Qassim University
جامعة القصيم

Architectural Design

Studio Guide

Department of Architecture

Academic year 1445 (2023-2024)

Introduction:

Architectural design studios are the backbone courses of the architecture program. This guide outlines rules, methods, and procedures for all studio courses. The purpose of this guide is to guarantee best practice, and to organize the educational process to ensure the achievement of learning outcomes, through precise sets of rules and guidelines.

Table of Content

1. Studio Philosophy and Nature

Architecture combines beauty, function, and construction all at once. As such, it involves a wide range of intellectual and practical abilities.

In the first studio meeting, the course professors present the project program in detail, its scheduled timetable, and all matters related to deadlines for deliverables, official holidays (if any), as well as the distribution of grades through (First day Materials) in one of the available artificial presentation methods.

The student's architectural thinking begins with gathering the information necessary to understand the nature of the project and fully comprehend its implications, either individually or collectively among students. Then he begins to design according to the program announced by the course professors, after which the student gradually solves any design problems that he may encounter on his own, then with the limited assistance of the course professors to provide the student with the full opportunity to practice and learn the different design stages, which vary from one project to another and from one design studio to another, and this is what is taught. And fully understand it in the context of the design studio's work.

At the end of the semester, the project is presented and discussed publicly to a committee composed of course professors and an external committee that is determined in advance.

2. Role of Studio

The studio serves as the primary location for students to collaborate with peers and faculty members, engaging in research, proposing ideas, developing designs, and delivering presentations. It is a space where information is gathered from diverse sources, both within and beyond the established curriculum.

In the design studio, students learn via active participation, developing their own ideas, encouraging ingenuity, and promoting exploration.

Students may take ownership of their work in the studio and use it as a platform to present and defend their work to an audience.

Each student project contributes to the development of their competence and cultural awareness, which benefits not only the student, but also their studio colleagues. As a result, teachers strongly encourage students to share their projects in the studio to benefit from and add to the group discussion.

3. Studio Atmosphere

The College of Architecture and planning provides a respectful environment in the studio and across the institution for all students, employees, instructors, and administrators.

In the architectural design studio, the college encourages the creation of new ideas and diversity of viewpoints among students.

The college values cooperative learning among students and believes that the studio is the ideal place to discuss student projects with different architectural concepts and teach students how to coexist and deal with disparate points of view, arriving at the end of the project to the correct architectural solution.

Department of Architecture and Planning encourages critical architectural discourse and thinking and self-directed learning.

4. Time Management

The studio is a student's second home, so the College of Architecture and Planning does not expect students to live there. Rather, studio assignments should be completed in reasonable periods of time, without students having to spend all night at the college.

Faculty members announce to their students during the first day all requirements and deadlines for each stage to ensure that they can be achieved within a realistic time frame.

The College of Architecture encourages students to balance their academic and personal commitments, including regular sleep, exercise, and healthy eating habits.

The studio should be rigorous and challenging but should not be allowed to overshadow other academic commitments.

Students must manage their time to avoid all-nighters, and if a conflict arises with any studio deadlines, the College encourages students to raise the issue with their course professors as soon as the conflict becomes apparent.

5. Studio Space & Equipment

Each design studio has its own hall that is announced to the students within the academic schedule. This hall has sufficient space for a few students and is equipped with the necessary equipment for each student, which provides him with the appropriate study environment for the studio.

Each student has his own table (separate or connected), a portable chair, a power source, and a metal lockable locker with his own key (delivered by the college to the student) in a location designated by the college (announced to the students).

Architectural design halls have both natural and artificial lighting sources.

An A3 printer is available for students in each studio hall.

The college has a center for printing projects at subsidized prices for students.

Students must respect the fact that they all share one space, and that noise is transmitted, so each student must respect the privacy of his colleague and achieve silence in the hall.

6. Review and Evaluation

Architecture, like other creative fields, there is no single common set of criteria that allows us to definitively say that a project or solution is 100% good or bad. For this reason, discussions and criticisms related to the evaluation of each stage tend to focus on clarity, consistency, and conformity of the project to the requirements of each. phase.

The goal of criticism should be to improve the student's work and it should be targeted.

The Faculty of Architecture and Planning adheres to strong assessment standards and promotes high expectations for student submitted design work, while welcoming courteous discourse and constructive criticism in all studio discussions as well as public and private assessments.

Students must respect the review or evaluation process. This means arriving on time, being well prepared, sticking to the schedule suggested by the course professors, and attending the entire review or assessment.

Reviews and assessments are a valuable forum for general discussion, as well as a way to evaluate the progress of individual students.

Scientific conversations that take place in reviews or evaluations are an integral part of the educational process, especially in the studio.

The student will benefit from attending studio discussions and evaluations at every stage, not only to improve his project, but also when listening to his friends discuss his projects.

7. Studio Grades

Within the College of Architecture and Planning, studio grades are recorded at each evaluation stage by faculty members according to what was announced to the students, whether in the first day materials, during the semester, or sufficiently before the evaluation.

Every student has a unified evaluation form that explains the different evaluation points and the distribution of grades for each point, and it is sent to them sufficiently before the evaluation to review it.

Studio grades are distributed 60% for the year's work and periodic evaluations, and 40% for the final evaluation.

Each design studio has a special nature according to the type and size of the project to be designed, and therefore the distribution of grades for the year's work throughout the semester varies from one studio to another, provided that the total score for each studio is 100 grades.

In the final discussion of the project, the College Protocol Committee nominates for each studio two or more members as external arbitrators, whether they are from within or outside the college, to enrich the process of discussion and final arbitration, and they will receive a percentage of marks out of the 40% prescribed for the final evaluation of the projects.

The university sends each external arbitrator an official invitation to attend the final evaluation.

7. Studio Grades

In all studios, each external reviewer is required to provide a detailed written evaluation that addresses the strengths and weaknesses of the submitted projects and areas for improvement and identifies recommendations for further work and future studios.

Criticism and advice given on the final assessment day, and feedback will form a more substantive and productive assessment of each student in the following semesters.

8. Studio administrator

The course professor is responsible for the studio. He is assisted in this by the faculty member or members participating with him in the course. He must appoint a leader from among the students who will be responsible for the studio during times when the course professor and whoever assists him from the faculty are not present. He is concerned with maintaining the safety of the studio. And the college's equipment.

9. Studio Culture Policy

Each accredited architectural college or department must have documented guidelines specifying the policies that must be followed within the college, especially within its various studios.

The Studio Culture Policy promotes the development of values of respect, collaboration, and intellectual engagement among students. This is not limited to architectural design studios alone but includes all other courses within the College of Architecture and Planning.

The department of Architecture and Planning expects its students to behave in a way that upholds the moral standards of the architectural profession. Any betrayal of the presumptive confidence between the student and the college is an academic integrity violation.

It is crucial to keep in mind that the Academic Integrity Policy is applicable to all academic work, not only that done in the studio for architectural design.

The student may not resort to an individual or external entity or provide financial compensation in exchange for preparing his project or any work assigned to him, in all college courses.

9. Studio Culture Policy

The College of Architecture and Planning considers any work attributed by a student to himself, which is originally the work of another person, as plagiarism, a violation of academic integrity, and equivalent to cheating in exams.

In the studio, a student may not copy, reuse, or submit the work of other students, whether in his class or in other classes.

The excuse of an absence will be accepted if the student provides a compelling excuse as a death of a relative, having a surgery or similar excuses that can be considered as a compelling based on the committee of the student's problems.

If the student provides a compelling excuse, the denial can be lift of. Studios and Working Drawing courses are excepted because of the importance of the attendance and the student will be allowed to drop the course with no grade.

The student undertakes to submit the works for the studio and hang them before 9:00 am on the day of the discussion, whoever submits after that, he will be graded out of 85% and it will be decreased till reach 70% on the next day. No work will be accepted after then.

10. Software rules

3D modeling: Autodesk Revit as a main software environment, every other software is to be used as a secondary modeling tool, such as 3DsMAX, Rhino, dynamo, and grasshopper, form it and Sketch-up.

2D Drafting: AutoCAD, based on drawings exported form Revit.

Rendering: V-ray, Lumion, Corona, Enscape, Twinmotion, and similar render engines. AI rendering is prohibited except under the direct supervision and consent of the studio main instructor.

Poster Presentation: All Adobe presentation platforms such as Photoshop, Illustrator, and InDesign. In addition to Microsoft and Autodesk software.

Students must take permission to use any other commercial software from the program manager. Any software used by the students must have a valid license. All Autodesk software have students' license.

Artificial Intelligence: The use of AI based software and sites is prohibited due to the fact that it is considered as cheating, unless directly instructed by the course instructor and stated within the first day material for specific tasks. The use of AI in the generation of design concepts of façade alternatives is strictly prohibited and will be treated as cheating case.

11. CLOs and PLOs

Program Learning outcomes (PLO's):

Taxonomy	Code	Description
Knowledge	PLO1 (K1)	Recognize design principles, concerns and technical and environmental aspects of architecture and the built environment. (Architecture principles and design Issues)
	PLO2 (K2)	Consider a range of needs, values, and contexts influencing the development of theoretical architecture, in addition to the influence of history, social, place context, environment, time, and technology. (Architecture philosophy).
	PLO3 (K3)	Recognize the necessity of architecture lifelong learning, investigations, data acquisition, research and inquiry methodology. (Continual self-improvement)
Skills	PLO4 (S1)	Apply fundamental architectural design skills that utilize problem solving and critical thinking in architecture design domine. (Fundamental design)
	PLO5 (S2)	Integrate the investigation and design processes that identify architecture design problems, highlight architecture's theoretical aspects, setting assessment criteria, develop project plan and appraisal, and synthesize, analyze, and evaluate solutions. (Design analysis and process).
	PLO6 (S3)	Design buildings based on well-integrated systems, theoretical, economic, environmental concepts, and constructability. (Design product)
Values	PLO7 (S4)	Demonstrate an ability to communicate effectively using oral, written, graphical, visual forms and CAD skills for architectural practice. (Communication)
	PLO8 (V1)	Acknowledge the architect's societal, professional, and ethical responsibilities and values, including the architect's diverse role and relationships with clients, consultants, and other stakeholders. (Responsibility as a professional)
	PLO9 (V2)	Build leadership skills on multiple levels by collaborating and working in multidisciplinary teams (Teamwork)

Studio courses CLOs:

The following tables are the CLOs of studio courses:

1. ARCH103 (Architectural Design Studio 1 “Form and Space”)

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Recognition and Compose the basic architectural elements in a meaningful manner.	K1	Lectures. Tutorials.	Presentation. Jury session.
1.2	Definition and awareness of the form and spatial, scale, and proportion elements in architectural design & Translate ideas and concept into form and space	K2	Lectures. Tutorials.	Criticism sessions. Jury session.
1.3				
2.0	Skills			
2.1	Communicate their design idea orally and visually using drawings and models.	S4	Lectures. Tutorials.	criticism sessions. Jury session.
2.2	The ability of Basic manual drawing, composition, model-making, and presentation skills.	S3	Lectures. Tutorials.	criticism sessions. Jury session.
2.3				
3.0	Values, autonomy, and responsibility			
3.1	Respond to the function of a project and architectural requirements in the design by gathering information in team work.	V2	Lectures. Tutorials.	Presentation. Jury session.

2. ARCH204 (Architectural Design Studio 2 “Modular Design”)

Code	Course Learning Outcomes	PLOs	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Recognize the principle of unit and module and application in design project with various thinking solutions.	K1	Lectures. Tutorials.	Presentation. Jury session.
1.2	Identify appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process.	K1	Lectures. Tutorials.	Criticism sessions. Jury session.
1.3	Define the site context and introduce valid accessibility for various users to the building / projects.	K2	Lectures. Tutorials.	Criticism sessions. Jury session.
2.0	Skills			
2.1	Ability to design project that shows model and unity principles within site context and provide independent and integrated usability solution for individuals with physical (including mobility), sensory, and cognitive disabilities.	S1	Lectures. Tutorials.	criticism sessions. Jury session.
2.2	Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards.	S2	Lectures. Tutorials.	criticism sessions. Jury session.
2.3	Ability to prepare a comprehensive project that meets user needs, functional solutions for all project spaces, as well as considering environmental aspects.	S2	Lectures. Tutorials.	criticism sessions. Jury session.
3.0	Values, autonomy, and responsibility			
3.1	Cooperation in carrying out environmental research and studies for the project site.	V2	Lectures. Tutorials.	Presentation. Jury session.

3. ARCH205 (Architectural Design Studio 3 “Multifunction”)

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Define an existing precedent through specific design research process.	K1	Lectures. Site Visit. Tutorials.	Presentation. Jury session.
1.2	Recall design theories regarding establish accessibility and system skills & fundamentals of both natural and formal ordering systems in concept in the building design.	K1	Lectures. Tutorials.	Criticism sessions. Jury session.
1.3	Identify the basic principles of the structural and appropriate application of contemporary structural systems.	K2	Lectures. Tutorials.	Criticism sessions. Jury session.
2.0	Skills			
2.1	Apply green technology and sustainable concept in the building design.	S2	Lectures. Tutorials.	criticism sessions. Jury session.
2.2	Integrate building function and basic principles of life-safety systems with an emphasis on egress.	S3	Lectures. Tutorials.	criticism sessions. Jury session.
3.0	Values, autonomy, and responsibility			
3.1	Aware the copyright of precedent studies by collaborating and working in multidisciplinary teams.	V2	Lectures. Tutorials.	Presentation. Jury session.

4. ARCH306 (Architectural Design Studio 4 “Housing”)

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Describe the sites design, facilities, and systems to provide independent and integrated use by individuals with physical (including mobility), sensory, and cognitive disabilities.	**K1**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session.
1.2	Define the building form, functionalism, spaces relations with the urban context.	**K2**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session..
1.3	Identify how to gather, assess, record, apply, and comparatively evaluate relevant information within architectural coursework and design processes regarding housing and social and authority aspects.	**K3**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session.
2.0	Skills			
2.1	Apply green technology and sustainable concept in the building design and analyze an existing precedent through a specific design research process.	**S2**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session.
2.2	Integrate building function and basic principles of life-safety systems with an emphasis on egress as well as the needs for handicaps.	**S2**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session.
2.3	Ability to estimate the building costs, project financing, return on investment (ROI) and construction analysis, indicating the approximate cost per square meter.	**S3**	Lectures. Laboratory/Studio	Criticism sessions. Jury session.
3.0	Values, autonomy, and responsibility			
3.1	Follow of construction legislation and adhering to legal requirements.	**V1**	Lectures. Laboratory/Studio	Criticism sessions. Presentation. Jury session.
3.2	Appreciating of working within a team to obtain housing information needed for the projects.	**V2**	Lectures. Laboratory/Studio	Criticism sessions. Jury session.

5. ARCH307 (Architectural Design Studio 5 "Urban Design")

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Ordering to gather, assess, record, apply, and comparatively evaluate relevant information within architectural coursework and design processes.	K1	Lectures Site Visit Tutorials workshop	Critique sessions Jury session
1.2	Collecting the site characteristics such as soil, topography, vegetation, and watershed in the development of a project design.	K1	Lectures Site Visit Tutorials workshop	Critique sessions Jury session
1.3	Classify students to work in collaboration with others and in multidisciplinary teams to successfully complete design projects.	K2	Lectures Site Visit Tutorials workshop	Critique sessions Jury session
1.4	Understanding of the architect/urban designer's responsibility to work in the public interest and to improve the quality of life for local and global neighbors.	K2	Lectures Site Visit Tutorials workshop	Critique sessions Jury session
1.5	Collecting the community and social responsibility literatures in the urban and environmental realm	K2	Lectures Site Visit Tutorials workshop	Critique sessions Jury session
2.0	Skills			
2.1	Integrate Urban Landscape and other systems in Urban design with an emphasis on the path.	S1	Lectures Tutorials Workshop	Critique sessions Jury session
2.2	Elaborate to design projects that optimize, conserve, or reuse natural and built resources, provide healthful environments for occupants/users, and reduce the environmental impacts of building construction and operations on future generations through means such as carbon-neutral design, bioclimatic design, and energy efficiency.	S1	Lectures Tutorials Workshop	Critique sessions Jury session
3.0	Values, autonomy, and responsibility			
3.1	Participate the ethics of urban and environmental leadership and urban management	V1	Lectures Tutorials	Presentation Jury session
3.2	Appreciate the social impact of practicing the legal responsibilities and its value in urban management discipline	V1	Lectures Tutorials	Presentation Jury session

6. ARCH408 (Architectural Design Studio 6 “Integrated Systems”)

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Explore key standard codes and legal requirements for building systems and services.	K3	Lectures Site Visit Tutorial	Assignments
2.0	Skills			
2.1	Apply comprehensive design techniques to solve problems within multidisciplinary projects.	S1	Lectures Tutorial	Assignments Jury
2.2	Integrate all design aspects such as (ordering system, environmental systems, structural system, accessibility, and life safety…) to make design decisions.	S2	Lectures Tutorial	Assignments Jury
2.3	Design building envelope systems and assemblies considering energy performance, aesthetics, durability, and safety.	S3	Lectures Tutorial Project	Assignments Jury
2.4	Develop structural, mechanical, electrical, and fire precaution systems layouts, integrating them within the architectural layout.	S3	Lectures Tutorial	Assignments Jury
3.0	Values, autonomy, and responsibility			
3.1	Aware legal requirements in the design of fire precaution system.	V1	Tutorial	Assignments Jury
3.2	Respond to technical and architectural requirements in the design of building systems within a multi-disciplinary teamwork environment.	V2	Tutorial	Assignments Jury

7. DEG 409 (Graduation Projects "Capstone Studio")

Code	Course Learning Outcomes	PLO	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
2.0	Skills			
2.1	Apply fundamental architectural design skills that utilize problem solving and critical thinking in architecture design demine.	S1	Lectures. Tutorials.	Juries / Presentation
2.1	Organize the proposed functional program in adequate level in architecture design project. (Fundamental design)	S1	Lectures. Tutorials.	Juries / Presentation
2.2	Integrate the investigation and design processes that identify architecture design problems, highlight architecture's theoretical aspects.	S2	Lectures. Tutorials.	Juries / Presentation
2.2	Define and Apply the project stages setting assessment criteria, develop project plan and appraisal, and synthesize, analyze, and evaluate solutions. (Design analysis and process).	S2	Lectures. Tutorials.	Juries / Presentation
2.3	Design buildings based on well-integrated systems, theoretical, economic, environmental concepts and constructability. (Design product)	S3	Lectures. Tutorials.	Juries / Presentation
2.4	Demonstrate an ability to communicate effectively using oral, written, graphical, visual forms and CAD skills for architectural practice. (Communication)	S4	Lectures. Tutorials.	Juries / Presentation
3.0	Values, autonomy, and responsibility			
3.1	Acknowledge the architect's societal, professional, and ethical responsibilities and values, including the architect's diverse role and relationships with clients,	V2	Lectures. Tutorials.	Juries / Presentation
3.1	Aware of the architect's role as consultant, and other stakeholders. (Responsibility as a professional)	V2	Lectures. Tutorials.	Juries / Presentation

12. Studios projects selection guidelines

Studio Courses descriptions:

Course Code	Course Description
ARCH103	This course will introduce the students to a fundamental aspect of architecture design, with the understanding of basic elements of architecture and its principles, that will explore and expressed through assigned architectural projects, which emphasize anthropometrics. Moreover, through cumulative exercises explore the architectonics of form, space, and material. Building on the basic architectural knowledge and skills attained in previous units, this studio introduces students to a further level of complexity in the processes of investigation, critical observation, and experimentation. Creative and analytical skills are developed through studies in abstraction, interpretation, and synthesis. A range of complex issues including material, structure, brief, site, history, and theory are investigated in relation to the creation of architectural form.
ARCH204	The course deals with architecture unity and models of spaces, forms and volumes and their arrangement within a specific location. Basic landscape design between the spaces and or forms is also considered. Students need to work with base gridlines of the project and apply basic design principle**s** in the design including, linear, radial, axial, central, grid and clustered. Students will apply design-thinking skills to introduce innovative solutions for the project. Students need to collect data from specific sites and perform site inventory and analysis. Space function and priorities of spaces are also introduced in the design project.
ARCH205	This course aims to be an extended development of architectural design to further investigate the relationship of architectural means and intent, including brief requirements, people and architecture relationship, site analysis, staged approaches to design and investigation of architectural theory. Emphasis will be on the design of buildings in an urban site with technical biased of sustainability.
ARCH306	This course focuses on the design of various residential buildings, which are based on the diverse needs, values, behavioral rules, physical abilities, social and spatial patterns of different cultures and individuals, and design sites, facilities and systems to provide independent and integrated use by handicapped, Application and performance appropriate for service systems.
ARCH307	This course aims to familiarize students with the principles of town planning and urban design and the practices of master planning and parceling with consciousness of socio-economic issues and linkages, image ability, districts, nodes, edges, paths, landmarks and urban language(City elements for Kevin Lynch), study of SWOT analysis (strengths ,weaknesses, opportunities and threat) .The associated design tasks, which may include conservation and urban renewal in the context of urban development, as well as suggestion of new architectural facilities initiatives, this will concentrate on spatial organization, land use, building form and massing, circulation and parking, open spaces, pedestrian ways and activity patterns, the association with other professions in the urban planning circles whilst capable to resolve a list problem within chosen site.
ARCH408	This course introduces comprehensive design, integrating multidisciplinary systems (Structural, Electrical, Mechanical, and life safety) within an architectural project; considering systems requirements during architectural stages, then applying technical design principles to develop tailored systems solutions, followed by design coordination. The architectural solution includes the design of building envelope system and associated assemblies considering energy performance, aesthetics, durability, and life safety. Final project assessment is about the successful integration of engineering systems into the architectural design while achieving efficiency and sustainability.
DEG 409	This course is a comprehensive final studio project based on the cumulative knowledge and skills developed throughout the previous architecture design studios, course work and professional experience. The coursework is independent study based on an extensive programming document completed in the Graduation Project Research (DEG 453).

Studio Courses Themes and Colors:

13. Project Programing criteria

Architectural studio projects programing is a tailored process that precedes the semester; to accurately describe all project related aspects and requirements, it aims to guide the students to achieve learning outcomes during the time limits, devoting all efforts towards the specific goals. The project program represents a significant part of the first day material.

The main points to be considered in studio projects programing are:

1. **Studio theme and description**: Based on course specification.
2. **Project description**: Project type and size, which must be related to the studio theme, including typology, type of layout configuration, high, users, purpose, and main objectives.
3. **Project program and spatial requirements**: Including project functions, spaces, and site components, with spaces description and proposed area.
4. **Design process and steps**: Design process should be tailored specifically to suit the project and the learning outcomes and should match course specification. Each step should be accurately described and connected to the course assessment methodology, and introduced with a lecture if there is no previous course covering the topic. These lectures must be stated within the course description.
5. **Stages and assessment methodology**: Project stages must be derived from the design process and suitable for the project objectives and connected with the CLOs. All stages must be accurately described in terms of requirements, objectives, assessment methods and weighting, and it should be scheduled in the first day material, and the assessments table in the course specification. Each stage represents an assignment for the students that has specific weight and objectives, each one of those assignments must have clear assessment rubrics.

6. **Time scheduling**: Design process stages, assessments and lectures must be scheduled in alignment with the academic calendar of the semester. It is recommended to schedule all assessments and assignments to Sundays rather than Wednesdays, to benefit from the weekends, without interfering with the elongated weekends. Per final and final submissions have to be coordinated with the academic affairs committee and the head of department.
7. **Site location/s**: The site location can be specified by external entities in cases of community service or competitions projects, in such cases the site location and dimensions should be provided for the students. In other cases, the site location/s can be specified by the course instructor as specific location or as options to exercise site selection criteria. The site can also be specified by the students within the site analysis period, in which case site selection parameters must be specified by the course instructor to match project requirements. In all cases, the instructor must make sure that the site area is suitable and sufficient to project requirements and not too large. Local sites are recommended to achieve the program goal of serving the local community.
8. **References and design guidelines**: References should be stated in the course description and should be related to the project requirements and the course objectives. References should be available in the university library.

14. First day materials contents

First day material is the student's guide and reference though out the semester, it will help the student to devote all efforts towards goals achievement avoiding any wasted efforts. And it represents a contract between the course stakeholders, ensuring consent and preventing dispute. The following items are required in the first day material

1. **Course specification**
2. **Project Program**
3. **Time schedule**
4. **Assessment rubrics for all stages**
5. **Final Jury assessment sheet**
6. **Studio regulations**

- *The scheduled submission dates must not be changed unless there is a strong justification.*
- *The weight of evaluation for each stage must not be changed.*

15. Stages presentation rules

Studio courses stages and assignments:

1. ARCH103

No	Assessment Activities *	Assessment timing	Assessment Score
1	Project 1 Space-Making, Assignment 1 –, the Experiential Cube 9x9x9	Week 3	20%
2	Project 1 place-Making, Villa Project Assignment 2 – Precedent Studies	Week 4	10%
3	Project 2 (Final Project) Assignment 3 – Site inventory	Week 6	10%
4	Project 2 (Final Project Assignment 4 - Site Analysis and diagrammatic synthesis of site.	Week 7	10%
5	PRE-FINAL presentation of the project	Week 11	0.5%
6	FINAL presentation of the project & Portfolio	Week 12	40% +0.5 %

2. ARCH204

No	Assessment Activities *	Assessment timing	Assessment Score
1	Assignment 1- Site Inventory, Analysis and Synthesis	Week 2	5 %
2	Assignment 2- SITE PLAN + MODULES presentation	Week 4	10 %
3	Assignment 3- PLANS & 3D Model presentation	Week 6	10 %
4	Assignment 4- ELVATIONS & SECTION presentation	Week 7	5 %
5	Assignment 5- SECTIONS + In.& Out. SHOTS presentation	Week 10	10 %
6	PRE-FINAL presentation of the project	Week 11	15 % + 5%
7	FINAL presentation of the project	Week 12	40 %

3. ARCH205

No	Assessment Activities *	Assessment timing	Assessment Score
1	Assignment 1- Precedent Studies (Team works)	Week 2	5 %
2	Assignment 2- DIAGRAMMATIC SYNTHESIS and CONCEPT presentation	Week 4	5 %
3	Assignment 3- SITE PLAN, PLANS presentation + Previous Works development	Week 6	10 %
4	Assignment 4- SECTIONS, ELEVATIONS presentation + Previous Works development	Week 8	10 %
5	Assignment 5- INTERNAL & EXTERNAL Shots, ENVIRONMENTAL TREATMENTS, STRUCTURAL SYSTEMS, and FIRE ESCAPE presentation + Previous Works development	Week 10	10 %
6	PRE-FINAL presentation of the project + MODEL	Week 11	20 %
7	FINAL presentation of the project	Week 12	40 %

4. ARCH306

No	Assessment Activities *	Assessment timing	Assessment Score
1	Assignment 1 - Research about design principles.	Week 2	10%
2	Assignment 2 - Architectural mass and plans.	Week 5	10%
3	Assignment 3 - Sections & elevations.	Week 8	15%
4	Assignment 4 –All Previous +Mass on site- (Pre-final)	Week 11	20%
5	Assignment 5 - Final Project (Jury session)	Week 12	40%
6	Portfolio	Week 12	05%
Total			100%

5. ARCH307

No	Assessment Activities *	Assessment timing	Assessment Score
1	Assignment 1- Precedent Studies ,Site data collections - Team works	Week 2	10%
2	Assignment 2- Site Inventory, Analysis - Team work	Week 4	10%
3	Assignment3-Diagrammatic Synthesis ,Urban development's plans for selected work group areas - Team work	Week 6	10%
4	Assignment4 Physical Model Workshop - Team work	Week 8	10%
5	Assignment 5 – Architectural Initiatives :Program, urban realm, design with context, concept with the relation to the main aim of the project - Individuals	Week 10	10%
6	Assignment 6 – Pre-final: Architectural initiatives (all architecture items) . Individuals	Week 12	10%
7	Assignment 8 (Final) –All Items) Final Submission + (Physical Final Model+ Portfolio	Week14	40%
8	Assignment 1- Precedent Studies ,Site data collections - Team works	Week 2	10%

6. ARCH408

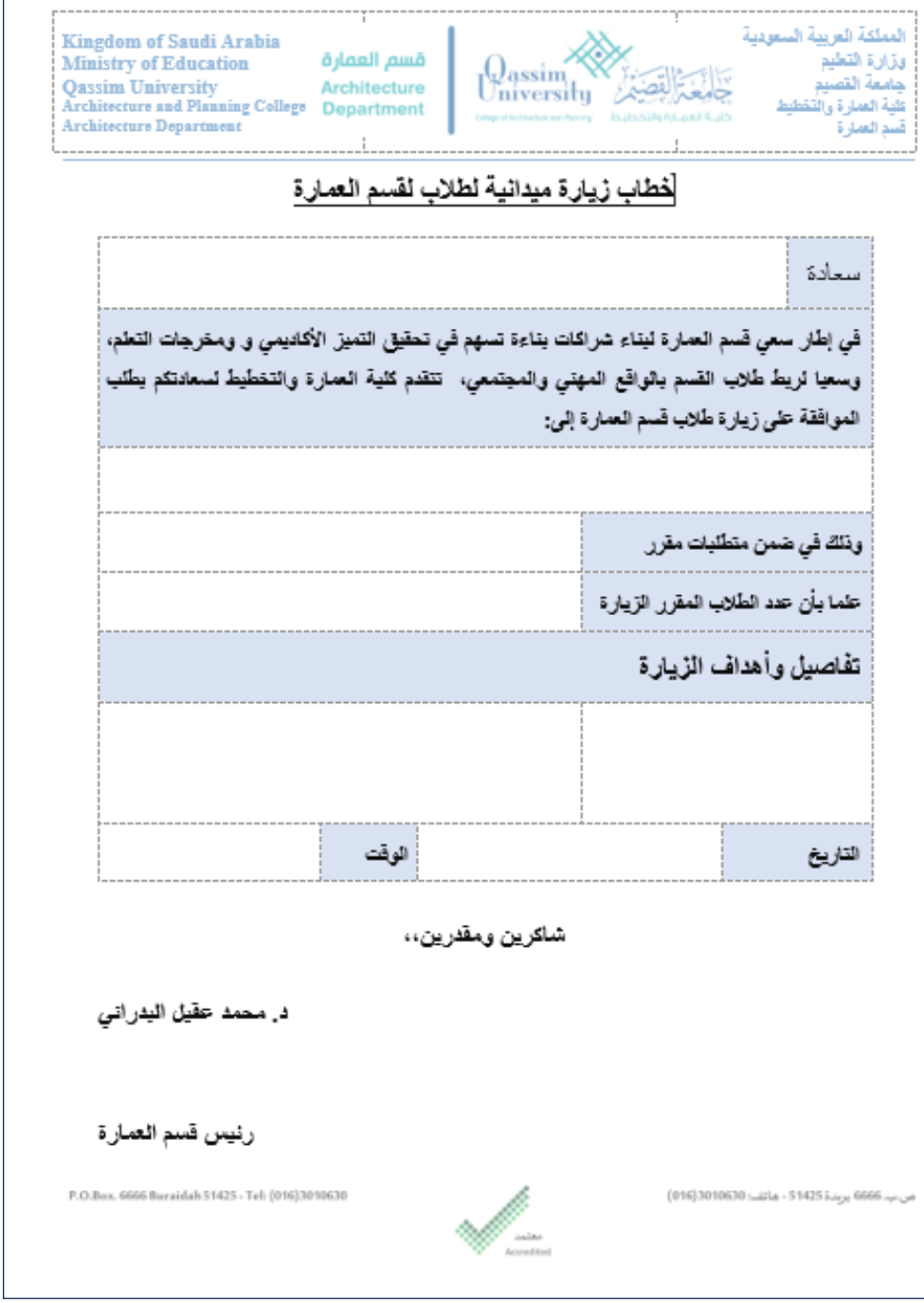
No	Assessment Activities *	Assessment timing	Assessment Score
1	Assignment 1 - Present site analysis, Site synthesis and design Concept.	Week 2	5 %
2	Assignment 2 - Present Developed architectural design (full set of architectural drawings).	Week 3	7.5 %
3	Assignment 3 – Present final architectural design (well-presented architectural drawings)	Week 5	12.5%
4	Assignment 4 – Design and Present Structural System integrated within the architectural design.	Week 7	7.5%
5	Assignment 5 – Design and present Envelope system integrated with architectural design.	Week 8	7.5 %
6	Assignment 6 – Design and Present HVAC System integrated within the architectural design.	Week 9	5 %
7	Assignment 7 – Design and Present Electrical/lighting System integrated within the architectural design.	Week 10	2.5 %
8	Assignment 8 – Design and Present Life Safety System integrated within the architectural design.	Week 10	2.5 %
9	Assignment 9 – Perform design coordination and present all systems Integration into the project design, and Pre-Final presentation.	Week 11	15 %
10	Assignment 10 - Final Project presentation	Week 12	40%

7. DEG 409

No	Assessment Activities *	Assessment timing	Assessment Score
1	Stage 1 - Project Briefing: Each Student will make a presentation for his project that have been selected in DEG 453 (Graduation Project Research). This will cover: Project's Title, Project's Components, Different types of Analysis, Relationship diagrams, Areas' Calculations, Site analysis, … etc. all of which resultant form DEG 453.	Week 1	0 %
2	Stage 2 - Design Concept: Preliminary drawings with appropriate scale showing: Concept generation, Buildings' blocks distribution on site, different types of circulation and site treatments, architectural/structural ideas, and spaces distribution.	Week 3	10 %
3	Stage 3 – Developed Design: Full set of architectural drawings: Location plan, site plan, floor plans, section/s, elevations and perspectives. In addition to construction details and technical/environmental solutions.	Week 5	30 %
4	Stage 4 – Pre-Final Submission: Full set of well-presented architectural drawings: Location plan, site plan, floor plans, section/s, elevations, and perspectives. In addition to construction details and technical/environmental solutions	Week 1	20 %
5	Stage 5 –Final Submission and Presentation: Full set of architectural drawings: Location plan, site plan, floor plans, section/s, elevations, and perspectives. In addition to construction details and technical/environmental solutions	Week 11	40 %

Site Visits:

Site visits are to be scheduled during the studio time, without affecting other courses. Coordination with the head of department and the visited entity is required according to the following form:



Kingdom of Saudi Arabia
Ministry of Education
Qassim University
Architecture and Planning College
Architecture Department

قسم العمارة
Architecture
Department

المملكة العربية السعودية
وزارة التعليم
جامعة القصيم
كلية العمارة والتخطيط
قسم العمارة

خطاب زيارة ميدانية لطلاب لقسم العمارة

سعادة	
في إطار سعي قسم العمارة لبناء شراكات بناءة تسهم في تحقيق التميز الأكاديمي و ومخرجات التعلم، وسعيا لربط طلاب القسم بالواقع المهني والمجتمعي، تتقدم كلية العمارة والتخطيط لسعادتكم بطلب الموافقة على زيارة طلاب قسم العمارة إلى:	
وذلك في ضمن متطلبات مقرر	
علما بأن عدد الطلاب المقرر الزيارة	
تفاصيل وأهداف الزيارة	
التاريخ	الوقت

شاكرين ومقدرين،،

د. محمد عقيل اليدراني

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Site visit form

Thanks to the creators of this guide

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Architecture Department قسم العمارة

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Studio Guide

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