

ARCH 2630 – Design Foundations Workshop
Spring 2025 Section 1

Instructor

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Design Foundations Description

This studio is one of three courses in the College of Architecture + Planning’s Design Foundations program. Design Foundations is aimed at fostering an “ethic of care” in designers, planners, architects, and others interested in the built environment. Two intrinsic dimensions of an ethic of care are to think systemically and engage empathetically. To develop these dimensions, the Design Foundations program begins with three courses, which students are encouraged to complete in their first year:

DES 2630: Design Contexts

CMP 2010: Design Ecologies,

ARCH 2630: Design Foundations Workshop.

Together, these courses offer a mix of lecture/discussion (thinking), engagement experiences (doing), and visual communication and literacy (seeing and representing). The courses are taught collaboratively by planning, architecture, and design faculty and provide a solid foundation for entry into the architectural studies, multi-disciplinary design, and urban ecology majors. All students in the college are required to complete the three courses prior to entry into one of the major programs.

The Design Foundations program includes coursework and co-curricular support systems such as peer mentors, teaching assistants, a student success team providing advising and allied student support services, and a dedicated librarian at the Marriott Library.

Design Foundations Workshop

This course will introduce an iterative design process using fundamental design principles and processes in a studio setting. Over the course of the semester, you will develop your own approach and manipulation of this process. Of course, this is not something that you will master in one semester, but we will lay the foundation for a disciplined work habit. The projects will be abstract in nature – dealing with concepts and skills that are at the foundation of continued studies in Architecture, Urban Ecology, and Design.

When engaged in designing you will develop methods of evaluating your progress. Systematically assessing your design work ensures that you will make an appropriate response to the issues generated by the design problem. Your work must conform to the parameters of the problem. Also, comparing one of your proposed design solutions with another sharpens your critical visual faculties. The act of comparison leads to a heuristic process you must engage in by making physical iterations and refinements of your actual design. You must attain the ability to interpret, analyze, and synthesize design issues.

Course Outcomes / Learning Objectives

By the end of this course, you will be able to:

- Understand and engage in an iterative design process
- Use verbal, visual and written skills to present design ideas
- Execute projects with a high level of craft
- Participate in studio culture
- Understand basic design principles and elements
- Assess and critique work (self and others)
- Build awareness of contemporary work in design fields

Teaching and Learning Methods:

This is a studio course so much of our class time will be spent engaged in the process of design. We will discuss each project brief on the day it is assigned. Not all of the information we will discuss will be in writing so it is imperative that students are present for these assignments. There will be several projects over the course of the semester, we will have a 'review' for each project on the date it is due with the Final Review at the end of the semester. Each week we will have desk-crits, where the instructor meets with each student individually; and pin-ups, where the students hang up their work for group discussion. (On exhibition and the final review day, the work should be hung on the wall prior to the start of class, unless otherwise indicated by your instructor).

Students should always come to class prepared to work, with all relevant materials. The excuse that materials or process has been left at home will not be acceptable and failure to make good use of studio time will reflect poorly on your grade for the semester.

In addition to the projects, you will be required to keep a sketch-book and complete the assigned readings.

Time Commitment

You will find design is a time intensive activity. You may not be able to complete all the assignments in the class period. It is expected that you will complete all assignments prior to the next class period in order to work on the next group of assignments in the next class.

Studio

The studio environment is an essential component to your education in design. Here you will have the appropriate space and materials to work with. Most importantly the studio provides an atmosphere of shared exploration with others. You will be in the company of your fellow students who are also working on the same problem. It is important that you develop relationships with your classmates in which you discuss your work, seek their criticism and learn to critique their work. It would be wise of you to spend as much time as possible in this work environment. You will be responsible for your own access to the studio outside of class time. Please be respectful of the studio and the space of others.

Please be respectful of others people's space and property with in the studio. If you are experiencing any problems in regards to studio use or misuse, discuss them with your instructor.

Attendance & Punctuality

Attendance is mandatory. Each student is granted 2 un-excused absences during the semester no questions are asked, but you need to let your instructor also know before each class. After two un-excused absences, each subsequent un-excused absence will reduce your final grade by 5% points. If you miss class due to personal health issues, please inform your instructor before the class and provide your instructor with a medical certificate from your doctor. Absences from class with an accompanying doctor's note will be considered an excused absence and will not impact your final grade. Any extenuating circumstances should be discussed with the instructor. This class begins promptly. If you are late you may be counted as absent. Whether your absence is excused or not, you are responsible for all assignments for that class.

Assignments:

This course is taught through 4 different design modules which will be completed during the semester. Each module will have multiple assignments which you will be responsible for. In addition to these projects there are 2 design and craft exercises which last the entire semester and are discussed on a Bi-Weekly basis. Further information about each assignments due dates can be found in the course schedule and a detailed description and requirements for each project will be provided on the day it is assigned.

- Module 1 : Essential Skills for Studio Environments
- Module 2 : Figure / Ground / Ordering Systems
- Module 3 : Design Composition
- Module 4 : Design Project

Assessment:

Your projects will be evaluated by the instructor after each assignment. Evaluation is not based on the instructor's personal taste or preference, but according to fundamental design principles that we will discuss in class. Craft will also be an important aspect in evaluation of your work. Before final grading of your assignment you should seek criticism and evaluation of your work from the class instructors. You should also discuss your work with your fellow classmates so that you can evaluate their approach to the problem's design issues and compare their ideas with your own. If in discussion with the class instructor you have received favorable responses regarding your project before its final due date you should not construe these positive responses as a resolution of your design project or an indication that you may cease your investigation about the design problem. Failure to develop your project to the fullest extent may result in a lower grade.

All grades will relate directly to your work and your demonstrated ability to:

- Analyze and interpret the assignment.
- Develop the criteria.
- Learn and apply the necessary knowledge and skills.
- Create design proposals that appropriately address the design issues under investigation.
- Develop a clear design process demonstrating ability to critique your strategies and results.
- Communicate your design ideas clearly through your work process and the final design solution.

You must develop an acceptable technical level of craftsmanship in the production of your projects. Acceptable craftsmanship of the physical project makes it possible for you to articulate your design ideas clearly and succinctly. Class performance may influence the final semester grade.

Grade Breakdown

Class participation / attendance	10%
Module 1	10%
Module 2	20%
Module 3	20%
Module 4	30%
Reflective Assignments	10%
Total:	100%

Grade Scale

A 100-95 // A- 94.99-90 // B+ 89.99-87 // B 86.99-83 // B- 82.99-80 // C+ 79.99-77 // C 76.99-73 // C- 72.99-70 // D+ 69.99-67 // D 66.99-60 // E < 60

Instructor's Absence

Faculty members are involved in a variety of activities in addition to their teaching: research, scholarship, professional practice, university and professional service, and other university related activities that may cause them to be absent from school from time to time during the semester. Every effort will be made to inform students ahead of time about expected absences from studio.

Instruction and Required Materials:

Most of the material required for this class was paid for by the course fee. The instructor will have the material for you when you need it. In addition to this material, you will need the following material which you should bring to each class:

Bound Sketchbook, 6" x 8" minimum size

Drawing Pencils of Various Hardness, i.e. 2B, HB, H, 2H etc.

Pencil Sharpener

Black Pens of Various Line Thickness

Pencil Eraser

X-Acto Knife (number 11)

Suggested Readings

Art and Visual Perception; Rudolf Arnheim

Ways of Seeing; John Berger

Interaction of Color; Josef Albers

Laws of Seeing; Wolfgang Metzger

Architecture: Form, Space and Order; Frank Ching

University Policies

1. ***The Americans with Disabilities Act.*** The University of Utah seeks to provide equal access to its programs, services, and activities for people with disabilities. If you will need accommodations in this class, reasonable prior notice needs to be given to the Center for Disability & Access, 162 Olpin Union Building, (801) 581-5020. CDS will work with you and the instructor to make arrangements for accommodations. All written information in this course can be made available in an alternative format with prior notification to the Center for Disability & Access.
2. ***University Safety Statement.*** The University of Utah values the safety of all campus community members. To report suspicious activity or to request a courtesy escort, call campus police at 801-585-COPS (801-585-2677). You will receive important emergency alerts and safety messages regarding campus safety via text message. For more information regarding safety and to view available training resources, including helpful videos, visit <https://safeu.utah.edu>
3. ***Addressing Sexual Misconduct.*** Title IX makes it clear that violence and harassment based on sex and gender (which includes sexual orientation and gender identity/ expression) is a civil rights offense subject to the same kinds of accountability and the same kinds of support applied to offenses against other protected categories such as race, national origin, color, religion, age, status as a person with a disability, veteran's status or genetic information. If you or someone you know has been harassed or assaulted, you are encouraged to report it to the Title IX Coordinator in the Office of Equal Opportunity and Affirmative Action, 135 Park Building, 801-581-8365, or the Office of the Dean of Students, 270 Union Building, 801-581-7066. For support and confidential consultation, contact the Center for Student Wellness, 426 SSB, 801-581-7776. To report to the police, contact the Department of Public Safety, 801-585-2677(COPS).
4. ***Academic Misconduct Statement.*** It is expected that students adhere to University of Utah policies regarding academic honesty, including but not limited to refraining from cheating, plagiarizing, misrepresenting one's work, and/or inappropriately collaborating. This includes the use of generative artificial intelligence (AI) tools without citation, documentation, or authorization. Students are expected to adhere to the prescribed

professional and ethical standards of the profession/discipline for which they are preparing. Any student who engages in academic dishonesty or who violates the professional and ethical standards for their profession/discipline may be subject to academic sanctions as per the University of Utah's Student Code: <https://regulations.utah.edu/academics/6-410.php>

Non-Contract Note: This syllabus is meant to serve as an outline and guide for our course. Please note that your instructor may modify it with reasonable notice to you. The instructor may also modify the Course Schedule to accommodate the needs of the class. Any changes will be announced in class and posted on Canvas under Announcements.