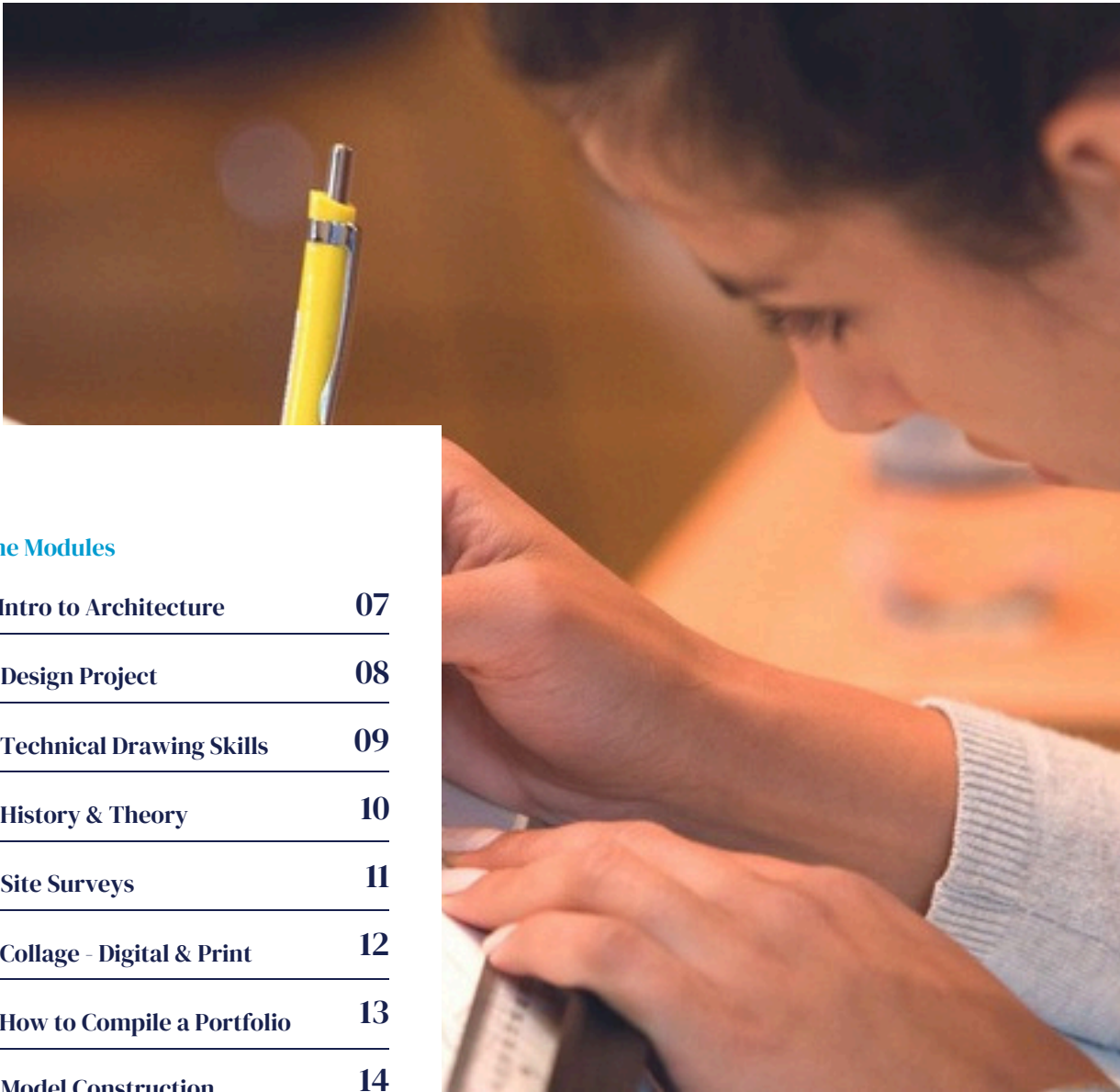


Architecture & Design

Syllabus Guide
For Ages 16 – 18





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Programme Overview

Kickstart your career as an architect, bringing your design ideas to life in one of the world's richest architectural locations. Build your portfolio as you master planning, design, and spatial mapping, collaborating on original projects with like-minded future architects from all over the world.

You'll work across media, representing and exhibiting your ideas in manual and digital formats, including technical drawings and model constructions. Learning from observation, you'll be immersed in the buildings, art collections, and museums of your chosen location, bringing daily inspiration into your craft. Having completed your own fully-realised design project, and collaborated with coursemates on ideating and constructing a model of a 'sustainable city of the future', you'll graduate certain of whether a career in architecture or urban design is right for you.

Who It's For

Ideal for students preparing for a future in architecture or design, this highly intensive course offers a flavour of architecture as both an academic discipline and a profession.

Covering the same material as undergraduate architects, you'll work with tutors from vocational and academic backgrounds alike to identify your individual strengths and begin to construct a portfolio. As you learn as part of an international cohort, you'll collaborate with individuals who expose you to architectural styles from all over the globe as everybody brings a piece of their culture with them.

Students who enjoy working closely with others and learning from constructive criticism will benefit heavily from this course. Learning in a dialogue-heavy environment, you'll explore your ideas with your tutor and gain feedback on your ideas as you formulate them.



“I came unsure about studying Architecture, but now I’m confident it’s my path. The supportive, discussion-based classes and friendships I’ve made here have been inspiring and truly motivating for the future.”

Deren, Turkey

Oxford Royale Student

Upon completion of this programme at Oxford Royale, you will:

1. Understand the fundamentals of architecture and design
2. Develop observational and technical drawing and scale modelling skills
3. Gain an overview of the trajectory of architectural history from Ancient Greece to the present day, including the latest trends in and discourse about the built environment
4. Produce a range of work that could be included in your university application
5. Immerse yourselves in the world of design
6. Work on academic and professional skills including time management, problem-solving, and teamwork, among others

During the programme you will also develop a number of core skills:

1. Collaborate with international peers:

Work with global peers and hone your communication and teamwork skills through workshops and group projects.

2. Develop problem-solving skills:

Enhance your critical thinking and problem-solving abilities with daily lessons and workshops.

3. Build confidence:

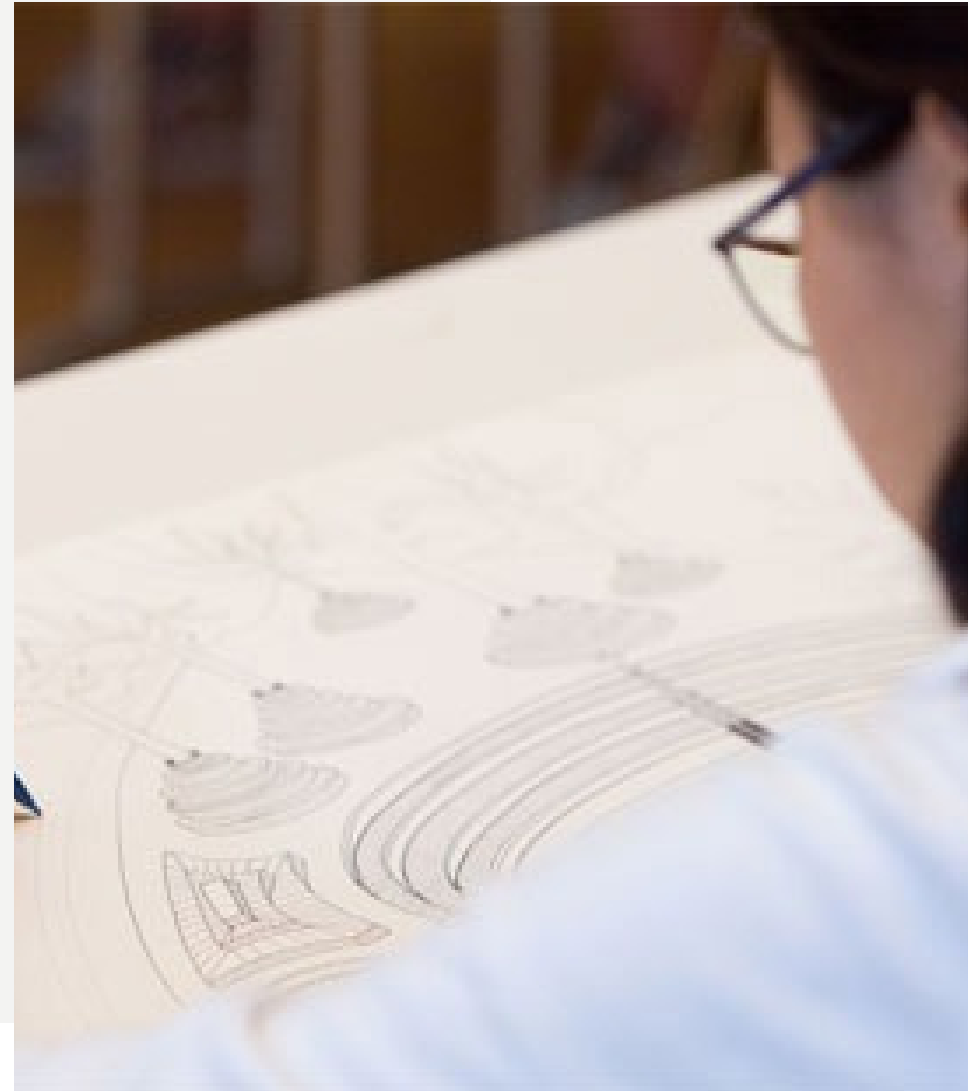
Thrive in a supportive environment, think creatively, share ideas, and discover your strengths.

4. Showcase your success:

Showcase achievements, explore peer projects, and Develop presentation skills, showcase achievements, explore peer projects, and engage in critical discourse during subject challenges and Exhibition Days.

5. Gain a taste of independence:

Manage your assignments and schedule while exploring a new location with new friends and staff support.





How You'll Learn

Our Architecture programme transcends traditional classroom learning, offering a blend of seminars, case studies, simulated professional scenarios, and technical skills workshops.

You will also participate in hands-on sessions learning skills taught by experts in their field, including case studies, group based projects and functional workshops.



Teaching methods include:

1. Small group seminars
2. Technical skills workshops
3. Feedback and guidance from expert tutors



Module 1:

Introduction to Architecture

You'll commence by consolidating and challenging your current understanding of what 'architecture' means, reviewing a range of definitions and interpretations of the field, and examining it both as an academic discipline and profession. Considering examples of different types of architecture, you'll discuss the key concepts of form (the configuration of external appearance, structure, and design in a building or structure), function (the purpose of a building or structure), context (how the design of a building or structure responds to its surroundings, physical or otherwise), and site specifics (the specifics of the environment in which the building or structure is situated).



Module 2:

Design Project

Over the course of the two weeks, you will work on a design project based on a brief provided by your tutor. Typically, this will consist of designing a building with a highly specific function. You'll partake in seminars and workshops focussing on core skills which will help you carry out this project, including:

- How to analyse and respond to a brief
- Design thinking and project planning processes
- How to put together a design proposal
- Academic/technical writing for architecture
- How to work with and understand the needs of clients

Additionally, you will benefit from individualised feedback and support from your tutor to refine your ideas in the middle of the project. Students should note that this is a very hands-on assignment, involving the production of sketches, technical drawings, and physical and digital models. Upon completion, you will present your design proposal to the class in a final critique, before exhibiting your work to your coursemates and other summer school participants.



Module 3:

Technical Drawing

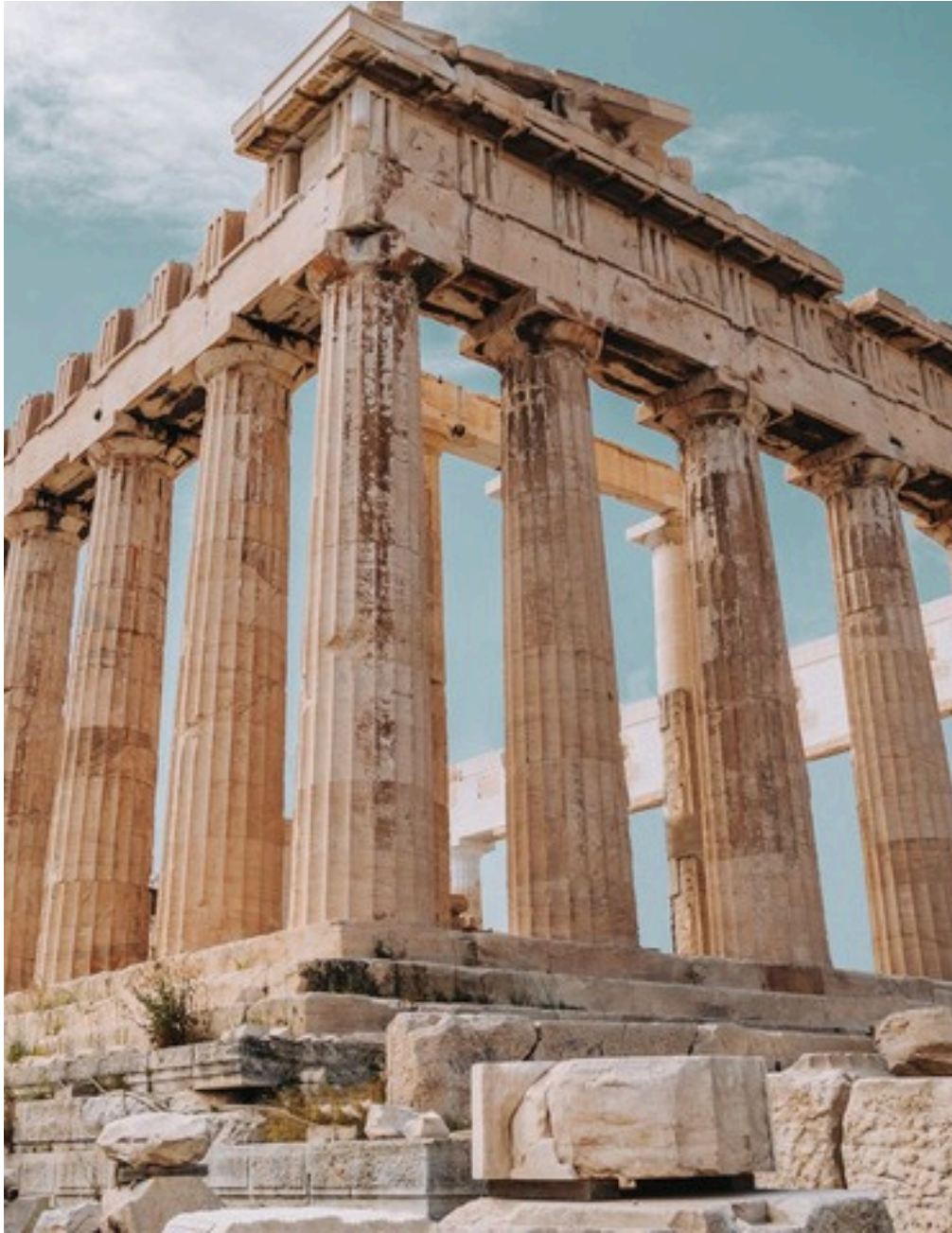
The programme will equip you with the basics of technical architectural drawings, allowing you to identify each different type, and understand when and how they are best used in the design process. These include 2D architectural representations (plans, sections, and elevations), and 3D architectural representations (one-point and two-point perspectives). You'll learn how to use the appropriate technical drawing equipment for each of these designs, putting your knowledge into practice as you sketch one-point and two-point perspective drawings of a site. You will then use these skills throughout the rest of your programme - most importantly, in your design project.



Module 4:

Site Surveys & Observational Drawings

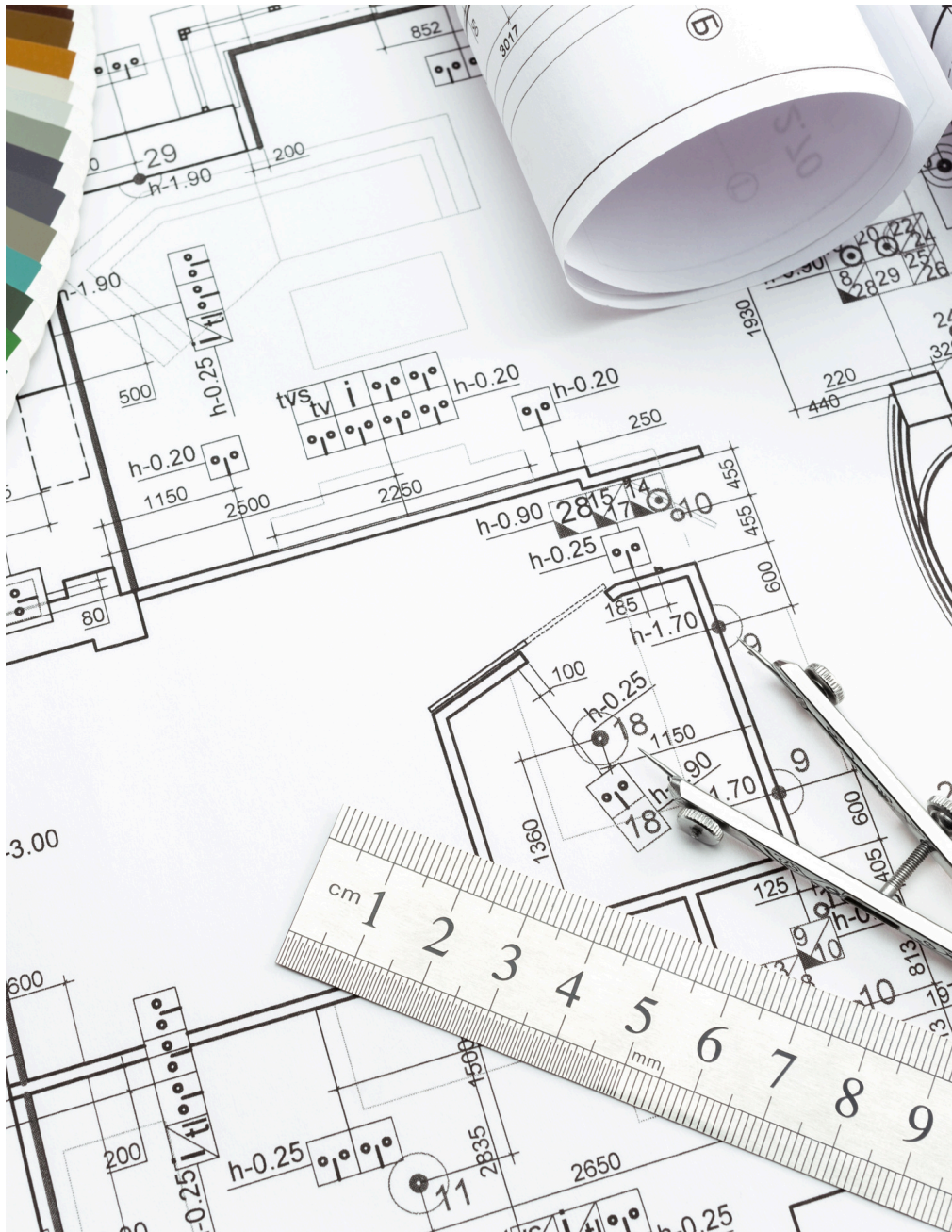
This part of the course offers the perfect opportunity to put your new technical skills to the test. You'll come to understand the importance of a 'site' in architecture and design projects, learning about the different elements of an effective site survey, including what to observe and analyse on a site. Then, you'll pick a location for your design proposal, conducting research to ascertain its suitability. The walking tour and drawing workshop, meanwhile, allows you to experiment with the technical drawing techniques you have learnt as you observe and analyse structures in your chosen location through freehand sketches.



Module 5:

History & Theory

In this module, you'll learn about the rich history of architecture and its underpinning theories. Beginning with the Classical period and venturing to the present day, via Gothic, Renaissance, Neoclassical, Modernist and Postmodernist architecture, you'll study the different sets of rules and structuring principles upon which the respective periods and schools were founded. You'll be able to define specific periods by distinguishing architectural features, taking buildings in your immediate environment as case studies, as well as the work of renowned architects. You'll examine emerging trends in architecture, such as 'biophilic' and 'green' architecture, zooming in on the importance and logistics of implementing the three pillars of sustainability in your architectural designs.



Module 6:

Collage - Digital & Print

Collage is a means of exploring different design possibilities through multi-media representation that combines drawing with photography and other found materials. You'll study the importance of collage as a creative tool in architecture, examining its use by a range of artists and architects throughout history. Then, you'll conduct your own experiments with collage, implementing it as a design tool in your main project.



Module 7:

Compiling a Portfolio

A portfolio is a record of your professional experience through a combination of designs, sketches, text, and other relevant media. It is a crucial document in the application process to any architecture school or employment. As part of this course, you'll learn about what makes a stand-out portfolio, including the importance of featuring your development process and demonstrating a range of skills, styles, and ideas. You'll learn how to structure your portfolio, ordering your ideas and observations in a logical, ordered manner, before previewing some exemplary portfolios.



Module 8:

Model Construction

An architectural model is a 3D representation of a proposed structural design. These can be either physical or digital. In this module, you'll learn how to use models to visualise spatial proposals, examining the utility of three-dimensional, physical models for understanding basic structural feasibility. You'll study different methods of modelling, including the use of concept models and maquettes: small preliminary models used as mock-ups as a fully-realised architectural project. Examining the different elements of an architectural structure - including canopies and frames - you'll learn to think structurally and spatially in advance of completing your main design project.



Module 9:

City of the Future Design Challenge

During your final week, you'll get involved in a forward-facing urban design project in which you'll implement the pillars of sustainability in designing a waste-free city of 2050, generating no waste and no pollution. This offers an ideal opportunity to pull together everything you have learnt throughout the course and experience architectural problem-solving in a collaborative environment, whilst also learning about waste management and circular economy in the context of urban design.



www.oxford-royale.com

All information correct at the time of publication.