

Course unit title:	ARCHITECTURAL COMMUNICATION SKILLS IV		
Course unit code:	APXE12		
Type of course unit:	Elective		
Level of course unit:	Diploma Degree of Architect – Engineer		
Year of study:	4		
Semester when the unit is delivered:	From 7 semester		
Number of ECTS credits allocated:	3		
Name of lecturer(s):	Teresa Tourvas		
Learning outcomes of the course unit:	<ol style="list-style-type: none"> 1. Develop clear visual and verbal communication skills <ul style="list-style-type: none"> •Use visual tools to: record, respond, transform, interpret, deconstruct •Present a personal visual interpretation of a problem/issue, new narratives •capacity to codify and deconstruct information as design tools 2. Develop mapping processes as a means of recording and understanding phenomena 3. Define general ideas, methods, techniques through graphic communication as a visual language, presentation and rendering of expression. 4. Appropriate use of Technology in order to examine and solve advanced technical, compositional and conceptual problems. 5. Create with alternative methods of composition and presentation, by constructing new ideas using issues of conventional rendering systems, and invent how these could be applied in expressing innovative ideas. 6. Evaluate the outcome of their work, justify the solutions to their final projects and appraise the significance of presentation in the advancement of their visual language. 		
Develop tools to	Face-to-face		
Prerequisites:	None	Co-requisites:	None
Recommended optional program components:	None		
Course contents:	<ul style="list-style-type: none"> • Visual Reasoning in Design: Develop personal visual communication methods (graphics, photography, collage, video, etc) as a means of Visual research in the Design process. • Architectural Theories and Representation: Architectural movements and the relationship between their ideas and editorial control with a distinct narrative structure. • Media Arts and Visual Culture: Outlining graphic design fundamentals in conjunction with other disciplines that lead to the cognitive abilities, which underlie the creative phenomena of representation in design. 		
Recommended and/or required reading:			
Textbooks:	<ul style="list-style-type: none"> • Mappings, The agency of mapping, James Corner, Reaktion Books • Envisioning Information, Edward R. Tufte, Graphics Press, Cheshire - 		

	<p>Connecticut 1998.</p> <ul style="list-style-type: none"> • The Language of New Media, Lev Manovich, MIT Press 2002. • The Projective Cast, Architecture and it's Three Geometries, Robin Evans, MIT Press 2000. • The Poetics of Space, Gaston Bachelard, Beacon 1994 • The Practice of everyday Life, Michel de Certeau, California University 1988 • Warped Space, Anthony Vidler, MIT Press, 2001
References:	<ul style="list-style-type: none"> • Course notes • Periodicals e.g. el croquis, The Architectural Review, Detail, Arch+, A10 etc.
Planned learning activities and teaching methods:	<p>The taught part of the course is delivered to the students by means of lectures. Studio work is carried out in studio and through student presentations. In the first part of the semester students will have to complete short interrelated exercises. Through this process students develop the essential skills to apply on their single piece of presented work.</p>
Assessment methods and criteria:	<ul style="list-style-type: none"> • Participation: 20% • Coursework: 40% • Final Project: 40%
Language of instruction:	<p>Greek English offered for Erasmus Students</p>
Work placement(s):	No