Welcome to the School of Architecture’s new, first-year architecture studio. As a new major, this course will introduce you to the fundamentals of design and the built environment through a new, year-long pedagogy designed to help you better engage the evolving discipline and profession of architecture and worlds they serve. Its mission is the cognitive, formal, and technical training of communities of individuals like you and the other members of the studio to design more resilient, supportive, and aesthetic worlds. Its framework is constructed to help you understand architecture’s evolving nature by exploring four key terms—place, building, dweller, and material—through four historical definitions of architecture plus an emergent one spring semester. Situating this within real-world design problems will help you develop the kind of agile design thinking needed to succeed in the field. Learning how to analyze, synthesize, and converse across disciplines and time with creative systems thinking toward solutions that join art with science will help you will begin to build essential knowledge and skills to launch your own personal ‘voyage of discovery’ as you explore the profound connectivity of things and your related potential for creativity and influence as an emerging citizen-architect of the world.

Student learning outcomes | The larger required ‘learning outcomes’ for the course involve 2 levels of accomplishment:
Understanding—the capacity to classify, compare, summarize, explain, and/or interpret information.
Ability—proficiency in using specific information to accomplish a task, correctly selecting the appropriate information, and accurately applying it to the solution of a specific problem, while also distinguishing the effects of its implementation.
Upon completing ARCH 1854: Fundamentals of Design and the Built Environment I, students should be able to do the following at a good level:
Demonstrate ability to communicate architectural concepts and design intent using discipline-specific techniques including:
   a. orthographic projections (plans, sections, elevations)
   paralline projections (axonometrics, isometrics)
   physical models using variable techniques and materials
   combined representational strategies
Demonstrate ability to verbally communicate architectural research methods, design process, and spatial concepts
Demonstrate ability to utilize a range of analog and digital techniques in the design process
Demonstrate ability to work both independently and collaboratively in teams
Demonstrate understanding of design precedents and site analysis
Demonstrate understanding of design method as an iterative/incremental process of research, synthesis, and feedback
Demonstrate understanding of design thinking as responsive to and shaping of social, cultural, and ecological systems
Demonstrate understanding of architecture within different historical and theoretical contexts
Demonstrate understanding of program, use, and activity in architectural design