

Teaching the Teachers

Education = Key

The Fontys Academy of Architecture & Urbanism is happy to invite you to the first studio didactic training "Teaching the Teachers". This training is organised in cooperation with the Education Academy of the EAAE (European Association for Architectural Education). The training is the first pilot project of Educating the Educators Platform addressing architectural pedagogies. The training will take place on 1-2 March 2019 in Tilburg, The Netherlands.

The training, perceiving architectural design studio as a pedagogy that is thriving on a culture of dialogue, colloquial ideas and the development of future visions, will offer didactic tools that are specifically designed to accommodate this pedagogy. The training program, developed by Ir. Elise van Dooren (TU Delft) contains lectures by exercises and roll plays that will train your teaching of design skills.

This training is offered to experienced architecture educators and educators in architecture that are not formally trained teachers. The participants will receive at the end of the training a certificate.

**Register today! The training will be held with a minimum amount of 12 participants.
There are only 18 places available.**

Deadline registration – 12PM, 10 February 2019.

THEMES:

- Design process.
- Making explicit.
- Experimentation.
- Guiding Theme.
- Frame of references
- Learning a complex skill.

WORKSHOP GOALS:

1. Offering studio teacher tools that enhance the teaching of implicit design actions and skills.
2. Offering studio teachers insights and skills for the interaction during the tutoring of the design studio.
3. Offering tools that will lead to better student results, increase student motivation and satisfaction.
4. Developing a research program looking into architectural design education and its contribution to the issues of professional development and lifelong learning in relation to digitalization, urbanization and, inclusiveness and diversity in society.

FEE / REGISTRATION/ INFORMATION:

350 EURO pp (incl. lunch, beverage excl. dinner)

For registration and payment please contact:

fhkmau@fontys.nl

LOGISTICS

Date: 1-2 March 2019 (09:00 – 17:00)

Location: Fontys Academy for Architecture and Urbanism, Tilburg, NL.
Bisschop Zwijzenstraat 11

Organization: Ir. Pnina Avidar; Fontys Academy of Architecture & Urbanism
Dr. Michela Barosio; Politecnico di Torino, DAD - Dipartimento di Architettura e Design
Dr. Johan De Walsche; University of Antwerp | Faculty of Design Sciences

Moderators: Ir. Elise van Dooren; TU Delft
Ir. Luc Willekens; TU Delft
Ir. Pnina Avidar; Fontys Academy of Architecture & Urbanism

PROGRAM:

Day 1 – Morning program	
Design process & Making explicit	
Activity	Content
Introduction exercise	
Acquaintance	_ The essence of architectural design process.
Training introduction	_ What are the essential qualities of a teacher/tutor of architectural design? _ What are the essentials when teaching design/ design process? _ Learning architectural design, what do we actually say? _ Collaborative exploration based on research. _ Training structure: experimenting, experiencing & theory _ The rules of the game – short formulation, meeting a dead line
Lecture – Architectural design process – generic elements	_ What are the essentials when teaching design/ design process? _ The theory behind design process: generic elements.
Teaching architectural design - exercise & discussion	_ Teaching/ tutoring process based. _ Making explicit. _ Activities & skills. _ Reflecting on the exercise.
Lecture - 4X learning	_ Complex skills / rewiring = action driven & making explicit. _ Misconceptions, the educational myth: short & long memory. _ Design stages. _ Tutoring structure.
Conclusion	_ Feedback & feedforward

Day 1 – afternoon program	
Experimentation	
Activity	Content
Lecture - Experimenting	<ul style="list-style-type: none"> _ Analysis vs. experiment _ Diversion vs. conversion = exploring vs. decision making. _ Experimenting vs. generic elements _ Research vs. design.
Decision making - exercise	<ul style="list-style-type: none"> _ Experimenting: quality, theme, variants.
Teaching/ tutoring based on experimenting – roll play, observation & discussion	<ul style="list-style-type: none"> _ Interaction: Structure, Technique, Respect _ How do we choose? _ How to proceed? _ Reflecting on the roll play
Research & making choices - exercise	<ul style="list-style-type: none"> _ Experimenting: comparing, choosing, proceeding. _ Exploration.
Teaching/ tutoring based on experimenting – roll play, observation & discussion	<ul style="list-style-type: none"> _ Similarities & differences. _ Theme & Quality. _ References & Patterns. _ Domains. _ Architectural communication language: models, drawings. _ Reflecting on the roll play
Teaching/ tutoring based on experimenting – roll play, observation & discussion	<ul style="list-style-type: none"> _ Spatial ordering principles. _ Reflecting on the roll play
Conclusion	<ul style="list-style-type: none"> _ Feedback & feedforward

Day 2 – Morning program

Experimenting through a Frame of references	
Activity	Content
Lecture – Frame of References	<ul style="list-style-type: none"> _ Experimenting through the lens of professional knowledge. _ Abstraction = <ul style="list-style-type: none"> - Concrete vs. Abstract - Basic vs. Radical - Known vs. Innovative
Characteristics of spatial design - exercise	<ul style="list-style-type: none"> _ Spatial scheme _ Recognition of spatial order principals
Teaching/ tutoring based on frame of references – roll play, observation & discussion	<ul style="list-style-type: none"> _ Frame of references. _ Using the right references. _ Discovering possible spatial design principles.

	<ul style="list-style-type: none"> _ Discovering relations. _ Abstraction. _ Reflecting on the roll play.
Teaching/ tutoring based on frame of references – roll play, observation & discussion	Idem.
Teaching/ tutoring based on frame of references – roll play, observation & discussion	Idem
Conclusion	_ Feedback & feedforward

Day 2 – Afternoon program

Concept – Guiding Theme	
Activity	Content
Design – exercise & discussion	
Lecture – Quality, Value, Meaning	<ul style="list-style-type: none"> _ Dynamic vs. Hold, direction, coherence. _ Clear vs. Mystical. _ Crystallisation
Teaching/Tutoring through concept – roll play, observation & discussion	<ul style="list-style-type: none"> _ Theme, Quality, Idea, Meaning, Concept. _ Reflecting on the roll play. _ Explicit possibilities.
Lecture – Quality, Value, Meaning	<ul style="list-style-type: none"> _ Personal vs. Socio-cultural styles. _ Value & Ethics _ Guiding theme as a linear icon.
Teaching/Tutoring through concept – roll play, observation & discussion	Idem
Teaching/Tutoring through concept – roll play, observation & discussion	Idem
Conclusion	_ Feedback & feedforward