

20.00 credits	240.0 h	Q1 and Q2
---------------	---------	-----------

Teacher(s)	Bechet Emilie ;Burquel Pierre ;Debrun Gilles ;Piroux Vincent ;Van Craen Ariane ;
Language :	French
Place of the course	Bruxelles Saint-Gilles
Prerequisites	<i>The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.</i>
Main themes	<p>As a follow-up to the achievements of architecture project 2, the projects proposed to the teaching unit for architecture project 3 are characterised by the programmes mainly related to the themes:</p> <ul style="list-style-type: none"> <li>• reflection on the public space, the relationship to the landscape and the environmental context</li> <li>• reflection on inhabited space, more particularly collective housing inserted into the urban fabric</li> <li>• rationality of the project, constructive and technical control.</li> </ul> <p>As part of the learning of architectural composition, the course of architecture project 3 integrates this data into the progressive acquisition of the competence to design the architecture project, to understand and apply knowledge related to the materiality of a project.</p>
Learning outcomes	<p><b>At the end of this learning unit, the student is able to :</b></p> <p>The general objective of the Bachelor s degree in Architecture is to be able to:</p> <ul style="list-style-type: none"> <li>- READ (make out, understanding, find the meaning of, distinguish, recognise)</li> <li>- DESCRIBE (represent, draw or follow)</li> <li>- USE (join, combine, order) the basic components of architecture, with sensitivity and understanding of the basic, long-term values which are at the heart of the discipline.</li> </ul> <p>Architectural Project 3 achieves this general objective through CONFIRMATION (corroborate, synthesise, confirm), following on from the methods of introduction and exploration covered in Architectural Projects 1 and 2.</p> <p><b>Contribution to the learning outcome reference framework:</b></p> <p><b>Design a project Confirmation</b></p> <ul style="list-style-type: none"> <li>• Sensibly bring together and develop natural and artificial environments (landscape, urban, buildings) within a framework of basic parameters</li> <li>• Express and prioritise the aims of the projects so as to be able to make choices</li> <li>• Understand, test and bring together the organisation of the space through an architectural project</li> <li>• Analyse, consider and invent architectural practices through drawings and models</li> <li>• Adopt approaches which are methodical, creative, metaphorical, perceptive, collaborative, ...</li> </ul> <p><b>Test an artistic approach</b></p> <p>1     • To take a deliberate step from an uncertain beginning by assembling pre-existing concepts and ideas to form a proposal</p> <p><b>Build knowledge of architecture</b></p> <ul style="list-style-type: none"> <li>• Be able to use given references which, by analogy, can lead to other interpretations of the context</li> </ul> <p><b>Place the action</b></p> <ul style="list-style-type: none"> <li>• Experiment with the possibilities of transforming a context</li> </ul> <p><b>Use the technical dimension</b></p> <ul style="list-style-type: none"> <li>• Be familiar with and describe the main technical principles of building</li> <li>• Be able to apply the various basic technical principles in a producing a work of architecture</li> </ul> <p><b>Express an architectural procedure</b></p> <ul style="list-style-type: none"> <li>•</li> </ul>

Faculty or entity in charge	LOCI

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Architecture (Bruxelles)	ARCB1BA	20	LBARC1201	