

Site Specific

International Student Workshop

Architecture & Design
Aalborg University

Workshop brief

September 2018

Introduction

At Aalborg University, the primary pedagogical approach to learning is problem-based learning, which is carried out collaboratively in groups. This means two things:

1. Knowledge is not considered in the abstract but is always situated in the context of real-world problems.
2. Through collaboration, students can pool knowledge, skills and competencies, learn from each other and produce better results.

At the Architecture and Design program, we aim to consider all relevant aspects of design in an integrated design approach. This also means two things:

1. Any design must be considered as an object which reflects considerations for both aesthetics, use, construction and materials.
2. Any design must be considered as a socio-economic artifact which reflects considerations for production, cost, relevance and environmental impact.

In architecture and design, *solving problems* is often a matter of *seeking potential*. And potential is mostly contextual, that is, what one material, construction type or site offers in terms of addressing a specific problem is likely to be different from those of others.

STEAM skills

As the workshop participants come from many different design and training backgrounds, we will map your STEAM skills as a basis for forming the project groups that you will be working in.

STEAM is an acronym for:

- Science
- Technology
- Engineering
- Arts
- Mathematics

STEAM skills will be mapped as low, medium or high for all participants. Groups must be formed so that as many STEAM skills as possible are represented in all groups, allowing for the most integrated design approach possible.

Assignment

In this 1-day workshop you must produce a conceptual design for a site in Nyhavnsgade, opposite the CREATE campus building. See map and photos below.

You must work collaboratively in groups of three, while drawing from your collective STEAM skills. It is therefore important that you define how your skills may best address the assignment.

- Your design must be for an object or a space of any size, shape and function. But it must relate to the potential of the site and address a problem which may be meaningfully addressed through an intervention on this site.
- The site should be understood both narrowly as the street or urban block, as well as broadly as the city of Aalborg, North Jutland and Denmark.
- The problem should be of relevance to a well-defined group of people and of a nature which can be meaningfully addressed by means of design at the chosen scale.
- The proposed design must relate to the physical, cultural and socio-economic setting of the site as you understand and define it.
- The design must be bold, meaning that radical designs are preferred over modest designs.



Submission

Each group must submit a 100x70 cm poster (landscape format) including the following:

1. A main illustration showing the overall design idea. This illustration should be app. 50x50 cm and placed in the center of the poster. This illustration can be a plan, an elevation or any 3D projection.
2. A diagram showing the main principle of the design.
3. Two illustrations in the projections not chosen for illustration 1.
4. An illustration of your own choice.

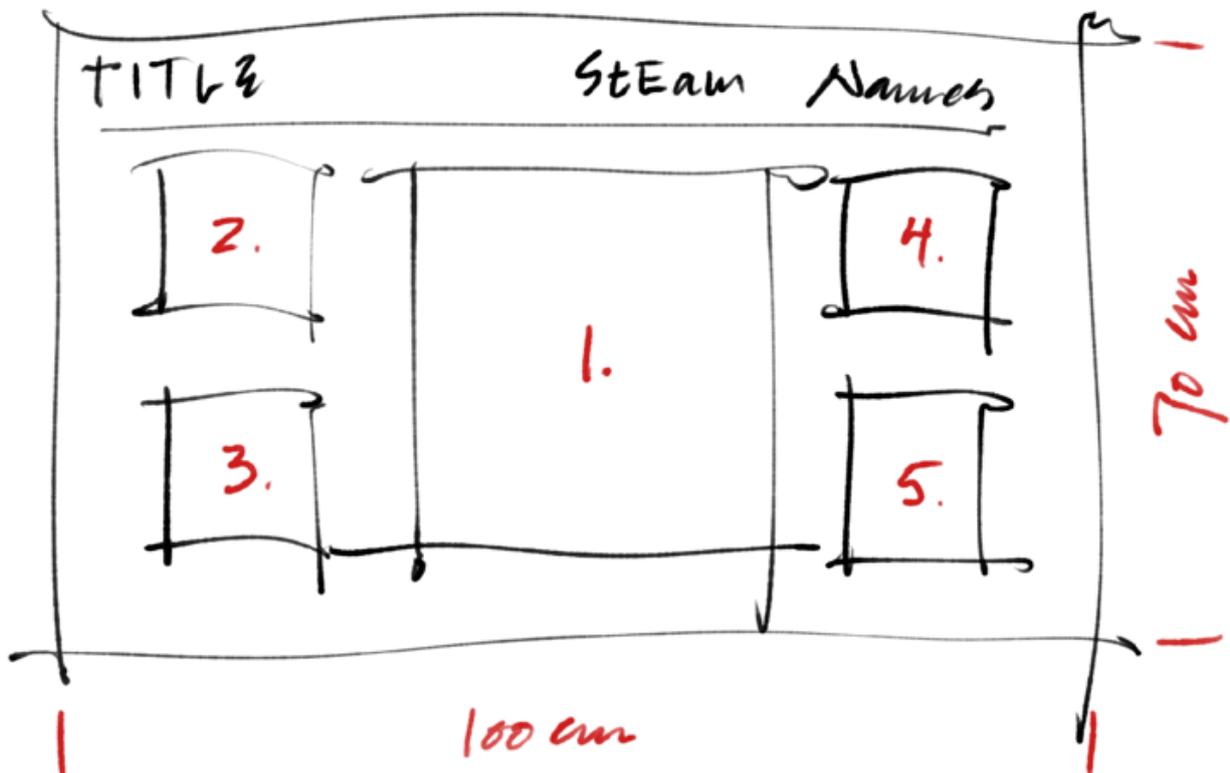
The five illustrations should be organised in the poster as shown in the figure below.

Any graphic techniques may be used, although manual and mixed/collage techniques are encouraged. Original illustrations may be mounted on the poster.

Apart from the illustrations, the following text must be included:

- a. A title. The title should be short and descriptive of the conceptual design.
- b. Full names of all contributors.
- c. The date (dd//mm/yyyy).
- d. Brief captions (20 words max.) for each illustration.

All text must be in English and in (your best) handwriting.



Presentation

All groups must give a brief presentation of their proposals based on their posters. During the presentation the presenters must:

- Give a description of the collective STEAM skills which were put to use.
- Give a description of the conceptual design and how it was made using the STEAM skills.
- Give a reflection on how working collaboratively and problem-oriented on the basis of collective STEAM skills influenced the design process and result.

Schedule

10:00 Introduction by associate professor Nicolai Steinø
10:15 STEAM assessment exercise and group formation
10:45 Project work supervised by Nis Ovesen and Nicolai Steinø
12:00 Lunch
13:00 Project work (continued)
15:50 Poster hand-in
16:00 Presentations and evaluation
17:00 End of program