1. BASIC INFORMATION

Course	Project Design G2
Degree program	Fundamentals in Architecture Degree
School	Architecture, Engineering & Design School AED
Year	2nd
ECTS	6 ECTS (150 hours)
Credit type	Mandatory
Language(s)	English
Delivery mode	Presence required
Semester	2nd Semester
Academic year	2024-2025
Coordinating professor	Carlos Arroyo

2. PRESENTATION

G2 studio deals with the analysis of reference models and architectural precedent, to be applied to specific problems and situations. We will develop projects and design work, with a methodology based on the management of information for the analysis of problems, as well as processes for the genesis of space, form, use, perception and atmosphere.
From the first scalar determinations on specific problems the projects will be related to other subjects. The contextualization and testing of the resulting proposals will be further revisited and reworked to develop a critical spirit.
The course is taught as a project workshop (design studio) in which students rehearse and exercise creativity, the creation and testing of ephemeral prototypes and the recording and communication of workshop activities.
In this studio, the experiences acquired in previous courses are revisited. The theoretical body and practical exercises will focus on offering an effective reference base and a set of strategic criteria to guide the production of an integrated and efficient design. The aim of the practical design exercise acting as the central core of the course, is to trigger initiatives and proposals of bespoke solutions, adjusting the result in successive approximations and simulations, to finally submit a duly justified and rendered documentation.

3. COMPETENCIES AND LEARNING OUTCOMES

Core competencies:

- CB1 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 vanguard of their field of study.
- CB2 Competency applying their knowledge to their work or vocation in a professional way elaborating and sustaining arguments and solving problems in their field of study.

- CB3 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 Communicate information, ideas, problems, and solutions to both the specialist and non-specialist.
- CB5 Confidence developing the necessary learning skills to undertake further studies with a high level of autonomy.

General competencies:

- CG1 Knowledge of the history and theories of architecture and the related arts, technologies and human sciences.
- CG2 Knowledge of the fine arts as an influence on the quality of architectural design.
- CG7 Understanding of the relationship between people and buildings, and between these and their environment, and of the need to relate buildings and the spaces to human needs and scale.

Cross-curricular competencies:

- CT02 Self-confidence.
- CT04 Communication skills in the native language (both oral and written) and in the English language, in accordance with the principles 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.
- CT05 Interpersonal skills.
- CT06 Flexibility
- CT09 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 the both the aesthetic and technical demands. This competence includes critical reasoning and historical culture.

Specific competencies:

- CE02 Ability to conceive and represent visual attributes to objects and master proportions and drawing techniques, including computer drawing applications.
- CE03 Knowledge of spatial representation systems adapted and applied to architecture and urbanism.
- CE04 Knowledge of the analysis and theory of forms and laws of visual perception adapted and applied to architecture and urbanism.
- CE06 Knowledge of graphic surveying techniques at all stages, from the drawing sketches to scientific restoration, adapted and applied to architecture and urbanism.
- CE10 Knowledge of basic topography, hypsometry, mapping, and earthmoving techniques, adapted and applied to architecture and urbanism.

Learning outcomes:

- LO1: Exercise individual creativity.
- LO2: Organize data visualization work in a spatial, temporal, and social context.
- LO3: Create and test ephemeral prototypes.
- LO4: Understand and communicate workshop activities.

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

Competencies	Learning outcomes
CB3 CG1, CG7 CT2, CT5, CT6, CT10 CE10	LO1: Exercise individual creativity
CB1, CB3 CG2 CT4, CT10 CE2, CE4	LO2: Organize data visualization work in a spatial, temporal, and social context.
CB5 CG7 CT6, CT9, CT10 CE2, CE6, CE10	LO3: Create and test ephemeral prototypes.
CB2, CB3, CB4 CT4 CE6, CE10	LO4: Understand and communicate workshop activities

4. CONTENT

The subject is organized in 3 learning units, which, in turn, may be divided into steps.

Unit 1. Project 1 - in a European context
Development of a habitable architecture project, with a program of uses, in a specific space, with a limiting social or economic context and an experimental nature.

1: Exploration
2: The Program
3: The Layout
4: The Performative Model
5: The Context
6: Full Concept

Unit 2. Project 2 – in the Global South
Development of a habitable architecture project, with a program of uses, in a specific space, with a limiting social or economic context and an experimental nature.

1: Exploration
2: The Program
3: The Layout
4: The Performative Model
5: The Context
6: Full Concept

Unit 3. Communicate
Expression of previously generated data in the form of a public presentation of documents of a varied nature: 2D and 3D drawings, models, prototypes, and video

5. TEACHING-LEARNING METHODOLOGIES

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

- Master lectures/classes

- Guided studies, practical exercises, problem-solving
- Presentation of projects
- Inclusive approach to working groups
- Independent work
- Tutorials, follow-up and evaluations

6. LEARNING ACTIVITIES

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

Learning activity	Number of hours
Master lectures/classes	6,25
Guided studies, practical exercises, problem-solving	50
Presentation of projects	12,5
Inclusive approach to working groups	12,5
Independent work	50
Tutorials, follow-up and evaluations	18,75
TOTAL	**150**

7. ASSESSMENT

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

Assessment system	Weight
Partial grades	30%
Portfolio	50%
Presentation	20%

When you access the course on the *Campus Virtual*, you'll find a description of the assessment activities you have to complete, as well as the delivery deadline and assessment procedure for each one.

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, you will need to obtain a grade of at 4.0 in the final exam in order for it to count towards the final grade along with all the grades corresponding to the other activities.

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).

In any case, you will need to obtain a grade of at 4.0 in the final exam in order for it to count towards the final grade along with all the grades corresponding to the other activities.

The student must deliver the activities not successfully completed in the first exam period after having received the corresponding corrections from the professor, or those that were not delivered in the first place.

8. SCHEDULE

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

Assessable activities	Deadline
Unit 1 – Poject 1	Weeks 5 to 14
Unit 2 – Poject 2	Weeks 15 to 21
Unit 3. Communicate	Week 22

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:

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- WILDE, Oscar: The Critic as Artist

10. DIVERSITY MANAGEMENT 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.