

Architecture - Techniques (ARCN)

Architecture - Techniques (ARCN) Courses

ARCN 5000 [0.5 credit]

Directed Studies in Computer-Aided Design

Reading and research tutorials.

Includes: Experiential Learning Activity

Prerequisite(s): permission of the School.

ARCN 5001 [0.5 credit]

Directed Studies in Architecture

Reading and research tutorials.

Includes: Experiential Learning Activity

Prerequisite(s): permission of the School.

ARCN 5005 [0.5 credit]

Theory and Practice of Architectural Representation

Free-hand drawing as a way of observing and understanding the world. Various media and techniques introduced through a wide range of studio and outdoor exercises. (Theory/History Elective).

Includes: Experiential Learning Activity

ARCN 5100 [0.5 credit]

Representation and Documentation in Architectural Conservation

An in-depth study of the conventions and history of heritage recording including traditional field survey, photogrammetry, laser scanning technologies, and hybrid representations.

Workshop, six hours a week (including field trips and on-site work).

ARCN 5101 [0.5 credit]

Interactive Design Workshop I

An intensive introduction to the design of interactive environments, using multimedia software including Adobe Photoshop, Illustrator, Premiere, Macromedia, Dreamweaver, Fireworks, Director, 3D Modeling programs, and sound editing. Basic design, graphic design, and software literacy. Presentations by design professionals.

Includes: Experiential Learning Activity

ARCN 5102 [0.5 credit]

Interactive Design Workshop II

An introduction to the logistic aspects of producing multimedia products with an emphasis on usability testing and user-interface design. Topics include: storyboarding/graphic design, instructional design, rapid prototyping, project streaming, management and marketing, technical writing, product evaluation. Organized as a seminar. Work is done in teams.

Includes: Experiential Learning Activity

ARCN 5301 [0.5 credit]

Workshop: Daedalic Exercises I

Experimental mediation, materiality and making.

Includes: Experiential Learning Activity

ARCN 5302 [0.5 credit]

Workshop: Daedalic Exercises II

Innovative mediation, materiality and making.

Includes: Experiential Learning Activity

ARCN 5909 [2.0 credits]

Thesis - Directed Research Studio (DRS)

An intensive research-based design project. The unit is initiated and guided by a faculty member engaged in organized research. Proposals must be approved by the Graduate Committee of the Azrieli School of Architecture and Urbanism.

Includes: Experiential Learning Activity

ARCN 6001 [0.5 credit]

Workshop: Daedalic Exercises I

Experimental mediation, materiality and making. This course is required of all first year doctoral students in architecture.

Includes: Experiential Learning Activity

ARCN 6002 [0.5 credit]

Workshop: Daedalic Exercises II

Experimental mediation, materiality and making. This course is required of all first year doctoral students in architecture.

Includes: Experiential Learning Activity

ARCN 6901 [0.5 credit]

Placement in Architecture

An opportunity to earn academic credit by engaging in research activities under the supervision of a professional architect or researcher in architectural, government, non-governmental or other professional settings. Placement research must be related to the preparation of the doctoral research. Design Studios/Design Thesis/Research (ARCS).

Includes: Experiential Learning Activity