Meetings for ARCH 101 -1: Tuesdays 10.40-17.30, and Fridays 13.40-17.30


Instructors for ARCH 101 -1: Prof. Dr. Zuhal ÖZCAN, Asst. Prof. Dr. F. Gül ÖZTÜRK, Instr. Dr. Zeynep UYSAL ÜREY, Ziya TANALI (part time instr.), Research Asst. Ayça Köseoğlu


Supply:

- Necessary equipment and materials to be used will be given in the first Technical Drawing course as a list.
- During the semester you will find the list of materials for each assignment in this row.

To your attention:

- You are responsible for the order in the studio.
- Do not leave your waste in the studio.
- Think of the environment & sort your waste according to recycle-bins.
- Do not cut directly on your table.

SYLLABUS

Arch 101 -1 Basic Design I is a course based on “learning by doing”. The educational experience of this course is different than any form you have experienced before, as the previous schooling you have passed through mainly based on the verbal and numeral languages, concentrated on facts and formulas. Very few of you must have been introduced with concepts of aesthetics and feelings. Neither of these two is sufficient for the study you are starting.

Design whether architecture, interior architecture, landscape or urban studies draws clues from both the worlds; logical and sensible; intuitive and sensate. The aim of this course is to develop the ability to see, sensate and understand the physical environment, to integrate the data of the social and cultural environment and to teach a special language by using visual and “handy-made” techniques.

In general, you are expected to realize most of the work during the studio hours, conducted with discussions on assignments or on the work you have prepared by yourself afterwards. Certainly you are expected to complete your self-studies and join the discussions. The work you prepared should be your own but depending on the nature of the profession you are free to discuss it with your classmates, colleagues and trainers. Some of the assignments may only cover a week while others may last for a few weeks. You will find out that on your way of progression, time needed to cover a study will increase. We strongly advise you not to miss any class or skip homework. You are expected to keep all your work in a portfolio; together with the assignment sheets you are given.

Design education is along exhausting but joyful adventure. You are all welcome to the world of “Designtainment”. GOOD LUCK.

*Designtainment is an ironic expression joining the words design and entertainment by H. Ünverdi in her proceeding “Designtainment” in Design Train Congress- Amsterdam, 2008.*
Course Outline

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic(s)</th>
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| 1    | General information on the course contents and requirements  
The relation between figure and ground I  
**Assignment 1** |
| 2    | The relation between figure and ground II  
**Assignment 1 / Sketch Problem 1** |
| 3    | Third Dimension  
**Assignment 2** |
| 4    | Structure  
**Assignment 3** |
| 5    | Rhythm  
**Assignment 4**  
*Jury on Assignments 1-4* |
| 6    | Dynamic and Static  
**Assignment 5** |
| 7    | Environment I  
**Assignment 6** |
| 8    | Environment II  
**Assignment 6 / Sketch Problem 2** |
| 9    | Sensations  
**Assignment 7** |
| 10   | Scale and Space  
**Assignment 8**  
*Jury on Assignments 5-8* |
| 11   | Spatial design problem I  
**Final Project** |
| 12   | Spatial design problem II  
**Final Project / Sketch Problem 3** |
| 13   | Spatial design problem III  
**Final Project**  
*Pre-Jury on Final Project* |
| 14   | Spatial design problem IV  
**Final Project**  
*Final Exam:  
Final Jury on Final Project* |

**GRADING:**

<table>
<thead>
<tr>
<th>Assessment Tool</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Assignments</td>
<td>%45</td>
</tr>
<tr>
<td>Final Project</td>
<td>%25</td>
</tr>
<tr>
<td>Class Participation (incl. Attendance/ Sketch Problems)</td>
<td>%30</td>
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