2016-2017 ARCHITECTURE DESIGN PROJECT

To be considered for admission into the undergraduate Bachelor of Architecture degree program, all applicants must submit one of the following two options for review by the architecture admission committee: either the Architecture Portfolio of creative work or the Architecture Design Project.

Curiosity, passion, and creativity are fundamental attributes we observe in successful architecture students and skilled architects. As design thinkers, we use the act of making to explore, analyze, formulate, fabricate, and represent new ideas about the built environment.

You may select the option to complete and submit the Architecture Design Project instead of the Architecture Portfolio if you have limited or no portfolio of creative work.

INSTRUCTIONS FOR COMPLETING THE ARCHITECTURE DESIGN PROJECT

Architecture, indeed all design, does something. Architecture can shelter an activity, choreograph an event, mark a place, set a mood, frame a view, or perform a function.

This exercise asks you to make something that does something - anything you want it to do - from reused materials. You are to design and make an object, a system, an environment, or a structure of any size that does something, and make it creatively from reused, reassembled, or salvaged materials or components.

You will submit your completed design project to the Architecture Design Project submission portal on SlideRoom <https://cmu.slideroom.com/#/permalink/program/31397>.

You have 10 slides to describe the design process, the construction, and the final piece. Document the process and the tools that went into making your object, as well as what your object does, through either a collection of 10 digital images or videos (this process might require some creative deconstruction!). At least two (2) images are required to be drawings (hand or digital).

Additionally, write a 200-word narrative describing your process to include as one of the form questions in SlideRoom. We are as interested in the process of designing and making it as we are in the final object.