

20.00 credits	240.0 h	Q1 and Q2
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Teacher(s)	Bulté Marie-Hélène ;Cipolat Francesco ;Dachy Sébastien ;Delcommune Thierry ;Honhon Philippe ;Karam Frédéric ;
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"> • living in the wide sense of the term (domestic, collective, urban, regional) • the constructed environment, in scale with the local area, on defined plots, linked with existing building <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>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 2 achieves this general objective by exploration, following on from the introduction given in Architectural Project 1.</p> <p>Contribution to the learning outcome reference framework:</p> <p>Design a project ' exploration</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 etc <p>1 Test an artistic approach</p> <ul style="list-style-type: none"> • To imagine, produce and explore various possible avenues to respond to a question <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"> • Observe and assess the main construction principles of a building. • Acquire an instinctive understanding of structures to use in producing a creative work of architecture <p>Express an architectural procedure</p> <ul style="list-style-type: none"> • Be familiar with, understand and use the codes for representing space, in two and three dimensions

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 (Bruxelles)	ARCB1BA	20	LBARC1101	