

AR023 THEORIES OF DESIGN

Objectives: To make the student understand the concepts and philosophies of design process and thinking by exposing them to various methods of analysis, synthesis and evaluation.

Module-1

Definition of design. Nature of good design. General discussion on form inanimate nature, biological nature and human environmental. Understanding of the determinants of physical forms as known to architects and environmental planners-concepts of space, structure, organization, symbolism etc.

Module-2

Design process and thinking; goals and objectives, value judgments defining problems, information gathering, creative, thinking techniques-convergent, lateral ,interactive thinking, graphic thinking, checklists, analysis and synthesis, simulation, action ability and implementation of intentions. Blocks in creative thinking.

Module-3

Introduction to the study of aesthetics through an introduction to the enquiries initiated by various western and Indian philosophers.

Design theories-enunciated by Vitruvius, Alberti, Palladio, John Ruskin, William Morris, Le Corbusier, Mies Van der Rohe, Walter Gropius, Robert Venturi, Charles Jencks, Gautam Bhatia, Kenneth Frampton, Rob Krier,William Curtis etc.

References:

- 1. Design in architecture-Geoffy Broadent*
- 2. Introduction to architecture-James C.synder*
- 3. Lateral thinking-Edward de Bono*
- 4. Pattern language-Christopher Alexander*
- 5. Redefining designing: From form to experience-Thomas Mitchell*
- 6. The language of post Modern architecture –Charles Jencks*