ARCH 503
NORTHGATE DIGITAL DESIGN STUDIO
6 Credits

Instructor
Ellen Yi-Luen Do

Course Description
This experimental studio focuses on urban design issues in Northgate/Thornton Creek area. Studio participants chose from several sites and programs - community library, shops, housing, open space and use interplay of traditional and digital media including Plexiglas, virtual walk-through and animations to be the source of imagination and inspiration. The studio participated in City's Community Workshops and an interdisciplinary collaboration with Landscape Architecture graduate studio 504 and the City of Seattle.

Course Objectives

Architecture: Understanding of the building concept, nature of architecture fabric, development of a feasible architecture program, architecture response to program and urban pressures, understanding issues of building type and material aspects, theory and methodology of project, governing ideas, relationship of detail to overall concept.

Building type: Understanding of typology of the chosen building types, concepts about use and function. Nature of user group and social structure and organization, spatial types and organization, circulation, entry sequence consideration, project identity, community and privacy issues, individual and shared outdoor and open space, nature of navigation and way finding. In particular interests, a community library, community center, open space design, housing, and commercial shops will be the programs chosen by each group.

Urban Design: Understanding site features, traffic and pedestrian and neighborhood concerns. Vision and designing coherent image for the Northgate area, linking different areas and use as a whole, understanding of local urban context and impacts, responses in formal and functional design to urban pressures, issues of security, enclosure, interaction, street wall and facade concerns, and so forth, building as urban fabric.

Collaboration: Understanding of the design process as communication and negotiation, interactions between different stakeholders, the public and private sectors. Work within limitations of city zoning and development constraints, simultaneous exploration of urban context with city officials and neighborhood groups, and individual agenda.

Digital Design Media: Understanding of how information technology and digital media can influence the design, thinking of architectural form, space and structure, as well as presentation and representation of ideas, pushing the envelop to use different technology appropriate to address design concepts and strategies, skills of eloquent applications and presentations of ideas, addressing tectonic details and thinking of future environments: physical, and virtual, built form and design tools.

Course Requirements
Completion of individual projects and reading of related literature.
Presentation, participation and discussion in class.

Course Evaluation
Participation, and completion of design work.

Required Texts
Related readings according to individual projects.
Weekly handouts and numerous web-based information resources.
http://courses.washington.edu/studio

Recommended Readings
"Precedents in Architecture"
"Great Streets",
"Designing Engineers"
"Design Methods"
"Design Thinking"