

MVA512 - Experimental Spaces

Course Title	Experimental Spaces			
Course Code	MVA512			
Course Type	Elective			
Level	Master (2nd Cycle)			
Year / Semester	1 (1 st or 2 nd semester)			
Teacher's Name	Constantinos Kounnis			
ECTS		Lectures / week		Laboratories / week
Course Purpose and Objectives	<p>Aim of the course and core objectives are:</p> <p>to deal with advanced and more complex problems in Abandoned Public Areas focusing in Public Structure Design through the introduction, presentation and analysis of public structures and projects and the application of design in Micro-architecture and Macro-Design</p> <p>to employ new forms and innovative materials through the presentation of design solution to problems that involve three-dimensional forms and structures suitable to the cities social needs and development.</p> <p>to analyse concepts, innovation and material difference between various three-dimensional works viewed in objective terms and experiment with new and advanced design technology.</p> <p>to support specific concepts and design proposals through the acquired advanced sense of scaling volume and the ability to perceive and visualize solutions in three-dimensional context.</p> <p>to generate a critical and professional understanding for the methods and advanced material use of model and three-dimensional construction as well as the presentation and analysis of the functional aspects of the final outcome.</p>			
Learning Outcomes	<p>Land Art, Public and Street Furniture and Structure analysis and research:</p> <ul style="list-style-type: none"> Investigate in basic history introduction with references in architectural and artistic movements and the need for historical research in Art and Design. Participate in discussions involving all students to maximize visual impact and difference in visual problem solving. 			

	<ul style="list-style-type: none"> Utilize unique ideas, materials and forms through research and analysis of the chosen movement to develop for the given theatrical play. Visualize and communicate ideas with conceptual thinking in mind Participate in the written assignment presentation that involves all students to maximize visual impact and difference in visual problem solving <p>Design Analysis and Research:</p> <ul style="list-style-type: none"> Analyze, explain and discuss the uses and the needs of abandoned public spaces. Brainstorming. On site visit. Exploration of real space, inspiration and perception through photography and actual measurements. Utilize unique ideas and sketch through a visual process. Give special attention in new Forms, Shapes, Size and Uses. Present final research findings and ideas regarding stage design proposals. <p>3D Production and Visual Presentation:</p> <ul style="list-style-type: none"> Participate in specialized workshops in order to work more efficient for the production of the final product. Give great attention to production and presentation of final product and visual material with drawings, details, photos and renderings. Explain, defend, and initiate discussion and/or debate. Communicate visually. Participate in the final presentation of designs involving all students. <p>Convince through attention to detail, structure, presentation level and professionalism.</p>		
Prerequisites	-	Required	-
Course Content	<p>The subject deals with advanced, more complex problems in Structure Design. Introduction to public spaces as well as analysis of the functionality of space, adaptation and modulation. The aim is to create a dynamic performative structure that interprets in a spatial manner the needs for protection, intimacy, privacy and experience. The course promotes the production of new structures supported with specific concepts and ideas with the exploration and research of new and innovative materials and the implementation on the conceptual idea.</p>		
Teaching Methodology	<p>Illustrated lectures, visual presentations, demonstrations, and discussions on critical parts of the subject.</p> <p>Lectures are supplemented with extended project briefings, practical workshops, research exercises and presentation, group critiques and individual tutorials.</p>		

	<p>Practical workshops and presentations, exercises and discussions on critical parts of the subject.</p> <p>Personal and group research and tutorials as an important and integral part of the teaching methodology.</p>
Bibliography	<ol style="list-style-type: none"> 1. One Place After Another: Site-Specific Art and Locational Identity, <i>M.Kwon</i>, MIT Press, 2004 2. Public Intimacy: Architecture and the Visual Arts, <i>G. Bruno</i>, MIT Press, 2007 3. Micro Architecture: Lightweight, Mobile and Ecological Buildings for the Future, <i>R. Holden</i>, Thames & Hudson, 2008 4. Interactive Architecture, <i>M. Fox, M. Kemp</i>, Princeton Architectural Press, 2009 5. Nobody's Property: Art, Land, Space, 2000-2010, <i>K. Baum, U. Abulof, A. J. Bacon</i>, Yale University Press, 2010 6. Street Furniture, <i>C. Van Uffelen</i>, Braun, 2010 <p>Urban Interventions: Personal Projects in Public Places, <i>R. Klanten</i>, Die Gestalten Verlag, 2010</p>
Assessment	<p>The Assessment methodology, which is mainly employed in this course and generally in the program is the one that is intended for learning. This is a continuous array of assessments used to help students learn. Additionally, periodic assessments is also used to verify that they did, in fact, meet prescribed academic achievement standards. Assessment, which is continuous and relies primarily in process is used far more than merely a source of evidence for grading, but also to build student confidence, motivation, and engagement in their learning. In other words, assessment isn't merely an index of the amount learned—it can also be the reason of that learning.</p> <p>Research Assignments: 30%</p> <p>Project Work: 30%</p> <p>Final Presentation: 40%</p> <p>Total: 100%</p>
Language	ENGLISH