

20.00 credits

240.0 h

Q1 and Q2

Teacher(s)	Amand Arnd ;Boghaert Christoffel ;De Groote Geert ;De Villiers De La Noue Renaud ;Kenniche Jasmine ;Laloux Olivier ;Outers Martin ;Surroca Damien ;Van Overstraeten Eric ;Vanhamme Catherine ;Veauvy Lyderic ;
Language :	French
Place of the course	Tournai
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 <i>Architectural Project 2</i> 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"> • <i>living</i> in the wide sense of the term (domestic, collective, urban, regional) • the constructed environment, <i>in scale with the local area</i>, on defined plots, linked with existing building together with the component dimensions of architectural space : structure, light and material. <p>As part of students'learning about architectural design, the <i>Architectural Project 2</i> unitbrings together these topics in the gradual process of learning design skills.</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><i>Architectural Project 2</i> achieves this general objective by exploration, following on from the introduction given in <i>Architectural Project 1</i>.</p> <p>Contribution to the learning outcome reference framework:</p> <p>Design a project - exploration</p> <ul style="list-style-type: none"> • <i>Sensibly bring together and develop natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters</i> • <i>Express and prioritise the aims of the projects so as to be able to make choices</i> • <i>Understand, test and bring together the organisation of the space through an architectural project</i> • <i>Analyse, consider and invent architectural practices through drawings and models</i> • <i>Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative</i> <p>1</p> <p>Test an artistic approach</p> <ul style="list-style-type: none"> • <i>To imagine, produce and explore various possible avenues to respond to a question</i> <p>Build knowledge of architecture</p> <ul style="list-style-type: none"> • <i>Be able to use given references which, by analogy, can lead to other interpretations of the context</i> <p>Place the action <i>Experiment with the possibilities of transforming a context</i></p> <p>Use the technical dimension</p> <ul style="list-style-type: none"> • <i>Observe and assess the main construction principles of a building</i> • <i>Acquire an instinctive understanding of structures to use in producing a creative work of architecture</i> <p>Express an architectural procedure</p> <ul style="list-style-type: none"> • <i>Be familiar with, understand and use the codes for representing space, in two and three dimensions</i>
Bibliography	La bibliographie sera communiquée par les titulaires lors de l'énoncé du projet.

Faculty or entity in charge	LOCI
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Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Architecture (Tournai)	ARCT1BA	20	LTARC1101	