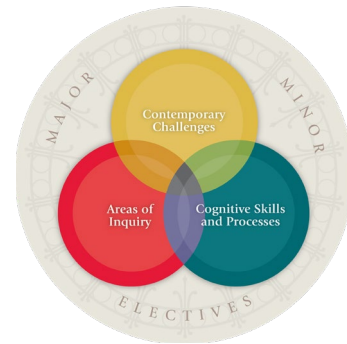Rutgers, The State University of New Jersey
Landscape Architecture **11:550:133**

Architectural Design

Fall 2025   Blake Hall – Room #244
Mondays   4:00 – 7:00pm

Instructor
Anita Bakshi
222 Blake Hall
ab1332@sebs.rutgers.edu

Course Description
This introductory architectural design course includes studio and lecture components, and familiarizes students with core principles and practices of the architecture profession.   Students explore space-making—the creative relationship between humans and their built environment. Lectures provide a broad overview of architectural history, building materials and technologies, sustainable and green building strategies, and important architects and their works. Students learn basic spatial production and analysis of the built environment. Forms of visual inquiry for the design process include abstraction, modes of representation (drawing conventions, model building), and investigation into tectonics, materiality, scale, and space, design exercises and a final design project. This course will explore foundational design principles through a series of short exercises, design projects, and workshops that employ critical and creative architectural design strategies. Class time will be used for Lecture and Studio.

Since this is organized as a studio course, in class exercises and work time are important elements of the course. For this reason, it is very difficult to make up work missed during class time. <u>Therefore, only one unexcused absence is allowed</u>**, and there will be a reduction in the overall course grade for each additional unexcused absence. Being late to class 3 times will count as 1 absence. Arriving 20+ minutes late to class will count as an absence.** If you need more time or more help completing assignments, please contact me to discuss.

CONTACTING ME
Sending me a message on Canvas is the best way to get ahold of me. Email is the second option but also fine. Please allow 24 hours for a response during business hours.

Main Learning Goal: AHr - Engage critically in the process of creative expression

Learning Objectives
• Learn how to interpret the built environment and understand the aesthetic, social, cultural, economic, and environmental considerations that influence building design and construction.
• Recognize and be able to discuss influential architects and their buildings, and describe

seminal architectural movements.
• Engage in the design process and think critically about design decisions.

Assignments and Grading
Students will receive grades and feedback on all assignments and exercises that are completed throughout the semester. The individual break down of the cumulative semester grade is as follows:

Discussions	Discussion Posts	10%
Lectures	Lectures & In-Class Assignments	10%
Exercise #1	Experience Machine	5%
Exercise #2	Design Elements	5%
Exercise #3	Reading-Observation Essay	5%
Exercise #4	6x6x6 Cube	20%
Exercise #5	Green Cities Exercise	10%
Exercise #6	Inspiration Modelling from 'Making'	5%
Final	Designing with the Masters	30%

Policies

Except for circumstances truly beyond the student's control, all projects and homework are due on the dates and at the times specified throughout the semester. No late homework will be accepted. Midterm and Final Projects that are incomplete on the due date should still be submitted on the date it is due to receive at least partial credit. Turning in no work for an assignment or a project will result in a grade of zero [0]. *Any final or midterm project submitted late will lose a letter grade for each day past due*. Working beyond a due date is both unrealistic in a professional setting and unfair to your classmates in this course.   If you encounter any personal circumstances that inhibit your ability to fulfill the requirements of this course, you should immediately contact the instructor[s]. In addition, any student with a special need, circumstance, or disability, should make an appointment to see the instructor[s] during the first week of classes.

If a circumstance arises beyond your control, please notify the Instructor *prior* to the class meeting, and other arrangements will be made. **Documented** medical and family emergences are, of course, excused.   Attendance will be taken at the start of class. Late arrivals greater than 10 minutes will be marked as a full absence by the Instructor. Students on academic probation have NO ALLOWABLE ABSENCES.   Content missed due to an excused absence will be made available however, an excused absence does not automatically prolong an assigned due date for any exercise or project.

Required Materials

There will be a few materials that you will need to buy for the course. You will not need these items right away – and they are not required for the first day of class - but please make sure you have purchased them by Week 4.

You can use the foam board for your final model (due on the last day of class), but most people choose to purchase other materials for their final model.

• 1 Sheet of Foam Core Board 24" x 36" (at 1/4" or 3/16" thickness)
The instructor will provide more information on the first day of class, and some foam board may be provided for the CUBE project

• 1 Sketch Book or a regular notebook (your preference)

• 1 Architectural Scale (ruler) – make sure that you get an ARCHITECTURAL scale, not ENGINEERING
https://www.amazon.com/Alvin-110P-Plastic-Architect-Triangular/dp/B001DNHG64/ref=sr_1_4?ie=UTF8&qid=1481740476&sr=8-4&keywords=architectural+scale

• 1 Exacto Knife
here is an example: https://www.amazon.com/X-ACTO-2-Knife-Safety-Cap/dp/B000V1QV7O

• 1 metal ruler (this is helpful for cutting models with straight lines
https://www.amazon.com/Officemate-Classic-Stainless-Measurements-66612/dp/B00IXLPO8G/ref=sr_1_6?s=office-products&ie=UTF8&qid=1485373689&sr=1-6&keywords=metal+straight+edge

• Glue & Tape – good options for glue are basic Elmer's Glue, or some people prefer a hot glue gun

• There is one **suggested** book for this course: *Archidoodle: The Architect's Activity Book.* This is not required for the course, but some students enjoy using the sketch prompts to help develop their design ideas.
https://www.amazon.com/Archidoodle-Architects-Activity-Steve-Bowkett/dp/1780673213/ref=sr_1_1?ie=UTF8&qid=1502211739&sr=8-1&keywords=archidoodle