ARCHITECTURAL + URBAN IDENTIFICATIONS:
MODELING THE RULES, PLAY AND FORMS, OF DOMINATION AND DIVERSITY

Instructor: J. Yolande Daniels, ydaniels@studiosumo.com
TA: Tuo Sun, sunt@mit.edu

Subject Number: 4.185
Credit Units: 3-0-6 / 9 credits
Level: G (Undergraduate students welcome with permission of instructor).
Prerequisites: None.
Schedule: TH 9:30-11:30AM
Make-up classes for Thursday 10/12 and 11/15 will be arranged according to the schedule of the enrolled.

This course is an interdisciplinary exploration of diversity in cities in which the study of urban behaviors, dynamics and forms will be grounded in the analysis of dynamic (socio-cultural and complex) systems.

Students will gain an understanding of how cultural phenomena may be spatialized by examining the effects of rules, codes and customs on the visible structures of cities. Both analytic and prescriptive, the explorations will engage the debate on the degree to which the structures of buildings and cities reflect the social structure of the inhabitants.

The intersections of societal difference, architecture and the city will be explored through game and simulation studies and prototypes and analogous readings. The explorations and results will be both analog and digital and include a range from card and board games to digital games, models and simulations that deconstruct and build architectural and urban forms.

The challenge of the course is to advance a disciplinary language and tools to address the social dimensions of architectural and urban forms. This will be achieved through the study of dynamics that underlie common concepts and representations (As in, for example: the white city, black city, or sanctuary city).
LEARNING OBJECTIVES

- Ability to research, conceptualize, develop, and represent an analysis.
- Learn how to translate architectural and urban ideas and concepts into two-dimensional and three-dimensional drawings, games, models and simulations.
- Learn and practice presentation skills.

EVALUATION CRITERIA

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<th>Component</th>
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<tr>
<td>Attendance</td>
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<tr>
<td>Class Participation</td>
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<td>Assignment 1</td>
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<td>Assignment 2</td>
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<td>Assignment 3</td>
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<td>Final Submission</td>
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THE FOLLOWING ADDITIONAL FACTORS ARE CONSIDERED IN EVALUATION:

ATTENDANCE

Attendance for the full duration of each class is mandatory. You are allowed three excused absences for the semester. An excused absence is defined as one that was discussed with and approved by the professor at least 24 hours prior to the date of absence, or a family or medical emergency that is confirmed by your physician or a dean in Student Support Services. Absences beyond the three allotted will result in a decrease in your final grade. If you miss six or more classes, you will be asked to drop the subject or receive a failing grade.

CLASS PARTICIPATION

This workshop will run as an interdisciplinary architectural lab and seminar.
- Readings with prepared notes are required to facilitate class discussions.
- New work and progress is required at each class session.

RESEARCH, PROBLEM SET AND DELIVERABLE CRITERIA

- Concept: Work will be evaluated by how clearly the design intentions are articulated.
- Process: The process of conceptual development toward an analytical response will be evaluated.
- Project Reviews:
  - The synthesis of concepts into a resolved deliverable will be evaluated.
  - Are responses the logical conclusion of the process?
- Production/Representation:
  - Work will be evaluated by the quality of representation and production. Evidence of skill/craft must be evident.
  - The ability of representations and models to convey information and the clarity of representations and models are critical.
GRADING DEFINITION

A Exceptionally good performance demonstrating a superior understanding of the subject matter, a foundation of extensive knowledge, and a skillful use of concepts and/or materials.

B Good performance demonstrating capacity to use the appropriate concepts, a good understanding of the subject matter, and an ability to handle the problems and materials encountered in the subject.

C Adequate performance demonstrating an adequate understanding of the subject matter, an ability to handle relatively simple problems, and adequate preparation for moving on to more advanced work in the field.

D Minimally acceptable performance demonstrating at least partial familiarity with the subject matter and some capacity to deal with relatively simple problems, but also demonstrating deficiencies serious enough to make it inadvisable to proceed further in the field without additional work.

F Failed. This grade also signifies that the student must repeat the subject to receive credit.

Grades as defined by the University are “related more directly to the student’s mastery of the material” and that fulfills the standards of “elegance of presentation, creativity, imagination, and originality” set by the instructor.

http://catalog.mit.edu/mit/procedures/academic-performance-grades/#gradestext

SCHEDULE OF EXERCISES, PROJECTS, QUIZZES, EXAMS OR ASSIGNMENTS
Be specific about expectations, due dates, and deliverables.

READING RESOURCES
To be assigned.

LAB FEES (IF ANY)
Are the responsibility of the student.

FINAL STUDIO DELIVERABLES
Grades will not be posted for students to view on their grade report until their work has been archived. The projects need to be properly prepared and formatted, and delivered to the Archiving TA. Studio TA’s will collect project archives from each student immediately following the review. Detailed requirements and instructions for formatting will be posted to CRON, the Department website, and sent to students at the beginning of the semester.

ACADEMIC INTEGRITY + HONESTY

MIT’s expectations and policies regarding academic integrity should be read carefully and adhered to diligently: http://integrity.mit.edu
NAAB STUDENT PERFORMANCE CRITERIA [FOR ALL GRADUATE SUBJECTS, INCLUDING NON-STUDIOS]

A01. Communication Skills
A02. Design Thinking Skills
A05. Investigative Skills
A06. Fundamental Design Skills
A08. Ordering Systems Skills
A10. Cultural Diversity
A11. Applied Research
C01. Collaboration
C02. Human Behavior
C08. Ethics and Professional Judgment