

20.00 credits	240.0 h	Q1 and Q2
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Teacher(s)	Bechet Emilie ;Bulté Marie-Hélène ;Cipolat Francesco ;Delcommune Thierry ;
Language :	French
Place of the course	Bruxelles Saint-Gilles
Prerequisites	<i>The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.</i>
Main themes	<p>The training offered in the Architectural Project 2 workshop explores different facets of architectural work, through a series of projects with defined objectives and in line with the relevant reference points.</p> <p>There is an environmental programme and context to the topics studied:</p> <ul style="list-style-type: none"> <li>• living in the wide sense of the term (domestic, collective, urban, regional)</li> <li>• the constructed environment, in scale with the local area, on defined plots, linked with existing building</li> </ul> <p>together with the component dimensions of architectural space : structure, light and material.</p> <p>As part of students'learning about architectural design, the Architectural Project 2 unitbrings together these topics in the gradual process of learning design skills.</p>
Learning outcomes	<p><b>At the end of this learning unit, the student is able to :</b></p> <p>The general objective of the Bachelor's degree in Architecture is to be able to:</p> <ul style="list-style-type: none"> <li>- READ (make out, understanding, find the meaning of, distinguish, recognise)</li> <li>- DESCRIBE (represent, draw or follow)</li> <li>- USE (join, combine, order) the basic components of architecture, with sensitivity and understanding of the basic, long-term values which are at the heart of the discipline.</li> </ul> <p>Architectural Project 2 achieves this general objective by exploration, following on from the introduction given in Architectural Project 1.</p> <p><b>Contribution to the learning outcome reference framework:</b></p> <p><b>Design a project ' exploration</b></p> <ul style="list-style-type: none"> <li>• Sensibly bring together and develop natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters</li> <li>• Express and prioritise the aims of the projects so as to be able to make choices</li> <li>• Understand, test and bring together the organisation of the space through an architectural project</li> <li>• Analyse, consider and invent architectural practices through drawings and models</li> <li>• Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative etc</li> </ul> <p><b>1 Test an artistic approach</b></p> <ul style="list-style-type: none"> <li>• To imagine, produce and explore various possible avenues to respond to a question</li> </ul> <p><b>Build knowledge of architecture</b></p> <ul style="list-style-type: none"> <li>• Be able to use given references which, by analogy, can lead to other interpretations of the context</li> </ul> <p><b>Place the action</b></p> <ul style="list-style-type: none"> <li>• Experiment with the possibilities of transforming a context</li> </ul> <p><b>Use the technical dimension</b></p> <ul style="list-style-type: none"> <li>• Observe and assess the main construction principles of a building.</li> <li>• Acquire an instinctive understanding of structures to use in producing a creative work of architecture</li> </ul> <p><b>Express an architectural procedure</b></p> <ul style="list-style-type: none"> <li>• Be familiar with, understand and use the codes for representing space, in two and three dimensions</li> </ul>
Faculty or entity in charge	LOCI

<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Architecture (Bruxelles)	ARCB1BA	20	LBARC1101	