Student Teaching Assistant: ARCH 4/580 for ARCH 222 Design Communication II

Course, Time, Location: Spring 2013, T + TH, 10:00-11:50am; LA 115, studios + labs
Instructor: Philip Speranza, speranza@uoregon.edu

Teaching Assistants receive 0-3 credits. Responsibilities include 6-9 hours per week participation during course hours (4), weekly meetings (1) and offering comments on work. Additional roles will be requested voluntarily based on credit and course needs. During course hours teaching assistants are expected to participate in course lecture hours, lead section discussions, assistance with software (Adobe Creative Suite, Rhino, VRay and Grasshoppe), and review student work.

To Apply: Students who are interested in working with ARCH 222 Design Communication II ‘Intro to Computing’ should contact Assistant Professor Philip Speranza at speranza@uoregon.edu and then complete an application and return it the Architecture Department office by Friday, March 15, 2013.

Course Description: Design Communication II, Innovating the Practical, Systematic Affects

“I’d like to think that we are now entering a third, more mature phase in our relationship to digital technology. Thanks in part to a new generation of architects who have been educated entirely within the digital regime, and on the other hand to the first generation of digitally trained architects who have continued to evolve their thinking, the computer is beginning to have a practical impact, beyond the formal or the metaphorical.” - Stan Allen, If…then… Architectural Speculations

Design communication pervades the way design approaches today may be seen as systematic frameworks for participation that evolve through understandings of context through phenomenology from the bottom-up. This course will investigate design communication methods in parallel with architectural studio projects in three approaches: qualitative diagramming; analog parametrics; and digital parametrics, as a way to explore the human experience of each student’s design intent. Students will bridge analog and digital media to create systems approaches that are calibrated to existing and proposed conditions. This method of systems thinking allows students to use digital media to apply existing data performative and subjective in nature not as singularities but as systems. The course will introduce theoretical ideas in a lecture format and provide opportunities for one-to-one workshop learning in a studio setting applied to studio design projects.

Required Software: Windows, Adobe Creative Suite Basic (Photoshop, Illustrator and In-Design) and UO VPN.
* The department will provide lab license access to Rhino 4.0 and VRay for Rhino.
Hardware Requirements: please see http://aaa.uoregon.edu/computing/purchasing/student#architecture
Additional Hardware Recommendations: minimum 4-8+ GB RAM, an external monitor, a mouse, an Ethernet cable (some studio will and will not be hard wired). Virtualization software such VMware or Parallels is optional.