

20.00 credits

240.0 h

Q1 and Q2

Teacher(s)	Debrun Gilles ;Honhon Philippe ;Jungers Jean-Jacques ;Piroux Vincent ;
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>As a follow-up to the achievements of architecture project 2, the projects proposed to the teaching unit for architecture project 3 are characterised by the programmes mainly related to the themes:</p> <ul style="list-style-type: none"> • reflection on the public space, the relationship to the landscape and the environmental context • reflection on inhabited space, more particularly collective housing inserted into the urban fabric • rationality of the project, constructive and technical control. <p>As part of the learning of architectural composition, the course of architecture project 3 integrates this data into the progressive acquisition of the competence to design the architecture project, to understand and apply knowledge related to the materiality of a project.</p>
Learning outcomes	<p>At the end of this learning unit, the student is able to :</p> <p>The general objective of the Bachelor s degree in Architecture is to be able to:</p> <ul style="list-style-type: none"> - READ (make out, understanding, find the meaning of, distinguish, recognise) - DESCRIBE (represent, draw or follow) - 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. <p>Architectural Project 3 achieves this general objective through CONFIRMATION (corroborate, synthesise, confirm), following on from the methods of introduction and exploration covered in Architectural Projects 1 and 2.</p> <p>Contribution to the learning outcome reference framework:</p> <p>Design a project Confirmation</p> <ul style="list-style-type: none"> • Sensibly bring together and develop 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 architectural practices through drawings and models • Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative, ... <p>Test an artistic approach</p> <p>1 • To take a deliberate step from an uncertain beginning by assembling pre-existing concepts and ideas to form a proposal</p> <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>Use the technical dimension</p> <ul style="list-style-type: none"> • Be familiar with and describe the main technical principles of building • Be able to apply the various basic technical principles in a producing a work of architecture <p>Express an architectural procedure</p> <ul style="list-style-type: none"> • Express ideas clearly in oral, graphic and written form <p>Make committed choices</p> <ul style="list-style-type: none"> • Develop awareness of the political meaning of the work of an architect and his/her responsibility towards society

Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Architecture (Bruxelles)	ARCB1BA	20	LBARC1201	