

OPTION STUDIOS S24

In Spring 2024 there will be a set of second year option studios 48:205. The studios offer opportunities to explore differing disciplinary interests. There will be a preference process with an on-line form issued on Nov 11th. Second year students are asked to submit three preferences with the reasoning by November 22nd. Studio numbers will be balanced and the rosters will be published on Dec 4th.

1. Sarosh Anklesaria
2. Theo Issaias
3. Steve Lee
4. Misri Patel
5. Tuliza Sindi

Design/ Build Options Studio

Phase 2 | Peace Garden Project

“you can’t hammer a nail over the Internet.”

— Matthew B. Crawford, *Shop Class as Soulcraft: An Inquiry Into the Value of Work*

Background: the Design/ Build ASO Studio is part of a multi-year, interdisciplinary, design-build effort to provide a diverse group of students with the opportunity to work with their eyes, hands and brains to transform an idea from a virtual world into the physical world. In this semester, we will again work with Campus Design & Facility Development (CDFD), Facilities Management & Campus Services (FMCS) and campus constituents to improve the quality of life on campus through engaging design intervention(s). The project is fully funded and the expectation is that the project will be turned over to the campus community by the last day of classes in the spring semester.

Design: during the spring 2023 semester, the Design/ Build Studio created an ambitious proposal to re-envision the Peace Garden with components that included roof structures, decks, benches, a rain garden, a bioswale and concrete tables - far too ambitious for a one semester project. We completed the decks, benches, the rain garden, the bioswale and the concrete tables. This spring we will complete the remaining benches and [re] design new roof structure(s) to integrate with the deck from last spring.

Build: during this spring we will be working in the SHOP and dFAB and be joined by interested students from across campus to construct/ install the object(s) on their site(s). The final review has been scheduled for Thursday, 9 May 2023 (all students must be on hand to complete the project and for this review).

Vertical Integration: an explicit intention of this studio is to integrate students at different points in their degree programs and students from other degree programs to maximize self-learning and to learn how to work in multi-year and multi-discipline teams.

Program: we will start the semester by reviewing the work from the spring 23 proposal and installation, forming three “competition” teams, conducting a 2 week design competition and determining—through a collaborative process—the project that we will build in terms of aesthetics, budget and workforce. The tasks include but are not limited to:

- forming teams & collaborating in a design competition
- developing & completing construction documents and project management plans
- fabricating and testing full scale prototypes
- revising construction documents based on evaluation of prototype(s)
- specifying and procuring materials
- constructing/ installing the object(s) on their site(s)

Learning Outcomes: as a result of this course, a student should be able to:

- collaborate with others - both inside and outside the discipline of architecture
- integrate systems - structural, material, enclosure and formal
- develop criteria and evaluate multiple design alternatives
- draw technical documentation using the conventions of architectural representation
- translate design proposals into built form
- learn basic construction techniques—layout, assembly, hand tools, power tools, improvisation



3. Steve Lee T/R 1.00-4.50pm



Images from - Spring 2022 & Spring 23

Top: Final Review-10 May 2022 (Photo Credit: J.Kappelt)

Middle: Deck Team on Site
View from Hunt Library
A.Quigley (B.Arch26) & D.Lau (B.Arch'26)

Bottom: DRC Approved Design Proposal - S23