types that address various spatial and stakeholder conditions.
4. Demonstrate a high level of personal autonomy and accountability in the acquisition of landscape architectural knowledge and skills
5. Demonstrate the ability to work constructively in a team.

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Project 1 : Campus Space Typologies & Interfaces	20%	2
2. Project 2: Public Realm Analysis	25%	1, 4
3. Project 3: Design Project	35%	3. 5
4. Sketchbook/Design Journal	20%	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.