1. BASIC INFORMATION

Course	Integrated Drawing Workshop III (IDW-III)
Degree program	Bachelor's Degree in Fundamentals of Architecture
School	Architecture, Engineering, Science and Computing
Year	Second year
ECTS	6 ECTS (150 hours)
Credit type	Basic
Language(s)	Spanish/English
Delivery mode	Face to face
Semester	Second semester
Academic year	2025/2026
Coordinating professor	Eduardo González Requeijo
Professor	Eduardo González, Pablo Gil, Patricio Martínez, Ana Abasolo

2. PRESENTATION

This course is taught in the first semester of the second year and enables the student to devise, develop, and represent architectural forms and ideas, as well as the methodological basis to approach a project and establish a professional strategy.

The student acquires the ability to communicate and express ideas and concepts derived from their own work through the language of architectural representation (static and dynamic), as well as information and other abstract parameters.

3. COMPETENCIES AND LEARNING OUTCOMES

Core competencies:

- CB1: That students have demonstrated knowledge and understanding in a field of study that is based on general secondary education, at a level which, although supported by advanced textbooks, imply some knowledge of the latest advances in their field of study.
- CB2: That students can apply their knowledge to their work or vocation in a professional way and possess the skills that are usually demonstrated through the elaboration and defence of arguments and the resolution of problems within their area of study.
- CB3: That students have the ability to gather and interpret relevant data (usually within their field of study) to make judgements that include reflection on relevant social, scientific or ethical issues.
- CB4: That students can communicate information, ideas, problems and solutions to both the specialist and non-specialist.
- CB5: That students have developed the necessary learning skills to undertake further studies with a high level of autonomy.

Cross-curricular competencies:

- CT2: Responsibility: aptitude or capacity to face responsibility that the profession of architect has in society, particularly when elaborating projects that take into consideration social and environmental factors.
- CT4: Communication skills in the native language (both oral and written) and in the English language, in accordance with the principles of the Universidad Europea de Madrid, any concept or specification for the development of the regulated profession of architect. This includes learning the specific vocabulary of the degree as well as the ability to manage information.
- CT5: Interpersonal skills.
- CT6: Flexibility.
- CT9: Planning and time management: ability to plan work in order to comply with delivery times and to respect the limits imposed by budgets and building codes.
- CT10: Innovation and creativity: creativity, imagination and aesthetic sensitivity applied to the design in order to satisfy both the aesthetic and technical demands. This competence includes critical reasoning and historical culture.

Specific competencies:

- CE2: Ability to conceive and represent visual attributes of objects and master proportions and drawing techniques, including computer drawing applications.
- CE3: Knowledge of spatial representation systems adapted and applied to architecture and urbanism.
- CE4: Knowledge of the analysis and theory of forms and laws of visual perception adapted and applied to architecture and urbanism.
- CE6: Knowledge of graphic survey techniques in all phases of the project, from sketching to scientific restoration, adapted and applied to architecture and urban planning.
- CE10: Knowledge of basic techniques of surveying, hypsometry, and cartography, as well as techniques for land modification.

Learning outcomes:

- RA1: Adapts construction materials to the typology and use of the building, manages and directs the reception and quality control of the materials, their installation, implementation of work units, testing and final trials.
- RA2: Has basic knowledge of the socioeconomic processes that affect the overall model of the city.
- RA3: Has knowledge of the specific control procedures for the material implementation of construction.
- RA4: Has basic knowledge of the public administration's legal system and the procedures for administrative and private contracts.
- RA5: Has knowledge of the concept of business, its institutional framework, organizational models, planning, control and strategic decision-making in different settings that are certain, risky or uncertain, types of promotion, planning, sources of financing and the elaboration of investment feasibility analyses and decision-making.
- RA6: Adopts attitudes for implementing teamwork on subjects of the programmer susceptible to the application of problem-solving methodology.

The following table shows the relationship between the competencies developed during the course and the learning outcomes pursued:

Competences	Learning Outcomes
CB5, CG1, CG2, CG7, TC10, SC2	**RA1: To create, develop, and represent architectural form as a methodological basis for approaching the project.**

CB1, TC4, SC2, SC3, SC6	**RA2: To gain a deeper understanding of the use of graphic tools for the representation of space and volume as a means of communicating one's own ideas.**
CB2, BC4, TC4, TC5, TC10	**RA3: To communicate ideas and concepts of the work using architectural terminology to represent objects (static and dynamic).**
CG1, TC10, SC4, SC6, SC10	**RA4: To understand the instrumental role of drawing as an essential step towards architectural formalization and materialization.**
TC1, TC 6, TC 9	**RA5: To organize the submission of the assigned work within the scheduled time.**
CB2, TC4, TC5, TC6	**RA6: To normalize participation in guided debates on topics related to the course.**
TC1, TC5, TC9	**RA7: To apply planning criteria when carrying out work, both individually and in groups.**
CB3, CB5, CG1	**RA8: To take initiative in deepening the search for fundamental bibliographic sources related to architecture.**
CB2, CB4, TC4, TC5, TC10, SC3, SC4	**RA9: To understand, communicate, and express the ideas and concepts resulting from one's own work in the language of architectural representation.**

4. CONTENT

Assessable activity	Learning units		
Activity 1: Spatial Exercises	UA1.	Week 1,2,3	15 %
Activity 2: Site Analysis and Model Development	UA2.	Week 3-11	45%
Activity 3: From Model to Drawing	UA3	Week 11-15	30 %
Activity 4: Portfolio Preparation	UA4	15-16	10%

BIM Application
Within the activities described here, and with academic freedom granted to each professor—within unified evaluation criteria and content agreed upon in coordination sessions—an introduction to the BIM representation system must be implemented.

5. TEACHING-LEARNING METHODOLOGIES

The types of teaching-learning methodologies used are indicated below:

- Master class.
- Guided studies, practical exercises, and problem-solving
- Project presentation
- Independent study/work
- Tutorials, academic follow-up, and assessment

6. LEARNING ACTIVITIES

Listed below are the types of learning activities and the number of hours the student will spend on each one:

Campus-based mode:

Learning activity	Number of hours	Use of AI
Lectures	12.5 h	Promoted
Guided studies, practical exercises and problem solving	50 h	Use of AI allowed in examples, prohibited in evaluation
Presentation of projects	12.5 h	Use of AI allowed in examples, prohibited in evaluation
Independent study/work	50 h	Promoted
Tutorials, academic monitoring and evaluation	25 h	Promoted
TOTAL	**150h**	

AI Use – Important Note: AI may never replace the student in the creative process. The student must always keep control of AI through the tools indicated by the professor in class. Each assignment will include a section specifying how AI can be used, in line with the course guide.

7. ASSESSMENT

Listed below are the assessment systems used and the weight each one carries towards the final course grade:

Assessment System		%
Exercise 1	• Able to communicate through plans, sections, elevations, and perspective • Investigates a topic in a way that allows the student to produce a communicable synthesis • Able to understand space and develop three-dimensional representations of it	15 %
Exercise 2	• Understands the difference between graphic symbols associated with physical and abstract elements • Able to design spaces with increasing levels of complexity • Works with precision • Understands and manages scale in models and drawings • Able to produce scale models • Shows the ability to link 3D and 2D production, alternating between them • Spatial complexity • Ability to design spaces	45%

Exercise 3	• Able to communicate through plans, sections, elevations, and perspective • Shows the ability to link 3D and 2D production, alternating between them • Understands the relationship between materials, narrative, and design function • Expands the instrumental view of drawing and understands it also as an essential element for visual communication through symbols in their applications and integration into the message • Links drawings, images, and models in an integrated way • Able to draw from 3D models and describe spaces as they are	30%
Exercise 4	• Investigates a topic in a way that allows the student to produce a communicable synthesis • Identifies sources and prepares a state of the art • Generates effective documentation to organize and convey the knowledge acquired • Analyzes results by designing a methodology • Draws conclusions • Able to develop a narrative to achieve unambiguous and effective graphic communication, or to convey an artistic idea or interpret a concept to the recipient/user • Organizes contents and conclusions of the projects carried out during the course to demonstrate the maturity of the learning outcome • Creates a summary document in a graphic environment where transversal knowledge is applied	10%

In the Virtual Campus, students are required to consult in detail the assessment activities to be completed, as well as the submission dates and the evaluation procedures for each of them.

All submissions must be delivered on time and in the required format. Every assignment must be correctly uploaded to the Virtual Campus.

7.1. First exam period

To pass the course in the first exam period, you must obtain a final course grade of at least 5 out of 10 (weighted average).

In any case, it is mandatory to obtain a minimum grade of 4.0 in the final exam for it to be included in the final grade together with all other assessments.

In addition:

- Students must attend and actively participate in at least 70% of the face-to-face classes of the course.

- Students must arrive on time and remain until the end of the class in order to be considered fully present

- Students must obtain a grade equal to or higher than 5.0 in the final exam for it to be included in the overall grade together with the other activities

- In cases where plagiarism is detected, or the student is not the author of the work submitted, disciplinary measures established in the regulations of Universidad Europea will be applied

7.2. Second exam period

To pass the course in the second exam period, you must obtain a final grade of at least 5 out of 10 (weighted average).

- Students must submit the activities not passed in the ordinary call, after receiving the corresponding corrections from the instructor, or those that were not submitted
- Additionally, the instructor may propose an exam-type test at their discretion
- Students are required to attend in person at least three tutorials during the extraordinary call, on the dates set by the professor at its beginning
- In cases where plagiarism is detected, or the student is not the author of the work submitted, disciplinary measures established in the regulations of Universidad Europea will be applied

8. SCHEDULE

This table shows the delivery deadline for each assessable activity in the course:

Assessable activities	Deadline
UA 1	Week3
UA 2	Week 11
UA 3	Week 15
UA 4	Week 16

This schedule may be subject to changes for logistical reasons relating to the activities. The student will be notified of any change as and when appropriate.

9. BIBLIOGRAPHY

The recommended Bibliography is:

- CHING, Frank. *Manual de dibujo arquitectónico.* Gustavo Gili, México, 1982.
- NEUFERT, Ernst and NEUFERT, Peter. *El arte de proyectar en arquitctura*. Barcelona, Gustavo Gili, D.L. 2004
- BENEVOLO, Leonardo. *Diseño de la ciudad.* Gustavo Gili, México, 1979, 5 tomos.
- MUNARI, Bruno. Diseño y comunicación visual. Barcelona. GG 1979.
- Colección ''En Transito'' recopilación de Proyectos Final de Carrera de Arquitectura de la Universidad Europea. Múltiples ediciones.
- Fullaondo, María. The Drawing Bazaar. Rueda, 2015.

10. EDUCATIONAL GUIDANCE AND DIVERSITY UNIT

From the Educational Guidance and Diversity Unit we offer support to our students throughout their university life to help them reach their academic achievements. Other main actions are the students inclusions with specific educational needs, universal accessibility on the different campuses of the university and equal opportunities.

From this unit we offer to our students:

1. Accompaniment and follow-up by means of counselling and personalized plans for students who need to improve their academic performance.
2. In terms of attention to diversity, non-significant curricular adjustments are made in terms of methodology and assessment for those students with specific educational needs, pursuing an equal opportunities for all students.
3. We offer students different extracurricular resources to develop different competences that will encourage their personal and professional development.
4. Vocational guidance through the provision of tools and counselling to students with vocational doubts or who believe they have made a mistake in their choice of degree.

Students in need of educational support can write to us at:
orientacioneducativa@universidadeuropea.es

11. ONLINE SURVEYS

Your opinion matters!

The Universidad Europea encourages you to participate in several surveys which help identify the strengths and areas we need to improve regarding professors, degree programs and the teaching-learning process.

The surveys will be made available in the “surveys” section in virtual campus or via e-mail.

Your assessment is necessary for us to improve.

Thank you very much for your participation.

WORK PLAN FOR THE COURSE

HOW TO COMMUNICATE WITH YOUR PROFESSOR

In class and by using the corporate email address of the professor of the group (name.surname@universidadeuropea.es). In addition, students are required to regularly check the internal Canvas messaging system and their student email (studentID@live.uem.es).

Exceptionally, professors may offer alternative communication channels, but the official university channels shall always prevail.

PLAGIARISM REGULATION

In accordance with the current student disciplinary regulations at Universidad Europea:

- Plagiarism, in full or in part, of intellectual works of any kind, is considered a very serious offense.
- Very serious offenses relating to plagiarism and the use of fraudulent means to pass assessment tests shall result in exclusion from the exams for the relevant period, as well as the inclusion of the offense and its details in the student's academic record.

USE OF IA REGULATION

The student must be the author of his/her work/activities.

The use of Artificial Intelligence tools (AI) must be authorized by the teacher in each assignment/activity, indicating in what way it uses is permitted. The teacher will inform in advance in which situations AI tools may be used to improve spelling, grammar and editing in general. The student is responsible for clarifying the information given by the tool and duly declaring the use of any AI tool, according to the guidelines given by the teacher. The final decision on the authorship of the work and the appropriateness of the reported use of an AI tool rests with the lecturer and those responsible for the degree.

DISCLAIMER

If there are doubts regarding the authorship of the submitted material, even within the AI usage policy of the subject, the teacher reserves the right to request additional observation to verify and properly control the origin of the produced work and to ensure that the expected learning outcomes have been duly achieved.