

20.00 credits

240.0 h

Q1 and Q2

Language :	English
Place of the course	Bruxelles Saint-Gilles
Main themes	<p>The architectural project takes time. Repetition is required to innovate between lines. Moreover, questions and proposals evolve in the iteration. Finally, the more demanding the situation, the more the architect must get rid of <i>a priori</i> ideas in order to challenge paradigms. On the strength of these conditions, the two " Architectural design" Master's studios have the common objective of deepening the Learning Outcomes of the Bachelor's program towards the proficiency of the Master's Learning Outcomes and to initiate the students in research by design. Understanding the various challenges of the discipline requires the integration of a multidisciplinary approach and relies in particular on teamwork between peers. The questions addressed within the studio cover scales ranging from the territorial context to the materiality of an edifice, with a view to synthesizing them in an architectural project. To respond to these themes, students develop programs addressing the mix of inhabited spaces (from qualified individual living, to "all-in-one" collective living) within complex territories.</p>
Learning outcomes	<p><b>At the end of this learning unit, the student is able to :</b></p> <p>At the end of this teaching unit, the student will be able to develop and integrate into an architectural project the following skills, taken from the LO reference system</p> <ul style="list-style-type: none"> <li>*Design a project</li> <li>Articulate and develop, according to a mastered logic, natural and artificial environments (landscape, urban, building) at different scales of complexity</li> <li>State and prioritize intentions in order to make choices</li> <li>Understand, experiment and synthesize, through an architectural project, the layout of places</li> <li>Analyze, manipulate, think, invent through drawing, modeling, artistic practices</li> <li>Adopt methodical, creative, metaphorical, perceptive, collaborative approaches</li> <li>*Experiment with an artistic approach</li> <li>Reformulate, appropriate a question asked and imagine, produce and explore multiple possible answers</li> <li>*Construct a personal architectural culture</li> <li>Look for references which, by analogy, open up other interpretations of the context</li> <li>*Situate a design action</li> <li>Experiment and evaluate the possibilities of transforming a context</li> <li>*Mobilize other disciplines</li> <li>Encounter other concepts and methods, exchange and nourish architectural reflection</li> <li>*Materialize the technical dimension</li> <li>Observe and evaluate the constructive principles that generate a formal, material and temporal dimension of architecture</li> <li>Discern and reformulate an intuitive understanding of structures in order to materialize a creative, inventive and/or innovative architectural production</li> <li>*Express an architectural approach</li> <li>Identify the foundations of a hypothesis or a proposition in order to express and communicate them</li> <li>Choose the appropriate means of communication according to the public and the objectives targeted</li> <li>*Adopt a professional attitude</li> <li>Organize, plan, develop and synthesize individual or collective work</li> <li>*Make committed choices</li> <li>Formulate ambitious proposals capable of challenging societal norms</li> </ul>
Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Architecture (Bruxelles) [International Master - in English]	ARCB2M	20		