

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Formation
<b>2</b>	<b>Module Credits</b>	40
<b>3</b>	<b>Module Level</b>	4
<b>4</b>	<b>Module Code</b>	LAN4017

<b>5</b>	<b>Module Overview</b>
<p>Moving up through scale, from the human perspective of 1:1, up to the common Landscape Architecture scales of 1:1000/1:1250, you will look at composition of increasingly large landscape components. As the scale range widens you observe the increasing considerations coming into play: physical and psychological interactions between the human and physical environment; a study of mass and void, of textural, sound, smell and colour qualities.</p> <p>Developing a Project Portfolio Recording and Evaluating Physical and Cultural Context The Design Brief: Analysis, Research Precedent Studies Conceptual Development Design Process: ideation, sketch proposal, conceptual modelling, final strategy, detail design</p> <p>Design basics: The Public and Environment as Client Character and Experience – ‘Sense of Place’: Colour, Pattern, Finish; ornament and symbolism Space, Ergonomics and Scale Use / Activity Socioeconomics and Planning Component Typologies: microclimate: sunlight, wind, water; steps / terrace / slope = earth / topography / geology, boundaries: wall, fence; surface: path, road, bridge; seating: bench / chair / table; architecture and engineering; form based structural planting types (tree, shrub, herbaceous)</p>	

<b>6</b>	<b>Indicative Content</b>
<p>Introduction; group site visit. Undertake site survey and site analysis</p> <p>Further on-site and desktop analysis, data collecting; Discussion and construction of site model Workshop on forming design brief and develop Special research analysis; Continue site model building</p> <p>Design studio – tutorial on Concept / Design Brief; Finalise site model Design studio – tutorial on Concept exploration; concept model workshop Design studio – tutorial on Concept development; Presentation Individual tutorial on Design development Individual tutorial on Design development</p>	

Design studio – tutorial on Design development / detail consideration  
 Student presentation  
 Design studio – tutorial on Design development / proposed model; video clip on design development

Individual tutorial on Detail design development / Proposed model

Detail design development; Visitor/manufacturer visit – detail consideration

Workshop on Detail design development/ detail model  
 Detail design development/ detail model; research on precedents and case studies  
 Detail design development/ detail model; Refinement  
 Overall review of work  
 Final presentation

<b>7</b>		<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>		
<b>1</b>		1. Develop conceptual design proposals that explore and test the fundamental architectural principles of space, form, texture and colour
<b>2</b>		2. Use judgement of researched information to support a personalised approach to design process
<b>3</b>		3. Employ communication methods which allow clear representation of scale, form and human perspective
<b>4</b>		4. Demonstrate team-working strategies, which aid in the collation, analysis and presentation of contextual information

<b>8</b>		<b>Module Assessment</b>		
<b>Learning Outcome</b>				
	<b>Coursework</b>	<b>Exam</b>	<b>In-Person</b>	
<b>1,2,3 &amp; 4</b>	<b>X</b>			

<b>9 Breakdown Learning and Teaching Activities</b>	
<b>Learning Activities</b>	<b>Hours</b>
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	114
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	206
<b>Private Study (PS)</b> includes preparation for exams	80
<b>Total Study Hours:</b>	400