

PEM 212E LANDSCAPE DESIGN I
2019-2020 SPRING SEMESTER
FOUNDATION DESIGN STUDIO

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Landscape Design I studio focuses on experimental design of small urban voids with diverse activities for the use of the inhabitants; innovative design approaches; design strategies in order to possess varying scale problems, techniques and methods for representing landscape. The objective of this course is to gain insight to the concept of scale in the context of landscape design by experiencing different design methods, while improving the ability of conceptual approach to the design problems in different context and scale. The studio encourages students to produce ideas on place and settlement concepts; innovative and experimental design studies, and gain ability in designing small scale urban spaces with different themes in urban context.

Module 1.

NeverLAND

Designing Playground for Imaginative Minds

The Playground design encourages students to rethink space and user relations through the eyes of a child. This module of the studio aims to develop creative thinking approach in small areas. Yet these areas are parts of a bigger system, ITU campus. Eventually, students are asked to consider a larger landscape system while designing a smaller part of it. Yet the user profile is a specific group, children at kindergarden level.

Designing a place for imaginative minds: Pedagogic development, Environmental psychology, Youth development, Montessori education, Educative playgrounds, Outdoor school.

Module 2.

BALAT

Urban Landscape Context

The Urban Landscape Context Module, aims to investigate the methods to understand the morphology of an urban pattern and the role of landscape design to generate public space. The studio helps students to develop spatial design for specific sites from Balat and investigates the relation between site scale and urban scale, the program and function of landscape.

Socio-cultural reflections on urban pattern, Religion and Space, Golden Horn, Topography, Urban Ecology, Anthropology, HUMAN, urban landscape

PEM 212E STUDIO SCHEDULE

Week	Date	Studio Work	
MODULE 1: NeverLAND			
1	February 11	Introduction to the Studio / Program and Context	
	February 13	Methods for analysis / Conceptual Maps / Free scale system analysis and synthesis	Site Visit
2	February 17	Idea Discussions and survey of relevant projects and design offices. Diagraming the idea (free scale)	Pin-up Student Presentations
	February 20	1/1000 Landscape System Proposal for Site / Site focus /	Desk Critics
3	February 24	Methods for analysis / Conceptual Maps / Free scale system analysis and synthesis	*Seminar: Representing Landscape
	February 27	Playground Design / Diagraming the idea (free scale)	Desk Critics
4	March 2	1/500 landscape design proposal	Pin-up
	March 5		Desk Critics
5	March 9	1/500 landscape design proposal	Desk Critics
	March 12	1/200 landscape design proposal	Student Presentations
6	March 16	landscape details / solutions for hard & soft landscape details / technical drawings and sections	Desk Critics
	March 19	1/100 landscape design proposal system details / material + construction details, system and point details, urban furniture, planting design details	Desk Critics /Discussion
	March 23	1/100 1/50 landscape design proposals system details / material + construction details, system and point details, urban furniture, planting design details	
7	March 26	MIDTERM JURY	
	March 30	SEMESTER BREAK	
MODULE 2: BALAT			
8	April 6	Introduction of the Project Program and context	*Seminar
	April 9	Analysis of Urban Pattern: Methods for analysis / Mapping the urban pattern / Conceptual Maps / Free scale system analysis and synthesis	Site Visit
9	April 13	1/1000 Landscape System Proposal for Selected Site / Diagraming the idea (free scale)	Pin Up - Desk Critics
	April 16	1/500 landscape design proposal / The Street Landscape and Open Space Design	Desk Critics
10	April 20	1/500 landscape design proposal / The Street Landscape and Open Space Design	Presentation: Landscape Design CASES / Desk Critics
	April 23	Holiday	
11	April 27	1/200 landscape design / solutions for hard & soft landscape details	Desk Critics
	April 30	1/200 landscape design / solutions for hard & soft landscape details	
12	May 4	JURY	
	May 7	1/200 landscape design / solutions for hard & soft landscape details	Desk Critics
13	May 11	1/100 landscape details / solutions for hard & soft landscape details / technical drawings and sections	Pin Up
	May 14	1/50 – 1/20 system details / material + construction details, system and point details, urban furniture, planting design details	Desk Critics
14	May 18	1/50 – 1/20 system details / material + construction details, system and point details, urban furniture, planting design details	Desk Critics
	May 21	FINAL JURY	PANEL

Evaluation

Module 1 %45
Module II %50
Classroom Exercises %5
%80 Studio Attendance is required

Readings

Beardsley, J., 2006. Earthworks And Beyond: Comtemporary Art In the Landscape
Corner, James. 1999.Recovering Landscape
McHarg, Ian, 1969. Design with Nature. John Wiley and Sons Press ISBN-13: 978-0471114604
Leatherbarrow, D., 2015. Topographical Stories: Studies in Landscape and Architecture. University of Pennsylvania Press.
Reed, Peter. 2005.Groundswell: constructing the contemporary landscape, New York, MOMA

Source Books

Amoroso, Nadia, 2012. Representing Landscapes: A visual collection of Landscape Architectural Drawings
Balmori, Diana.2014. Drawing and Reinventing Landscape.John Wiley &Sons.
Dee,Catherine. 2001.Form and Fabric in Landscape Architecture: A Vssual Introduction, Spon Press
Harris, Charles W., Dines,Nicholas, T., 1998. Time Saver standards for Landscape Architecture:Design &Construction Data, McGraw-Hill

Journals

TOPOS
Landscape Architecture Magazine
Architectural Review
Architectural Record
Domus
Journal of Landscape Architecture