

FACULTY OF  
ARCHITECTURE

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MIM- ENT- ICM  
tes121e

PROJECT II

Section 1

2022-2023 Spring Term  
Monday - Thursday 08:30-12:30

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## Syllabus **PROJECT II**

- COURSE OBJECTIVE AND DESCRIPTION** The Project II course provides student the skills to research, analyze, plan and design while taking into regard the relation between humans, nature, culture, environment and function. Thinking critically, analyzing the urban fabric, conceptualizing, and interpreting as well as defining and solving functional and structural problems are key in this studio. The main objective is to enable students to perceive, investigate, interpret, and analyze the relations humans have to space, to objects (products), and to the environment, in terms of both nature and culture, to develop and to increase the abilities and knowledge related to techniques and methods. By the end of the course, students will be able to develop design alternatives in relation with form, function and space in planning and design process.
- COURSE CONTENT** This module includes 3 projects. The assessment of each project is executed separately. A more comprehensive description and objectives of each project can be found in the weekly schedule below. The projects are expected to touch to the complementary themes (Human, object, parameters of design/ Structure, loads, material, parameters/ Human, culture, nature/urban experience, physiological, sociological and bodily experiences in urban space). The students will gain skills in developing design alternatives in relation with the natural, cultural and conceptual context and by taking into consideration the structural, material, construction parameters related to the design's scale. This module provides the students with necessary skills to be able to present their research and design works by verbal, written and visual techniques.
- COURSE LEARNING OUTCOMES** Students who satisfactorily complete the course will
1. Acquire experience in planning, design and composition in various scales and scope
  2. Develop critical thinking skills
  3. Use basic techniques of research, analysis and synthesis for the solution of a given planning or design problem,
  4. Establish connections of planning and design with natural and cultural contexts
  5. Understand materials and develop construction systems in design in an integrated way
  6. Establish relations among design, its representations and production/construction

**WEEKLY PROGRAM**

Week	Day	Program	Keywords & Basic Principles	Learning Outcomes
1	Feb. 6	Introduction + Structure workshop		
	Feb. 9	[1] Structure workshop in class		2,5,6
2	Feb. 13	[2] Unexpected Encounters (A structure for meeting, waiting or hanging out)	- structure studies through tectonic experiments, translations and variations - model-making, documentations	1,2,4,5,6
3	Feb. 20			
4	Feb. 27			
5	Mar. 2			
6	Mar. 6	[3] Craftsperson's Toolkit (An organization unit for tools assisting a craft person)	- user observation and analysis - hierarchy and organization	1,2,3,5,6
	Mar. 9			
7	Mar. 13	Field Trip		
	Mar. 16	[3] Craftsperson's Toolkit		
8	Mar. 20	<b>Break</b>		
9	Mar. 27	[3] Craftsperson's Toolkit	- model-making - ergonomics	
	Mar. 30			
10	Apr. 3	[4] A Space of One's Own (An infill place for a craft person to live and work)	perception, experience, anthropometry, space motion, material context, environment, usage scenarios, accessibility, function	1,2,3,4,5,6
11	Apr. 6			
12	Apr. 10			
	Apr. 14			
13	Apr. 17	<b>National Holiday</b>		
	Apr. 20			
14	Apr. 24	[4] A Space of One's Own (An infill place for a craft person to live and work)	body-space relations, urban/contextual analysis, analyzing sociocultural relations/behaviors, daily life	
	Apr. 27			
15	May 1			
	May 4			
14	May 8	[4] A Space of One's Own (An infill place for a craft person to live and work)	body-space relations, urban/contextual analysis, analyzing sociocultural relations/behaviors, daily life	
	May 11			
15	May 15			
	May 18			

**STUDIO PROCESS and SUBMISSIONS****STUDIO HOURS and USE**

The course will be held in class during the hours announced in the weekly program [Monday/Thursday, 08.30–12.30]. Course instructors and students will meet in the allocated studio(s) unless specified otherwise by the course instructors. Each student will have a designated work area during the studio hours. General assemblies or presentations related to the course may be held in the studio using a virtual platform or in one of the conference rooms in Taşkışla.

It is of utmost importance that students keep their working areas clean while in the studio and speckless at the end of the course. **The studio space will be used by another class after ours so it is courteous to evacuate on time with all belongings and trash.**

Please know and comply with [TES Studio Principles](https://tes.mim.itu.edu.tr/studio-principles/).  
(<https://tes.mim.itu.edu.tr/studio-principles/>)

**ATTENDANCE**

It is important that students attend all studio sessions. This means being on time and actively participating in the activities held during the course hours under the direction of the studio instructors. There will be a variety of interactive formats so timeliness is essential for efficient planning and individuals' maximum benefit from peers and instructors. A minimum of 80% attendance is mandatory for a passing grade in studio courses according to ITU Undergraduate Education Regulation Article 23 (Amended: RG-17/6/2021-31514). Please note that the designated 20% is reserved for sickness and other unforeseen circumstances.

**STUDIO TECHNOLOGY**

Digital platforms will be used profusely during and outside of studio hours to communicate, conduct research, produce and share work. **Ninova** will be used for announcements, access to live or recorded Zoom sessions, and digital submissions. Additionally, instructors may designate other platforms for announcements and sharing work. We also plan to use supporting platforms such as Google Drive, Miro, and Google Jamboard to share work within the class community and collaborate. It is highly advised that each **student has a laptop computer with the necessary equipment/hardware**. Students are advised to use a computer with access to WiFi, a camera, basic word and picture editing software, and sound features. Students are also strongly encouraged to use supporting digital platforms to share multimodal objects and information while interacting with their instructors and peers during studio discussions.

All work is to be produced in accordance with the media, material and format requirements set forth by the instructors in the class or in the announcements made through **Ninova** or other designated platforms. All participants are expected to adhere to [the codes of ethical conduct](https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life).  
(<https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life>)

**DISCUSSIONS and PINUPS**

Student works are commonly put under the spotlight for discussion. These discussions serve the purpose of articulating the assessment criteria and conveying suggestions for students to develop their proposals. In these open discussions, students are expected to develop critical perspectives and proactively voice them in the course.

**EXHIBITIONS**

A selection of student projects will be exhibited digitally both during and at the end of the semester on suitable platforms.

**EXCURSIONS**

Excursions to online and physical venues, stage performances, film screenings, seminars, and webinars are encouraged, requiring full attentiveness, critical engagement and post-reflection.

**LOG BOOK/SKETCHBOOK**

Students are expected to keep a written and visual log of their studio-related processes in a journal that includes sketches, notes and evolving design ideas for their projects. These journals will be included in the course assessment. Students are encouraged to use various techniques (drawings, diagrams, collages, writing etc.) in representing their ideas and observations.

**ANNOUNCEMENTS**

All announcements will be made on the **Ninova** class interface. Students need to actively use their ITU usernames to access these and/or get related notifications from the ITU-Mobile app.

At the beginning of each new project, the design topics will be announced, shared and discussed by group tutors. The studio briefs will explain the themes, research questions and expectations for each project, as well as related research, readings, lectures and online sources that are expected to be reviewed by the students before attending to the next studio. The brief will also entail information on the necessary preparations and material for the upcoming project / work.

The design themes and topics of the studio will be supported by common lectures, given by invited speakers on selected topics. These lectures will be essentially linked to the studio work and will be complementary to the theoretical, cultural and practical aspects of the work, aiming to enrich the students' design and research process by triggering collective discussions.

Due to the large number of students and tutor groups it is of utmost to be ready (computers open, logged on, sketch books out etc.) for the studio days, lectures, and to start and end group congregations on time.

Students are also expected to be ready for tutor group sessions in order to start and end at the planned time. Student attendance will be taken by the group tutor at these sessions. The course will center on studio works that are designed to progress in a sequential order. Every work will build on the previous, both in terms of knowledge and experience, as well as study material.

**EVALUATION**

Attendance means active participation in the course which comprises both attending the course, taking part in discussions, and completing the assigned tasks during the term. The requirement for active participation in the course is 80%. This includes both physically attending classes, regularly completing the in-term projects and participating actively throughout the semester. Students who do not meet these requirements will get A VF grade and not be able to make a final submission at the end of the semester.

<b>Project I Grade Assessment Criteria</b>	<b>Quantity</b>	<b>Contribution</b>
Projects (Midterm)	3	% 60
Final Project Submission	1	% 40