

Faculty:	Architecture and Design
Course Code & Number:	ARCH 101
Type of Course:	Compulsory
Course Credit Hours:	(2+8+0) 6 / 10 ECTS
Language of Instruction:	English
Department:	Architecture
Course Title:	Basics of Design
Semester:	Fall
Prerequisite:	None
Mode of Delivery:	face-to_face

## COURSE CATALOGUE DESCRIPTION

Introduction to basic concepts and general trait of design. Abstraction and conceptualization. Relations and design operations. Development of mental, perceptual and manual skills to study and present design ideas.

## COURSE OBJECTIVES

The course aims to introduce the basic concepts and general traits of design through design exercises at various scales and complexities. It intends to develop a sense of abstraction, to study the relations between elements through various design operations, and to present such studies using proper mediums of design communication.

PLEASE USE THE COURSE LMS PAGE FOR ALL QUESTIONS REGARDING THE COURSE, ASSIGNMENTS, AND DETAILED WEEKLY SYLLABUS RATHER THAN PERSONAL E-MAILS.

## COURSE STAFF

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## Basics of Design • fall '24

karaköy • kinayoglu • meşe • türkay • uçar

# EVALUATION

Students will be evaluated on the basis of the quality and process of the work, the completion of assignments, and contribution to the studio environment and studio discussions. All students are required to attend every studio session and all studio activities. Yet, mere presence is not enough: all students are expected to actively participate in all studio activities (either lectures, presentations, critiques, or in any other form) by contributing to the discussion. The greatest contribution to the studio is by regularly bringing in work for the studio to discuss.

**Assignments: 40%**

**Preliminary Juries & Pin-ups: 20%**

**Final Jury & Exhibition: 30 %**

**Contribution, Attendance & Submission Consistency: ± 10%**

There may be changes to the grade distribution and varying rules for the given assignments, for their evaluation and other practices in the studio. Any announcement posted on Learning Management System (LMS) should be considered as an official addition to the course syllabus.

## ATTENDANCE

It is extremely important to follow the course. Successive 15hrs or 30% non-attendance to the studio during the term will result in failing. The attendance will be taken randomly during the course (2 or 3 times a day) and announced by the end of each month on LMS.

## GRADING SYSTEM

AA 4.0 / 100-90  
BA 3.5 / 89-85  
BB 3.0 / 84-80  
CB 2.5 / 75-80  
CC 2.0 / 74-70 average  
DC 1.5 / 69-60  
DD 1.0 / 59-50 unsatisfactory  
F 0.0 / 49-0 (fails to follow requirements of the assignment)  
FX 0

## STUDENT WORKLOAD: 300 hours

(Course: 140hrs - Home Works & Studio Works: 160hrs)

## LEARNING OUTCOMES

Upon successful completion of this course, students will be able to

1. discover basic form properties such as geometry, size, color, proportion, and scale,
2. relate principles of abstraction to design,
3. identify principles of thematic composition and types of formal relations to achieve order and unity in design,
4. use design concepts and notions to articulate design processes,
5. communicate design ideas and solutions.

# COURSE POLICIES

Every student is required to thoroughly review the **TEDU-ARCH | Studio Rules** and **Studios Handbook** and adhere to the rules and ethics outlined in these documents throughout their 4-year architectural education responsibly.

## STUDIO ETHICS

Each student is expected to respect each other and the work environment at all times. Since design studio constitutes the backbone of your architectural education, all students are required to attend every studio session and activity and are expected to actively participate in all discussions and pin-ups. Assignments must be submitted; presentations should be performed on time.

As future architects, you are responsible for the proper use and maintenance of studio space. It is important to keep studio space neat, clean, and organized to achieve a better studying environment. Clean the space around you and your tables regularly. Any cutting activity directly on your tables or any surface (walls, floors, etc.) at the studio without using proper cutting mats or cutting glass and using permanent color in the studio space are strictly forbidden. Defacing any school property within the studio space will not be tolerated.

## LANGUAGE

The studio discussions and all of your presentations will be in English. Developing your verbal language skills will be very important in acquiring design terminology as well as daily communication in the studio.

## PLAGIARISM & CHEATING

Each student is expected to respect others' work and learning experience, avoid plagiarism and cheating, and provide appropriate citations of others' ideas, work, and products if they make use of them. Each work should be an original product of students' own learning and research process. If any form of plagiarism is suspected, serious action will follow.

## LATE SUBMISSION

All assignments are due in complete form at the date and time indicated. Late or missed work will only be accepted if it qualifies as excused with official documentation, and even when it is, it will be downgraded.

## DOCUMENTATION

Students are required to document all the work during the semester, as they can be used in different exercises throughout the term. Moreover, you should also photograph or scan the work produced in the studio for your project logs and portfolios. You are also advised to take notes in general discussions within the studio. We advise you to keep a sketchbook that s/he will use to take notes, make sketches, document daily observations, etc.

## EMAIL ADDRESSES & DIGITAL SUBMISSIONS

Students must use the email addresses assigned by the University for receiving updated information about the courses. All the digital submissions are expected to be uploaded to the LMS account of the course before the time of the course, and all the assignments should be renamed before the submission in the format given below:

**As#\_Name Surname**

**W1**

24-27 SEP

**introduction**Syllabus - Studio Organization  
Workshop 01: Introduction to Model Making**W2**

1-4 OCT

**primary elements of design** *point.line.plane.volume**geometry, measurement, precision, reference*  
Lecture 01: Geometry and Geometric Entities  
Assignment 01**W3**

8-11 OCT

*proportion, repetition, variation*QIDS 01 (Quick Impression Drawing Session)  
Assignment 02**W4**

15-18 OCT

**abstraction + ordering principles***form properties: shape, size, texture, color, position, orientation...*  
*unity, balance, contrast, dominance, hierarchy, continuity, proximity, similarity...*  
QIDS 02**W5**

22-25 OCT

**design operations + catalog***copy, move, rotate, scale, cut, fold, stretch...*  
Lecture 02: On Unit and Unity  
Assignment 03**W6**

29 OCT - 1 NOV

*Republic Day (National Holiday)***! pin-up****W7**

5-8 NOV

**volume + volumetric relations**Assignment 04  
QIDS 03**W8**

12-15 NOV

**hinge + threshold**

QIDS 04

**W9**

19-22 NOV

(Final) Assignment 05

**W10**

26-29 NOV

(Final) Assignment critiques  
Workshop 02: Model Making**W11**

3-6 DEC

**! pre-jury**

(Final) Assignment critiques

**W12**

10-13 DEC

**W13**

17-20 DEC

**! exhibition posters + models****W14**

24-27 DEC

**! exhibition set-up***Last day of classes*

TBD

**! FINAL JURY & EXHIBITION****BIBLIOGRAPHY & RESOURCES**

- Arnheim, Rudolf. Visual Thinking, University of California Press, Berkley, 2004.
- Miyasaka, Taiji. Seeing and Making in Architecture; Design Exercises, Routledge Press, New York & London, 2014.
- Balmer, Jeffrey & Michael Swisher. Diagramming the Big Idea; Methods for Architectural Composition, Routledge Press, New York & London, 2012.
- Itten, Johannes. Design and Form: The Basic Course at the Bauhaus, John Wiley and Sons Ltd, New York, 1975.
- Wong, Wucius. Principles of Two Dimensional Design, John Wiley and Sons Ltd, New York, 1972.
- Bucsesu, Dan & Michael Eng. Looking Beyond the Structure; Critical Thinking for Designers and Architects, Fairchild Books, New York: 2009.
- Shields, Jennifer A. Collage and Architecture, Routledge/Taylor & Francis Group, 2014.
- Eisenman, Peter. Formal Basis of Modern Architecture, Lars Müller Publishers, Baden CH, 2006.
- Berger, John. Ways of Seeing, Penguin Books, London and New York, 2008.
- Kandinsky, Wassily. Point and Line to Plane, Cranbrook Press, New York, 1947.

**RECOMMENDED ARCHITECTURE MAGAZINES**

Arredamento Mimarlık, Yapı, Mimarlık, Betonart, IAN - İstanbul Art News, AR\_Architectural Review, AD-Architectural Design, El Croquis, Frame

**ARCHITECTURAL PORTALS**
[www.arkitera.com](http://www.arkitera.com), [www.manifold.press](http://www.manifold.press), [xxi.com.tr](http://xxi.com.tr), [www.yapi.com](http://www.yapi.com), [www.mimarizm.com](http://www.mimarizm.com),  
[www.mimarlarodasi.org.tr](http://www.mimarlarodasi.org.tr), [www.mimarlarodasiankara.org](http://www.mimarlarodasiankara.org), [www.mimdap.org](http://www.mimdap.org),  
[www.archdaily.com](http://www.archdaily.com), [www.dezeen.com](http://www.dezeen.com), [www.designboom.com](http://www.designboom.com), [worldarchitecture.org](http://worldarchitecture.org)

**\* Announced dates in the syllabus are subject to change in the course of the studio therefore always follow the updated announcements in LMS!**