

Istanbul Technical University – Department of Architecture  
MIM 312E - Architectural Design VI, 22253  
Course Syllabus | 2019-2020 Spring Semester

Course Day and Hour: M,R- 13:30-17:30
Course Room: TBA
Course Credit: 5
Course Web Site: TBA

Course Instructor: Ozan Önder Özener, PhD
e-mail: ozener@itu.edu.tr
Office no: 225/H

Course Assistant/s: N/A
e-mail: N/A
Office no: N/A

## The Creative Collective

The studio will base on an integrative approach to architecture, urban planning and community building that stimulates “the city” and leads to increased innovation, cultural diversity, and civic engagement. Since creativity fuels place value, the benefits of embracing social innovation and creative culture to tap into an urban character extend well to the young individuals. Across social groups and at all levels, today’s modern cities are increasingly recognizing how creative communities can simultaneously advance their missions in social progression and welfare, knowledge-based economies, new professions, environmental sustainability, and education. The main aim of the studio; is to examine the transformative dynamics of space—*both architectural and urban* and their links between form, tectonics, materiality and natural/living environments; and how these should evolve in response to changing programmatic requirements in more creative spaces, productive environments and urban conditions.

The studio will focus on non-standard design experiments for creative spaces within the city. Diverting from conventional thinking, selected plots will be transformed with speculative design strategies that will be reflected in the program, spatial experience and architectonics. Such design potentials and probabilities will be explored for creative thinking, architectural reconfigurability and functional flexibility. Students will develop their own programs for further exploration. Mixed functions can be listed as production nodes, community and activity hubs, and exhibition/performance spaces.

The studio will examine precedents, urban information, explore innovative design strategies/production methods, and the design process will emphasize digital/physical models—*both conceptual, representational and analytical*—to critically develop, interpret and present ideas.

## Project Studio Description

Investigation of multi-faceted design problems in various scales and details through the discussion of participation, pluralism and social awareness; critical analysis and holistic evaluation of urban context, program, sustainability, energy, economy, advanced building systems and technologies along with contemporary design trends, architectural theory and criticism; development of complex, multi-functional programs and building solutions; evaluation of various disaster scenarios (natural or manmade) as inputs for the design process; advanced use of representational design media. Studio objectives include:

1. To develop appropriate design strategies for addressing complex design problems,
2. To research and discuss contemporary architectural theories and link them with design activities,
3. To assess urban and environmental factors as architectural design inputs,
4. To provide the experience of interdisciplinary collaboration in architectural design process,
5. To use of representation tools and advanced design media.

## Course Outcomes

1. Managing the integration of different scales of urban factors into architecture
2. Translating complex data on function, program and parameters into architectural knowledge to be used as design inputs,
3. Application of advanced technologies and materials in architectural design,
4. Working in collaboration with various fields of expertise,
5. Developing a personal vision and initiative in the professional field.

## Project Studio Structure and Plan

### Studio Schedule

Week	Date	Module	Studio Topic
1	10.02.2020	Studio Warm-up	Studio Introduction
	13.02.2020	Intro-Project: Urban Activators	Studio Discussions
2	17.02.2020		Intro-Project: Urban Activators
	20.02.2020	Pin-Up Session	
3	24.02.2020	Urban Excursions	Site Visits & Analyses
	27.02.2020		Site Visits & Analyses
4	02.03.2020	Conceptual Discussions	Studio / Desk Crits
	05.03.2020		Studio / Desk Crits
5	09.03.2020	Masterplanning & Concepts	Studio / Desk Crits
	12.03.2020		Studio / Desk Crits
6	16.03.2020	Masterplanning & Concepts	Pin-Up Jury & Presentations
	19.03.2020		Studio / Desk Crits
7	23.03.2020	Jury Week I	Open-House Jury Session
	26.03.2020		Collective Assessment & Discussions
<b>30 March-4 April 2020 - Spring Break</b>			
8	06.04.2020	Design Development	Studio Discussions
	09.04.2020		Studio / Desk Crits
9	13.04.2020	Design Development	Studio / Desk Crits
	16.04.2020		Pin-Up Jury & Presentations
10	20.04.2020	Design Development	Studio / Desk Crits
	23.04.2020		Studio / Desk Crits
11	27.04.2020	Design Development	Studio / Desk Crits
	30.04.2020		Studio / Desk Crits
12	04.05.2020	Jury Week II	Open-House Jury Session
	07.05.2020		Collective Assessment & Discussions
13	11.05.2020	Design Development	Studio / Desk Crits
	14.05.2020		Studio / Desk Crits
14	18.05.2020	Studio Wrap-Up	Studio Discussions
	21.05.2020		Studio Discussions
<b>June 2020 - Project Submissions</b>			

## Recommended Readings

Landry, C. (2000). The Creative City: A toolkit for urban innovators, London: Earthscan.

Carta, M., Creative City: Dynamics, Innovations, Actions, 2007, Birkhauser

<https://en.unesco.org/creative-cities/home>

## Project Studio Assessment

MIM 312E is a design class that requires a substantial dedication and investment of student time, skill, and critical thought both during and after official studio hours. As a part of design studio instruction, students are required to participate in all lectures, discussions, and field trips, as well as group and individual critiques of exercises, assignments and projects. Production and hard work are important keys to success in this studio. Specific drawings and models will be requested during studio project phases.

Studio often begins with a group review, followed by assignments, lectures, presentations, discussions, or individual critiques on the project as needed.

Students will be evaluated according to their performances in the studio, desk crits, pin-up reviews, jury sessions and final submissions. Midterm grades (40%) will be based on participation, pin-up reviews and midterm jury. 60% of the final grade will come from final project submission. Quality dimensions include:

- Architectural approach / contextual and conceptual stance
- Social and cultural programming
- Space and form configuration
- Sustainability and environmental integration
- Tectonics, materiality and structural composition
- Design accessibility
- Design communications (visual/verbal)

Required deliverables for the jury reviews and the final submission are:

- Project narrative and report
- Conceptual diagrams, sketches and axonometric explanations
- Site plans
- Plans and sections
- 3D renders and visuals
- Tectonic diagrams
- Physical model

## **Contributors**

The studio will host different academics and professionals who have broad knowledge and expertise on sustainable design, urban and landscape design, evidence-based architecture and community involvement. Guest lecturers and jurors are:

- Orçun Kepez, PhD, Associate Professor-“community developed urban environments”
- Zuhâl Kol, MArch, Registered Architect-“public space activators”
- Çağlar Yılmaz, MArch, Registered Architect-“speculative urbanisms and public space”