



Course guide

290805 - STD2 - Studio II

Last modified: 08/07/2025

Unit in charge: Vallès School of Architecture
Teaching unit: 735 - PA - Department of Architectural Design.

Degree: MASTER'S DEGREE IN ARCHITECTURAL DESIGN ECOLOGY IN THE DIGITAL AGE (Syllabus 2025).
(Compulsory subject).

Academic year: 2025 **ECTS Credits:** 12.0 **Languages:** English

LECTURER

Coordinating lecturer: Academic Coordination: Lluís Ortega

Others: Teaching faculty:
Lluís Ortega, Roger Sauquet

PRIOR SKILLS

No previous skills required

REQUIREMENTS

No previous skills required

TEACHING METHODOLOGY

The Studio format will operate through project-based learning, which the students will develop under the supervision and collaboration of the professors. The projects may be carried out individually or in pairs, in person in the classroom. In the course, the students will develop proposals within a common framework and methodology established by the professors. During the course there will be theoretical and participatory lecture classes, by faculty or guest lecturers that conclude with a discussion.

LEARNING OBJECTIVES OF THE SUBJECT

- K2.2 Select appropriate project techniques for the systematic exploration of design intentions framed ecologically.
 - K5.1 Identify the most appropriate digital fabrication and modeling methods for simulating the proposed project.
 - S3.1 Develop an innovative and original project that integrates into the existing ecological system.
 - S3.2 Identify existing advanced practices and knowledge related to the proposed project.
 - S5.1 Model, using digital technology, simulations and predictive models that integrate architectural hypotheses and the identified priority systems.
 - S6.1 Determine testing and evaluation frameworks for the proposed architectural models.
 - S6.2 Evaluate the effects of architectural organizations based on the established frameworks.
 - S9.1 Develop an innovative and original project that integrates into the existing ecological system, recognizing its full diversity.
 - S9.2 Use digital technology critically.
 - C2.1 Apply all possibilities of digital technology and simulation and prediction models in the creation, development, and evaluation of the architectural project.
 - C3.1 Integrate theoretical discourse and architectural design into a unified and coherent proposal.
- *k (knowledge); S(Skills); C (Competences)

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STUDIO II

Description:

Studio II will focus on the design and research of system capable of establish a proto architecture. We will develop the project in two phases:

1. Territorial Parks. Baix Llobregat. Site Deployment.

Steps:

- Develop, based on one of the systems of Studio I, a new model that introduces and updates the project's parameters and components, grounded in an architectural thesis that defines the concept of the agropalace and its performance towards a landscape notion.
- Model and test the system: Model the system and design iterations according to different configurations and temporalities. The production will include both digital and physical models.
- Differentiate the field by introducing programmatic opportunities.

2. Towards a Systemic Architecture. Agropalaces

Steps:

- Complete the project documentation. This must include all diagrams, schemes, analyses, and models.
- Develop the final prototype. Select three differentiated fragments of the field and organize a cubic volume based on their integration. 3D print it.
- Project editing: Articulate the thesis as a vision and an integrated model for the territorial city of the 21st century. This articulation must include all technical aspects and cultural implications.

Full-or-part-time: 300h

Laboratory classes: 120h

Self study : 180h

GRADING SYSTEM

It is expected that all students dedicate time, reflection, and considerable effort to their work. However, these factors alone do not guarantee any grade. Timely and complete work is required for a grade, but timeliness and completeness alone do not constitute or guarantee the grade. When the work is timely and complete, the quality of both the thinking and the production are the main considerations for the grade:

Excellent work: demonstrates the ability to identify and develop a unique line of inquiry that is derived from, but expands upon, the basic proposition of the assignment or course. Exceeds the expectations of the faculty and the assignment in both quality of thought and production.

Above-average work: excellent in understanding and developing the work in relation to the scope of the assignment. Demonstrates an ability to evaluate feedback and respond thoughtfully in the further development of the work.

Average work: meets the expectations and basic requirements regarding the scope of the assignment as set out in the tasks or stated by the instructor.

Below-average work: does not meet all expectations and basic requirements. Does not consistently demonstrate basic understanding of the primary course objectives and concerns and/or the ability to respond to feedback and guidance from the instructor. Is inconsistent in its production and development, and is often late and/or incomplete.

Unacceptable work: does not meet most expectations and basic requirements. Rarely demonstrates a basic understanding of the primary course objectives and concerns and/or the ability to respond to feedback and guidance from the instructor. Is inconsistent in its production and development, and is consistently late and/or incomplete.

Attendance is mandatory.

EXAMINATION RULES.

Grades will be given for each project and will be based on the following criteria:

- Conceptual sophistication and critical thinking 20%
- Sophistication and scope of research and project development 20%
- Sophistication and quality of presentation material (drawings and models) and oral presentation during final review 50%
- Participation in class and critiques 10%

BIBLIOGRAPHY

Basic:

- Banham, Reyner. Theory and Design in the First Machine Age. Praeger, 1967. ISBN 978-0750607186.
- Banham, Reyner. Architecture of the Well-Tempered Environment. Architectural Press, 1984.
- Banham, Reyner; Gannon, Todd. Megastructure : urban futures of the recent past . New York : The Monacelli Press, [2020]. ISBN 978-1580935401.
- Banham, Reyner; Day, Joe. Los Angeles : the architecture of four ecologies . First California paperback printing. Berkeley : University of California Press, 2001. ISBN 978-0520260153.
- Boden, Margaret A. The Creative mind : myths and mechanism. Second edition. London : Routledge, Taylor & Francis Group, 2004. ISBN 978-0415314534.
- Andersen, Paul; Salomon, David L. The Architecture of patterns . New York : W.W. Norton & Co, 2010. ISBN 978-0393732931.
- koolhaas. Rem. Countryside. A report. NY: Guggenheim, Taschen, 2020.