Course Description**
MUDD 6101: Fundamentals of Urban Design Studio (cross-listed as ARCH 7103) Fall 2016
Professor Deborah E. Ryan I deryan@uncc.edu I Mon/Wed/Fri. 2:00pm – 5:30pm at the Center City Building, Room 1005 I 5 Credit Hours I Grad Standing REQUIRED

PREMISE
Urban design is a fusion of physical design, policy and implementation strategies. It mediates the professional disciplines of architecture, landscape architecture, planning, development and engineering that together structure our urban environment, and it constructs collaborations between these specialists and the citizens affected by urban development. This course teaches basic design techniques and representation skills in this complex, multi-faceted discipline with a focus on elements of urban infrastructure and public space.

OBJECTIVES
• To focus on fundamental concepts of urban design and place making
• To acquire and practice a wide range of technical and graphic skills and media in urban analysis and representation
• To explore and test issues focused around the making of public infrastructure, spatial enclosure and connectivity, and the particular dynamics of civic and social spaces
• To integrate aspects of sustainable design into all scales of urban enquiry

CONTENT (Topics to be covered)
• Understanding Context: Community, Place, Visual and Functional Structure, Natural Resources, Connectivity and Infrastructure, Mobility, Streets and Traffic, Public Transport, Walking and Cycling, Parking and Servicing
• Repairing/Creating the Urban Structure: Movement Framework, Mixing Uses, Density and Form, Energy and Resource Efficiency, Landscape Spatial Structure, Block Typology, Infill Development
• Detailing “Place”: Positive Outdoor Space, Animating Space and Building Edges, Building Size and Scale, Adaptability and Change, Active, Public Realm, Public Art, Safety

METHOD
The course material will be covered via a combination of analyses and design projects to examine different scales of urbanism. Work will sometimes be carried out in pairs or small groups; at other times work will be carried out individually. Some studio days will be devoted entirely to group work. Some Fridays will be devoted to a range of “skills” workshops for analysis and representation. These workshop sessions include hand-drawing techniques for representation and analysis, SketchUp and Photoshop renderings. On occasion, topics on the theory, history and practice of urban design will also be integrated into the Friday workshop sequence.

There will also be a special project entitled “Urban Plan”, conducted in partnership with graduate students from the Master of Science in Real Estate (MSRE) program.

EVALUATION
Students will be evaluated by continuous assessment of their design work, and through key presentations in the design process:
• Analytical exercise 1: Spatial typologies – street/square/block/park 15%
• Design project 1: Public space composition – small scale urban block 25%
• Analytical exercise 2: Detailing “place” – façades/fenestration/thresholds/materials 15%
• Design project 2: Creating urban structure – master planning a small town center 40%

BIBLIOGRAPHY/ Required Reading:

** Professor David Walters developed the MUDD 6101: Fundamentals of Urban Design Studio and taught it until he retired in the summer of 2014. For purposes of continuity, this course description is excerpted from his Fall 2013 Course Syllabus.