

Studio Dilemma in Study Abroad Programs

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Architecture study abroad programs in Rome are numerous among ACSA member schools. They range from short travel experiences to full degree programs. The programs which contain studio components are often in a dilemma. Do you keep a strong studio based environment where students work in the confines of a traditional studio space, or do you provide the opportunity for students to travel and study the environment which the city provides? The dilemma lies with the time that both activities take to be successful endeavors. The following describes a pedagogical approach that combines the strengths of both.

The studio is a semester long 4th Year design studio based in Rome, Italy. The city and surrounding areas of Rome not only became the laboratory for research, but become a physical extension of the studio. The studio takes advantage of both sketching and digital methods of design research. The course is broken up into two parts. The first part of the semester involves research and analysis, while the second part contains a four week design charrette. Between the two parts, the students engage in a week long design charrette with students from two other architecture programs, and a service learning activity with archeologists to document architectural fragments from the Capitoline Museum.

The first part of the studio has the students study the city through a series of sketch and hybrid drawings. The sketch assignments are designed for the students to look and find connections between the different layers of the city. The intention of the exercises are not to replicate what is seen, but to explore how the past architecture influenced the future layers of construction. The hybrid drawings are designed to explore both the “artifacts” and “spaces” that make up the palimpsest of the city. A more contemporary assignment has the students create a video exploring the spatial qualities of an Italian hill town. The combination of these assignments begins a conversation

within the studio about the importance and relevancy of old “ruins” versus the needs of contemporary Italians. Each student keeps a design blog which includes their physical assignments along with critical analysis of the objects learned.

The second part of the studio has the students apply the knowledge that they obtained of the past within a contemporary context. Due to the remaining time constraints involved in a study abroad program, a four week design charrette is given to teams of three to four students. The project is designed to be entered into the annual ACSA Steel Student Design Competition. The students are encouraged not only to design a building, but to look at how the building could engage the urban fabric of the city.

The program combines everything from traditional in situ sketchbook assignments to collaborative design projects, all framed within short focused exercises. When combined and in sequence, the exercises mimic the palimpsest of city, providing the students a layering of historical, design, and cultural education.



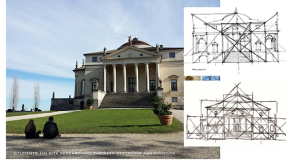
01. DILEMMA_TOURIST



02. DILEMMA_STUDIO WORK



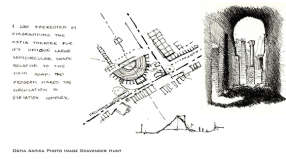
03. CULTURAL_EXPLORATION



04. IN SITU_RESEARCH



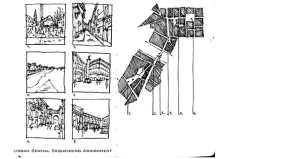
05. IN SITU_EXPLORATION



06. IN SITU_DIAGRAMMING



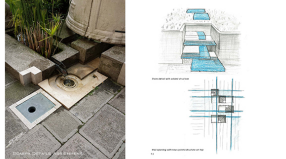
07. IN SITU_URBAN SEQUENCING I



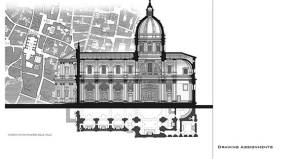
08. IN SITU_URBAN SEQUENCING II



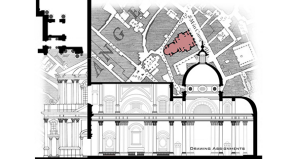
09. IN SITU_DETAIL EXPLORATION



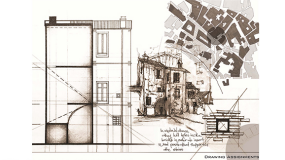
10. IN SITU_DETAIL DIAGRAMMING



11. DIGITAL_ANALYTIQUE I



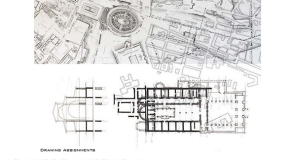
12. DIGITAL_ANALYTIQUE II



13. HYBRID_MAPPING I



14. HYBRID_MAPPING II



15. HYBRID_MAPPING III



16. HYBRID_MAPPING IV.jpg



17. WALL_WALK_EXPLORATION I



18. WALL_WALK_EXPLORATION II



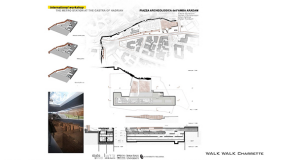
19. COLLABORATION_WALL_WALK CHARETTE



20. COLLABORATION_PRESENTATION



21. WALL_WALK CHARETTE ENTRY I



22. WALL_WALK CHARETTE ENTRY II



23. HISTORICAL_DOCUMENTATION I



24. HISTORICAL_DOCUMENTATION II



25. HISTORICAL_DOCUMENTATION III



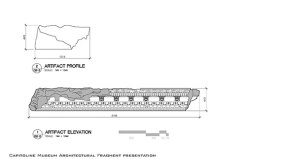
26. HISTORICAL_DOCUMENTATION IV



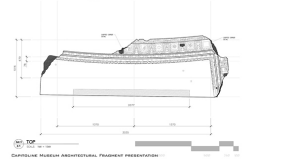
27. HISTORICAL_ANALYTICAL



28. HISTORICAL_PRESENTATION



29. HISTORICAL_GRAPHIC PRESENTATION I



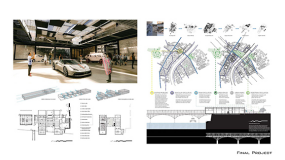
30. GRAPHIC PRESENTATION II



31. COLLABORATION_DESIGN



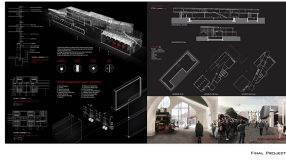
32. DESIGN_FINAL PROJECT I



33. DESIGN_FINAL PROJECT II



34. DESIGN_FINAL PROJECT III



35. DESIGN_FINAL PROJECT IV



36. COLLABORATIVE_LEARNING GROUP

STUDIO DILEMMA IN STUDY ABROAD PROGRAMS

ARCHITECTURE STUDY ABROAD PROGRAMS IN ROME ARE NUMEROUS AMONG ACSA MEMBER SCHOOLS. THEY RANGE FROM SHORT TRAVEL EXPERIENCES TO FULL DEGREE PROGRAMS. THE PROGRAMS WHICH CONTAIN STUDIO COMPONENTS ARE OFTEN IN A DILEMMA. DO YOU KEEP A STRONG STUDIO BASED ENVIRONMENT WHERE STUDENTS WORK IN THE COMPANIES OF A TRADITIONAL STUDIO SPACE, OR DO YOU PROVIDE THE OPPORTUNITY FOR STUDENTS TO TRAVEL AND STUDY THE ENVIRONMENT WHICH THE CITY PROVIDES? (FIG. 01-03) THE DILEMMA LIES WITH THE TIME THAT BOTH ACTIVITIES TAKE TO BE SUCCESSFUL. ENSURING THE FOLLOWING DESIGNING A METHODOLOGICAL APPROACH THAT CONSIDERS THE STRENGTHS OF BOTH.

THE STUDIO IS A SEMESTER LONG 4TH YEAR DESIGN STUDIO BASED IN ROME, ITALY. THE CITY AND SURROUNDING AREAS OF ROME NOT ONLY BECAME THE LABORATORY FOR RESEARCH, BUT BECAME A PHYSICAL EXTENSION OF THE STUDIO. THE STUDIO TAKES ADVANTAGE OF BOTH SKETCHING AND DIGITAL METHODS OF DESIGN RESEARCH. (FIG. 04-10) THE COURSE IS BROKEN UP INTO TWO PARTS. THE FIRST PART OF THE SEMESTER INVOLVES RESEARCH AND ANALYSIS, WHILE THE SECOND PART CONTAINS A FOUR WEEK DESIGN CHARETTE. BETWEEN THE TWO PARTS, THE STUDENTS ENGAGE IN A WEEK LONG DESIGN CHARETTE WITH STUDENTS FROM TWO OTHER ARCHITECTURE PROGRAMS. (FIG. 17-22) AND A SERVICE LEARNING ACTIVITY WITH ARCHEOLOGISTS TO DOCUMENT ARCHITECTURAL FRAGMENTS FROM THE CAPITOLINE MUSEUM. (FIG. 23-30)

THE FIRST PART OF THE STUDIO HAS THE STUDENTS STUDY THE CITY THROUGH A SERIES OF SKETCH AND HYBRID DRAWINGS. THE SKETCH ASSIGNMENTS ARE DESIGNED FOR THE STUDENTS TO LOOK AND FIND CONNECTIONS BETWEEN THE DIFFERENT LAYERS OF THE CITY. THE INTENTION OF THE EXERCISES ARE NOT TO REPLICATE WHAT IS SEEN, BUT TO EXPLORE HOW THE PAST ARCHITECTURE INFLUENCED THE FUTURE LAYERS OF CONSTRUCTION. THE HYBRID DRAWINGS ARE DESIGNED TO EXPLORE BOTH THE "ARTIFACTS" AND "SPACES" THAT MAKE UP THE PALimpseST OF THE CITY. (FIG. 11-16) A MORE CONTEMPORARY ASSIGNMENT HAS THE STUDENTS DESIGN A METHODOLOGICAL APPROACH THAT CONSIDERS THE STRENGTHS OF BOTH.

THE SECOND PART OF THE STUDIO HAS THE STUDENTS APPLY THE KNOWLEDGE THAT THEY OBTAINED OF THE PAST WITHIN A CONTEMPORARY CONTEXT. DUE TO THE REMAINING THE CONSTRAINTS INVOLVED IN A STUDY ABROAD PROGRAM, A FOUR WEEK DESIGN CHARETTE IS GIVEN TO TEAMS OF THREE TO FOUR STUDENTS. (FIG. 23-30) THE PROJECT IS DESIGNED TO BE ENTERED INTO THE ANNUAL ACSA STEEL STUDENT DESIGN COMPETITION. THE STUDENTS ARE ENCOURAGED NOT ONLY TO DESIGN A BUILDING, BUT TO THINK AT HOW THE BUILDING COULD ENLARGE THE URBAN FABRIC OF THE CITY. THE PROGRAM CONSIDERS EVERYTHING FROM TRADITIONAL IN SITU SKETCHBOOK ASSIGNMENTS TO COLLABORATIVE DESIGN PROJECTS, ALL FRAMED WITHIN SHORT FOCUSED EXERCISES. WHEN COMBINED AND IN SEQUENCE, THE EXERCISES MIMIC THE PALimpseST OF CITY, PROVIDING THE STUDENTS A LAYERING OF HISTORICAL, DESIGN, AND CULTURAL EDUCATION.