Number & Title of Course (total credits awarded):
ARC 1302  Design 1.2  4 credits

Course Description (limit 25 words):
This course continues the emphases and topics studied in Design 1.1, with increased expectation with regard to graphic and spatial manipulation ability. Students study exemplary works of art and architecture, beginning the process of developing an understanding of the role history plays in their own creative explorations. By the end of the course, site and the human being are part of the design environment. Exercises engage only a few carefully selected architectural variables at a time.

Course Goals & Objectives (list):
- To learn fundamental design principles.
- To develop basic design skills, such as: drawing, sketching, model making, graphics, etc.
- To team and use a variety of presentation techniques.
- To explore analytical techniques for the understanding of the nature of the design problem to be solved.
- To learn and develop a strict sense of craftsmanship, discipline and work ethic.

Student Performance Criterion addressed (list number and title):
Criterion 3: Graphics Skills
Criterion 5: Formal Ordering Systems
Criterion 6: Fundamentals Design Skills
Criterion 11: Use of Precedents

Topical Outline (include percentage of time in course spent in each subject area):
Graphics Skills  40%
Formal Ordering Systems  25%
Fundamentals Design Skills  25%
Use of Precedents  10%

Prerequisites:
ARC 1301  Design 1.1

Textbooks/Learning Resources (MLA):

Offered (semester and year):
Fall

Faculty assigned (list all faculty assigned during the two academic years prior to the visit):
Valerie Goodwin
Deborah LaGrasse
Elizabeth Lewis
Eduardo Robles