UCLouvain

## lbarc1301

2024

## Architectural design studio 3 : confirmation

20.00 credits	240.0 h	Q1 and Q2

Teacher(s)	Bechet Emilie ;Burquel Pierre ;Debrun Gilles ;Piroux Vincent ;Van Craen Ariane ;				
Language :	French				
Place of the course	Bruxelles Saint-Gilles				
Prerequisites	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.				
Main themes	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:				
	<ul> <li>reflection on the public space, the relationship to the landscape and the environmental context</li> <li>reflection on inhabited space, more particularly collective housing inserted into the urban fabric</li> <li>rationality of the project, constructive and technical control.</li> </ul>				
	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.				
Learning outcomes	At the end of this learning unit, the student is able to :				
· ·	The general objective of the Bachelor s degree in Architecture is to be able to:				
l	- READ (make out, understanding, find the meaning of, distinguish, recognise)				
	<ul> <li>DESCRIBE (represent, draw or follow)</li> <li>USE (join, combine, order) the basic components of architecture, with sensitivity and understanding of</li> </ul>				
	the basic, long-term values which are at the heart of the discipline.				
	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.				
	Contribution to the learning outcome reference framework:				
	Design a project Confirmation				
	<ul> <li>Sensibly bring together and develop natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters</li> </ul>				
	<ul> <li>Express and prioritise the aims of the projects so as to be able to make choices</li> <li>Understand, test and bring together the organisation of the space through an architectural project</li> <li>Analyse, consider and invent architectural practices through drawings and models</li> <li>Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative,</li> </ul>				
	Test an artistic approach				
	*To take a deliberate step from an uncertain beginning by assembling pre-existing concepts and ideas to form a proposal				
	Build knowledge of architecture				
	• Be able to use given references which, by analogy, can lead to other interpretations of the context				
	Place the action				
	Experiment with the possibilities of transforming a context				
	Use the technical dimension				
	<ul> <li>Be familiar with and describe the main technical principles of building</li> <li>Be able to apply the various basic technical principles in a producing a work of architecture</li> </ul>				
	Express an architectural procedure				
	• Express ideas clearly in oral, graphic and written form				
	Make committed choices				
	Develop awareness of the political meaning of the work of an architect and his/her responsibility towards society				

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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	<b>Q</b>			