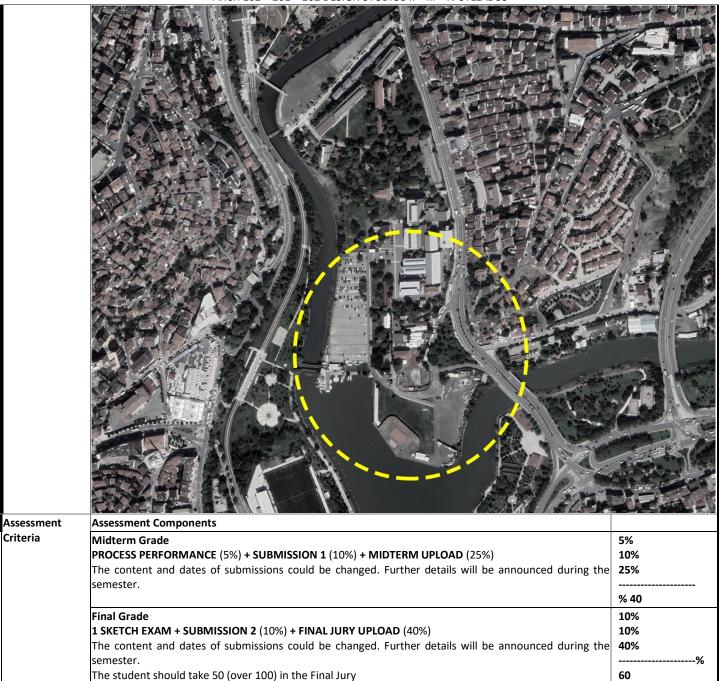
Course Title	Code	Semester	Hour (T+P)	Credit	ECTS	
DESIGN STUDIO II	ARCH 102	2	4 + 4	6	10	
DESIGN STUDIO III	ARCH 201	3	4 + 4	6	10	
DESIGN STUDIO IV	ARCH 202	4	4 + 4	6	10	
Prerequisites	ARCH 101 (for 102) + ARCH 102 (for 201) + 201 (for 202)					
Language of Instruction	English					
Course Type (Required / elective)	Required					
Course Coordinator	Assistant Prof. Dr. Gülşah AYKAÇ					
Instructor / email	gulsah.aykac@marmara.edu.tr					
Assistants	Research Assistant Rumeysa TEMEL + Research Assistant Furkan SAĞDIÇ					

Goals	A Vertical Studio: ALONG THE WATER				
Goals	A Vertical Studio: ALONG THE WATER				
	The vertical studio attempts to develop design strategies based on fundamental architectural design components such as scenario/program, site and tectonics in a relatively small-scale building.  Main task of the course is interrelating with the ecology of Haliç, Golden Horn, through proposing water sport facilities such as canoeing, kayaking, rowing and sailing.				
	Therefore the problematics of the design of the vertical studio are:				
	<ul> <li>Investigating a specific urban environment, analyzing the site, representing site explorations and contextualizing a place, especially with the question: how to establish a relationship with the water?</li> </ul>				
	<ul> <li>Designing in reference to the urban context considering the scale, materiality and social aspects.</li> </ul>				
	<ul> <li>Interpreting an architectural program through diversified spatial relations.</li> </ul>				
	Hybridization of the spaces and functions.				
	Open space articulation.     Structural nucleus.				
	Structural system.				
Learning	1. To define the problems or potentials of an urban context with its varying dimensions like history, culture, topography.				
Outcomes	2. Learning to produce/define an original scenario with diversified spatial relations.				
	3. To communicate visually on the concept and design processes of a project.				
	4. Hybridization of a program.				
	5. Designing structural system				
Course Content	The vertical studio searches for the design of a sports club together with its waterscape in Golden Horn. The design proposal				
	should develop a scenario for different user groups and for different events. It is critical to achieve a spatial diversity considering				
	the ecology of the existing urban environment.				
	The project brief asks for a proposal covering sport activities and create different open spatial qualities along the water for				
	human and non-human existences of the site.				
	Tentative Program:				
	Spaces specific for the proposed sports activity (including the storage)				
	Training & activity rooms				
	Cafe and lounge (with proper kitchen and storage)				
	Changing rooms and showers				
	Seminar rooms				
	Meeting room				
	Coach room Infirmary				
	Museum/archive				
	Administrative offices				
	WCs				
	Mechanical/Electrical Equipment Rooms (Mechanical Rooms)				
	*Program elements should be interpreted according to the design strategy.				
	Site: Haliç, Golden Horn				



%100

Course success-Total

The calendar and the conduct of the courses may have changes during the semester because of the ongoing disaster situation in our country. Please follow the updates.

WEEKLY TOPICS AND PREPARATIONS						
WEEKS	DATE	TOPICS	PREPARATIONS			
1. Week	27.02.2023	General Meeting	Introduction to the studio culture and content.			
	02.03.2023	Site visiting				
2. Week	06.03.2023	Studio works	Urban Scale Analysis 1/2000,1/1000, working with models			
	09.03.2023	Studio works	Urban Scale Analysis 1/2000,1/1000, working with models			
3. Week	13.03.2023	Studio critics	Urban Scale Analysis 1/2000,1/1000, working with models			
	16.03.2023	Studio critics	Urban Scale Analysis 1/2000, 1/1000, working with models			
4. Week	20.03.2023	Studio critics	Urban Scale Analysis 1/2000, 1/1000, working with models			
	23.03.2023	COMMON MEETING (graded submission)	Urban design concepts, analyses, models (digital & physical), silhouettes, drawings, etc. )			
5. Week	27.03.2023	Studio critics	Urban design concepts, analyses, models (digital & physical), silhouettes, drawings, etc. )			
	30.03.2023	Studio critics	Focused works for chosen urban area 1/500			
	03.04.2023	Studio critics	Focused works for chosen urban area 1/500			
6. Week	06.04.2023	OPEN EXHIBITION AND SUBMISSION 11	Urban design concepts, analyses, 1/1000, models (digital & physical), silhouettes, drawings focused works for chosen urban area 1/500			
7. Week	10.04.2023	Studio critics	Preliminary conceptual design and approaches 1/200 and their integration to urban scale.			
	13.04.2023	Studio critics	Preliminary conceptual design and approaches 1/200 and their integration to urban scale.			
8. Week	17.04.2023	Studio critics	1/1000, $1/500$ + Preliminary conceptual design and approaches $1/500$ and their integration to urban scale. $1/200$ spatial decisions.			
	20.04.2023	Studio critics (not holiday)	1/1000, 1/500, 1/200			
9. Week	24.04.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
9. Week	27.04.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
MIDTERM WEEK <sup>2</sup>		02.05.2023 - 07.05.2023 <b>03.05.2023 Wednesday Midterm Jury</b>				
10.	08.05.2023	SKETCH EXAM	1/1000, 1/500, 1/200			
Week	11.05.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
11.	15.05.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
Week	18.05.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
12.	22.05.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
Week	25.05.2023	Studio critics for urban and architectural design scale.	1/1000, 1/500, 1/200			
13. Week	29.05.2023	OPEN EXHIBITION AND SUBMISSION 2	1/1000, 1/500, 1/200			
	01.06.2023	Studio critics for architectural design and system scale	1/1000, 1/500, 1/200			
14. Week	05.06.2023	Studio critics for architectural design and system scale.	1/1000, 1/500, 1/200			
	08.06.2023	Studio critics for architectural design and system scale.	1/1000, 1/500, 1/200			
FINAL WE	EK	12.06.2023 - 25.06.2023 12.06.2023 / Monday / Final Jury				

# REFERENCES

# A Few Case Studies:

- . WMS Boathouse at Clark Park / Studio Gang
- . Municipal Boxing Gym / Urbánika
- . Aarhus Gymnastics and Motor Skills Hall / C.F. Møller
- . Kletterzentrum Innsbruck
- . Muay Thai Space / BWAO (2017) BEIJING, CHINA

ECTS / WORKING HOUR TABLE						
Activities	Number of Weeks	Duration (Hour)	Working Hours			
Duration of Course (Including Exams: 15 x Total Weekly Course Hour)	15	8	120			
Extracurricular Working Hour (Seminar Attendance, Preparatory Work, Review Assignments, Internet Studies, etc.)	15	8	120			
Submissions	12	2	24			
Midterm	1	12	12			
Final exam	1	24	24			
Working Hours in Total			300			
Working Hours in Total / 30			300 / 30			
ECTS			10			

#### **EXPLANATIONS**

# OPEN EXHIBITION AND SUBMISSION 1 (Exact list will be announced before the submissions).

- Field research and documentation of field trips with mappings, (digital+manual) collages, photo-collages, video, short movies and other media.
- 1/2000, 1/1000 Concept and Urban Design Approaches
- 1/1000, 1/500 Models
- Analyzing the relations between the street, square and structure that focused on the urban pattern
- Supplementary works

# MID-TERM EXAM - 1st Jury Submission

- All presentation boards should be designed in A4 or its related dimensions (A3, A2, A1, A0)
- You should also submit a copy of your all submissions on the jury day until 08:30 in an A3 folder (it might be black- white and it should be printed out as a 'fit to paper' layout).
- You should upload your works both to UES and OneDrive folder..

#### Content

What kind of urban context do you work in? How do you read the existing urban context?

- Field research and documentation of field trips with mappings: Collages (digital+manual), 2D or 3D Diagrams, photo-collages, video, short movies and other media
- Contextual and urban analysis
- Works explaining the relationship between analysis and the idea/ Explaining the phase from analyses to the concept idea.

# 1/1000 set (ground floor plan+sections+physical model)

# 1/1000 ground plan which will reflect:

- Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)
- Site plan decisions and proposals with immediate surroundings

# 1/1000 sections (at least two sections) which will reflect:

- Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)
- Site plan decisions and proposals with immediate surroundings and silhouettes

Physical Model (with the surrounding and proposals) 1/1000 + 1/500 or 1/200

#### 1/500 or 1/200 partial plans and sections with surroundings:

• At least one partial plan and one section (1/500) are required.

Plans and sections reflect your main strategies such as

- one single unit and/or an idea of interrelating housing masses.
- your social and shared spaces, spaces of encounter and/or a focus point in the site.

3D models and other possible works produced by alternative digital+manual mediums.

# OPEN EXHIBITION AND SUBMISSION 2 (Exact list will be announced during the semester).

- All presentation boards should be designed in A4 or its related dimensions (A3, A2, A1, A0)
- You should also submit a copy of your all submissions on the jury day until 08:30 in an A3 folder (it might be black- white and it should be printed out as a 'fit to paper' layout).
- You should upload your works both to UES and OneDrive folder..

Detailed information on the presentation boards:

#### Content:

What kind of urban context do you work in? How do you read the existing urban context?

- Field research and documentation of field trips with mappings: Collages (digital+manual), 2D or 3D Diagrams, photo-collages, video, short movies and other media
- Contextual and urban analysis
- Works explaining the relationship between analysis and the idea/ Explaining the phase from analyses to the concept idea.

#### 1/1000 site plan

#### 1/1000 ground plan which will reflect:

- Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)
- Site plan decisions and proposals with immediate surroundings

# 1/1000 sections (at least) 2 sections which will reflect:

- Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)
- Site plan decisions and proposals with immediate surroundings and silhouettes

Physical Model (with the surrounding and proposals) 1/1000 + 1/500 or 1/200

#### 1/200 set (ALL floor plans and 2 sections with surroundings, physical model)

- 1/200 ground floor plan: Reflecting circulation, connections between different masses, open, semi-open and closed areas.
- 1/200 floor plans
- 1/200 sections x 2

# 3D models and other possible works produced by alternative digital+manual mediums.

Supplementary works: 1/200 works (For the students who have been working on 1/200 scale such as housing typologies, units, research.)

# FINAL EXAM - Final JURY- 3rd jury (Exact list will be announced during the semester).

- All presentation boards should be designed in A4 or its related dimensions (A3, A2, A1, A0)
- You should also submit a copy of your all submissions on the jury day until 08:30 in an A3 folder (it might be black- white and it should be printed out as a 'fit to paper' layout).
- You should upload your works both to UES and OneDrive folder..

Detailed information on the presentation boards:

# Content:

What kind of urban context do you work in? How do you read the existing urban context?

- Field research and documentation of field trips with mappings: Collages (digital+manual), 2D or 3D Diagrams, photo-collages, video, short movies and other media
- · Contextual and urban analysis
- Works explaining the relationship between analysis and the idea/ Explaining the phase from analyses to the concept idea.

# 1/1000 set (ground floor plan+sections+physical model)

# 1/1000 site plan

### 1/1000 ground plan which will reflect:

- Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)
- Site plan decisions and proposals with immediate surroundings

# 1/1000 sections (at least) 2 sections which will reflect:

• Principal urban decisions and strategies (public spaces, social and shared spaces and circulation, accessibility for both pedestrian and cars...)

• Site plan decisions and proposals with immediate surroundings and silhouettes

Physical Model (with the surrounding and proposals) 1/1000 + 1/500 or 1/200

# 1/200 set (ALL floor plans and 2 sections with surroundings, physical model)

- 1/200 ground floor plan: Reflecting circulation, connections between different masses, open, semi-open and closed areas.
- 1/200 floor plans
- 1/200 sections x 2

# 3D models and other possible works produced by alternative digital+manual mediums.

Supplementary works: 1/200 works (For the students who have been working on 1/200 scale such as housing typologies, units, research.)

3D models and other possible works produced by alternative digital+manual mediums.

A4 Project report: An explanatory report on project content, urban context and design strategies, 500 words at maximum.