

20.00 credits	240.0 h	Q1 and Q2
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Teacher(s)	Beldars Emmanuel ;Boulaïoun Abdelmajid ;Ledroit Anne ;Schmitz David ;Van de Kerchove Pascale ;
Language :	French
Place of the course	Bruxelles Saint-Gilles
Main themes	<p>An architectural project takes time. First, repetition is needed to move forward. Second, queries and suggestions can develop during the process. Third, the more demanding the situation, the more necessary it is for the architect to clear away pre-conceived ideas to challenge paradigms.</p> <p>With these three conditions, the two Master's level Architectural Design teaching units share the common objective of deepening the knowledge acquired from the Bachelor's course.</p> <p>Understanding the various issues in architecture involves the use of an interdisciplinary approach with a particular emphasis on team work with peers.</p> <p>The issues raised in the workshop range from regions to ergonomics, with the aim of bringing them together in an architectural project.</p> <p>Students will therefore develop programmes which deal with the diversity of inhabited spaces (from individual housing to all types of collective housing) within complex regions.</p>
Learning outcomes	<p>At the end of this learning unit, the student is able to :</p> <p>At Master s level, the complexity of the project should enable students to display the maturity and balance of their approach to architecture, ranging from the needs of the region to ergonomics. In this way, students will reactivate and deepen the knowledge they acquired for the Bachelor s degree.</p> <p>Broadly, by the end of this teaching unit, students will be able to develop and use in an architectural project the following skills from the learning outcomes reference network:</p> <p>Design a project</p> <ul style="list-style-type: none"> • Sensibly bring together and develop with a controlled logic, natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters • Express and prioritise the aims of the projects so as to be able to make choices • Understand, test and bring together the organisation of the space through an architectural project • Analyse, consider and invent artistic practices through drawings and models • Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative etc. <p>Test an artistic approach</p> <ul style="list-style-type: none"> • To reformulate, assimilate a question and explore various possible avenues to respond to it <p>Build knowledge of architecture</p> <ul style="list-style-type: none"> • Be able to use given references which, by analogy, can lead to other interpretations of the context <p>Place the action</p> <ul style="list-style-type: none"> • Experiment with the possibilities of transforming a context <p>Make use of other subjects</p> <ul style="list-style-type: none"> • Seek out other approaches, exchanges of views and ways of enhancing thinking about architecture <p>Use the technical dimension</p> <ul style="list-style-type: none"> • Be able to apply the various basic technical principles in producing a work of architecture • Acquire an instinctive understanding of structures to use in producing a creative and/or innovative work of architecture <p>Express an architectural procedure</p> <ul style="list-style-type: none"> • Identify the founding elements of a hypothesis or a proposal to express and communicate them • Test and use relevant means of communication in relation to the intended audience and the target objectives <p>Adopt a professional attitude</p> <ul style="list-style-type: none"> • Organise, plan, develop and bring together the different strands of individual or collective work

	<p>Make committed choices</p> <ul style="list-style-type: none">• Imagine ambitious proposals which could call into question the choices made by society
Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Architecture (Bruxelles)	ARCB2M	20		