

PROJECT PROMPT:

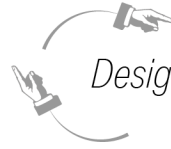
These are the **big ideas** of your project:

WHAT are you designing?

WHY is this needed?

HOW will you convey your ideas?

What other STEAM topics and outcomes can you connect to through the PROMPT or SCOPE?



Design is iterative, you can revisit & refine these after you start working.

WHAT

WHY

HOW

DESIGN SCOPE:

Using the big ideas from your PROJECT PROMPT, fill in more about the SITE, the CLIENT, the PROGRAM, or what FORM your design will take.

STEAM CONNECTIONS

SITE

CLIENT

PROGRAM

FORM

Materials:

Project Timeline:

Other Notes:

PROJECT TITLE:

cae
Center For Architecture Explorations

soa.cmu.edu/architecture-explorations
soa-cae@andrew.cmu.edu | 412-268-5551

USING THE DESIGN PROCESS

Design an architectural learning project
Connect to STEAM topics through the initial PROMPT & SCOPE,
and throughout the design process

