

**EL CAMINO COLLEGE
COURSE OUTLINE OF RECORD - Approved**

Subject:	ARCH
Course Number:	174
Descriptive Title:	Portfolio Design & Visual Narration
Division:	Industry and Technology
Department:	Architecture
Course Disciplines:	Architecture
Catalog Description:	The portfolio & presentation course will teach students the process of developing a visual narrative that demonstrates their design thinking as it relates to problem solving within the built environment. Utilizing previously completed architecture design studio projects along with work from advanced graphic communications, each student will learn organization and formatting techniques to create a narrative that will express a project's design intent. The course will focus on formats that exhibit work both within paper and digital portfolios.
Recommended Preparation:	Architecture 119, Architecture 170, Architecture 171, and Architecture 199
Course Length:	Full Term
Hours Lecture (per week):	1
Hours Laboratory (per week):	3
Outside Study Hours:	2
Total Course Hours:	72
Course Units:	2
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	
Effective Date:	
Transfer UC:	
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	

<p>Student Learning Outcomes:</p>	<p>SLO 1 - Portfolio Design: Given lecture information and in-class discussion, students will demonstrate the ability to create a personal narrative with effective page layouts that synthesize and illustrate their learning process and progress.</p> <p>SLO 2 - Graphic Techniques: Students will use traditional media as well as various computer programs to complete exercises and assignments resulting in page layouts to be featured in their portfolio.</p> <p>SLO 3 - Presentation Skills: Successful students tracking for graduation, transfer and employment in architecture will develop, refine and deliver their narratives.</p>
<p>Course Objectives:</p>	<p>Objective #1 - use critical thinking to define a communication strategy that expresses a design philosophy</p> <p>Objective #2 - determine organization and format their design content into a cohesive visual narrative</p> <p>Objective #3 - demonstrate the ability to prioritize design work that distinguishes principal from support content</p> <p>Objective #4 - establish a hierarchy and progression to the design narrative using a variety of content</p> <p>Objective #5 - utilize graphic devices such as ordering systems, typography, and color to advance the narrative</p>
<p>Major Topics:</p>	<ol style="list-style-type: none"> I. Overview – Demonstrating Design Skills (1 hour, Lecture) <ol style="list-style-type: none"> A. Objectives of Project Presentation B. Key Elements: Graphic & Text C. Identifying Communication Strategies II. Outlining the Narrative (2 hours, Lecture) <ol style="list-style-type: none"> A. Determining the message(s) B. Establishing the start, middle and end III. Presentation Storyboarding (3 hours, Lecture) <ol style="list-style-type: none"> A. Defining storyboarding B. Blocking out design content C. Plan for visual harmony IV. Organization & Wayfinding (3 hours, Lecture) <ol style="list-style-type: none"> A. Prioritize content – main vs. support B. Creating a visual hierarchy C. The importance of graphic devices V. Vignettes within the Larger Story (3 hours, lecture) <ol style="list-style-type: none"> A. Plots and subplots B. Supporting characters VI. Synthesizing Design Thinking (3 hours, Lecture) <ol style="list-style-type: none"> A. Selecting content to demonstrate process B. Exhibiting technical skills – hand & digital C. Position content to highlight design philosophy VII. Breathing Life into the Narrative (2 hours, Lecture) <ol style="list-style-type: none"> A. Injecting your personality B. Including design challenges & failures VIII. Verbalizing the Visual (1 hour, Lecture) <ol style="list-style-type: none"> A. Understanding the value as a verbal guide B. Scripting your story

	<p>IX. The "Learning by Doing" Principle (36 hours, Lab)</p> <ul style="list-style-type: none"> A. Individual-centered Focus Tasks <ul style="list-style-type: none"> 1. personal project development and evaluation 2. instructor-to-student and peer-to-peer interactions 3. instructor desk critiques 4. exercise engagement based of lecture content 5. content composition to explore visual narration <p>X. Peer Observation & Cooperation (18 hours, Lab)</p> <ul style="list-style-type: none"> A. Group Collaboration Activity <ul style="list-style-type: none"> 1. small group pin-ups. 2. developing/ testing of visual communication principals 3. participation in group tasks and projects
Total Lecture Hours:	18
Total Laboratory Hours:	54
Total Hours:	72
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Compose a presentation layout consisting of past course-generated and student-initiated content to visually demonstrate the design acuity, drawing techniques, and personal design philosophy. Submit your layout as a PDF and present it via digital board. Compose a presentation layout consisting of past course-generated and student-initiated content to visually demonstrate the design acuity, drawing techniques, and personal design philosophy. Submit your layout as a PDF and present it via digital board.
Critical Thinking Assignment 1:	Upon taking inventory, analyzing and prioritizing a body of work, develop a presentation or process diagram that highlights design and technical strengths. Submit your diagram digitally as a PDF and present it via digital board.
Critical Thinking Assignment 2:	Produce a storyboard that creates a portfolio format utilizing graphic devices such as ordering systems, typography, and color to establish wayfinding strategies. Submit your storyboard digitally as a PDF and present it via digital board
Other Evaluation Methods:	Class Performance, Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Group Activities, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Problem solving activity, Skill practice
If Other:	
Up-To-Date Representative Textbooks:	No textbook planned
Alternative Textbooks:	

Required Supplementary Readings:	
Other Required Materials:	Handouts prepared by the Instructor
Requisite	
Category	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s), if applicable	
Requisite course:	ARCH 170, ARCH 171, ARCH 149, ARCH 199
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>The ability to demonstrate 2D drawing techniques <u>ARCH 170</u> Objective 4: Compose entourage in plan, elevation and perspective that will support the purpose of the drawing Objective 7: Understand how to orthographically project the basic architectural drawing conventions (plan, section, and elevation) and apply their use in architectural presentation drawings.</p> <p>The ability to demonstrate 3D drawing techniques <u>ARCH 171</u> Objective 2: Construct the properties of a 30 degree isometric grid layout. Objective 3: Construct perspective drawing layout, both one point and two point perspective. Objective 5: Diagram shadows and reflections in perspective.</p> <p>The ability to demonstrate design exploration (focus on architectural form) <u>ARCH 149</u> Objective 1: Express the arrangement of shapes and evolution of form. Objective 2: Understand design fundamentals as they relate to building and site geometry. Objective 3: Demonstrate knowledge of the relationship between the user and the space they occupy.</p> <p>The ability to demonstrate design process (focus on concept development) <u>ARCH 199</u> Objective 2: Express and represent design concepts and ideas in visual forms. Objective 3: Understand the relationship between site, program, analysis, concept, process and product.</p>
Requisite Skill:	

Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). if applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Marc Yeber
Date:	10/19/2021
Original Board Approval Date:	01/18/2022