

**Elective Courses for Semester 2/2020
(December 30, 2020)**

ARC 356 Landscape Architecture II

3(2-2-6)

This course emphasizes on the profession of Landscape Architecture and its role within Urban Planning: knowledge of site planning and landscape architecture that involve more complicated factors of human behavior, social, cultural, and urban contexts. The complexity of site engineering, site drainage system, ecological system, local community. Vehicular and pedestrian circulation. Designating different structures by selecting and analyzing a site, forming a land use plan. Theory and history of landscape architecture. Aspects of park system and urban space atmosphere are the crucial topics for creating the design that unify architecture, human and all aspects of nature together seamlessly. Readjusting the existing landform design grading, providing proper drainage. Developing the construction details connecting structure and landform.

ARC 358 Design for Sustainable Tourism Development

3(2-2-6)

The course will emphasize on the idea and concept of sustainable development that supports tourism industry as well as concerns of environmental awareness. The course will cover the definition and concept of sustainable development, suitability study of factors related and the exploration of planning and/or design that is suitable for tourism development in valuable socio-environmental area. The course will mainly study from the real case.

Remark: Only 4th year architectural students in Aj.Apinya+Aj.Acharawan Studio are required to register this course

ARC 432 Computational Design and Digital Fabrication

3(3-0-6)

The course aims to introduce the concepts and applications of computation in architecture and design. It aims to provide the basic skills to build and control parametric models, analysis tools and introduction to the basic machine operation of the fabrication tools such as laser cutter, CNC and rapid prototyping and how it may relate to the contemporary architectural discourses in the form of design tools and interactive presentations.

Remark: Only 3rd year Architectural students are required to register this course to support studio class

ARC 453 Special Topic: The Story of House Design in Contemporary Issue 3(3-0-6)

House is one of the fundamental elements for living. Design knowledge plays a significant role in shaping people for a better quality of life. This lecture-based class would focus on the various topics that contribute to understanding movement and development in contemporary house design issues. The subject would be divided into three majors groups of topic

1. Past Concept: the case studies from various projects had major significant movement in house design concept
2. Present Design Movement: situation and topic that has a direct impact on the new proposal of house design such as Aging Society, Energy Plus Design, Sustainable Design
3. Future trend: the discussion on future direction in residential design solution such as A Modular House Design by Muji brand, Micro-living trend, ADU (Accessory Dwelling Unit or Plug-in House)

This class is a free elective which open for all design programs.

INA 317 Introduction to Painting**3(1-4-6)**

Study includes the basic color and brush manipulations and terminology, the use of glazes, varnishes, media, building and stretching canvases, preparation of alternative supports. The objectives of this class is to encourage the development of a personal creative sensibility and analytic abilities through critiques and discussions, increase visual literacy and the capacity to evaluate and describe works of art, demonstrate and develop variety of space and color relationships and produce work employing various compositional strategies.

INA 352 Lighting Design**3(2-2-6)**

This class introduces design considerations and processes, tools and techniques for creating quality lighting of major interior applications. These include retail, working environment, hospitality and museum & gallery lighting. It also gives an overview of current building codes and standards as well as an appropriate use of lighting equipment and control systems to ensure both lighting quality and sustainability. The class is delivered through lectures, hands-on experiments and field-trips. And the students will have an opportunity to apply the theoretical knowledge on design projects, using various tools for presentation and evaluation of the design concepts.

INA 454 STS: Physical Model Making for Architectural Study and Presentation**3(1-4-6)**

This course aims to introduce students various techniques of architectural representation through physical model making, along with the appropriate models for each design phase.

INA 497 Interior Architectural Case Studies and Fieldtrips**3(1-4-6)**

The Study is to familiarize students with basic concepts, design philosophy and design analysis in various aspects relating to commercial interior planning, design and construction. This is done by way of visiting real sites. In addition to normal class procedures, students have to do their own self-experiments, discussion and research.

IND 256 Special Topic Study: Jewelry and Small Metalsmiths Design 3(1-4-6)

This class is suitable for Participants who would like to learn jewelry making from basic to advance. The Participants will learn many techniques and getting the special exercises of jewelry making to develop your skill and creative concept in your own way. Participants work in copper, brass, sterling silver.

IND 257 Special Topic Study: Leather Design Appreciation 3(1-4-6)

Introduction to materials by types, functions, look and feel, and the usage. Learning by doing of craft and hand make leather, by using different of tools, stitch type, and finishing. Finally will learn and Design leather products by creating the final and complete the project from start to finish the production process.

IND 433 Interface Design 3(2-2-6)

Principles and methods for interactive product and interface design. Focusing on usability, effectiveness, engagement and user needs when interacting with artifacts and systems.

IND 431 Behavioral Analysis and Design 2(2-2-6)

Human perceptual, cognitive and behavioral reactions. Human interactions with machines, product and environments. Application to design.

IND 435 Product Form and Surface 3(2-2-6)

Form and surface design for industrial design. Principles of surface design work flow. Relevant tools, techniques and computer software. Application to design.

CMD 362 Special Topic Study: Advance Practice in Simulation and Modeling

3(2-2-6)

Prerequisite: CMD 345 Simulation and Modeling

Advance practice of Digital modeling. Ways of simulating object, environments and experiences using digital media (e.g VR, AR). Develop the skill of drawing for analyze the structures as media for articulate the ideas, and use of 3D creation software as tools for planning and realizing projects.

CMD 364 Web Design

3(2-2-6)

This course introduces students to the web design and development lifecycle. The course focuses on theory, tools, techniques and standard in the design phase including layout design, interface design, components of web e.g. typography, color, media, contents, etc. It also covers the standards and trend in modern web design such as responsive web design (RWD) and other modern concepts in web design. The practical exercises cover the usage of tools and techniques in design a web including the implementation of design into a real web site using a current available instant web implementation tools.

CMD 365 Web Development for Designers

3(1-4-6)

This course introduces students to development concepts, processes, standards, tools, and techniques that use to create a modern web site. The course includes practical exercises on creating web pages using modern concepts, tools, and techniques.