UC San Diego Global Seminar 2018
Proposal for:
The International Style in Architecture and Planning: 
The Legacy of the Bauhaus School

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USP 177 Urban Design Practicum – Modified curricula for Global Seminar

Course Description
Urban Design Practicum is an upper-division elective, although during the academic year this popular course gives preferential enrollment to USP majors, the Global Seminar course will be open to all majors. It is designed to introduce students to the theory and practice of urban design, the form of the built environment and how it is created. Urban Design is defined by relationships: relationships between buildings, buildings to open space, social relationships, functionality, time and place. This course is taught in a studio-based environment that uses “real world” sites. Students learn concepts with the focus on ideas and is not intended to make each student a designer. Ideas can be expressed with written text, oral presentations, and drawings. Students will be asked to use all three methods to respond to individual and team assignments that explore the Bauhaus International Style.

The course will include lectures, seminar style discussions, weekly readings, studio exercises and presentations. The objective is to develop physical planning and urban design solutions in real-world situations. The course will include basic instruction on reading plans, drawing conventions and tools, as well as presentation and communication techniques. The focus will be an analytical understanding and comparative analysis using the International Style.

Pedagogic Objectives
The design process is dynamic and interdisciplinary – that is why this Global Seminar course is open to students of all majors, even though there is a focus on the built environment. The course will be of interest to students in the following majors: architecture, planning, landscape architecture, engineering, environmental sciences, visual arts, etc. Communicating and sharing ideas is essential to urban design. Various tools to assist designers, clients and community with the design process will be illustrated such as visioning session, design charrette, visual learning, sketching and drawing exercises and brainstorming methods.

Urban Design Practicum is a studio-based course that uses "real world" sites to teach students how to research land use and zoning regulations, analyze site conditions, create design ideas, and development proposals. Students use various drawing techniques to design a strong concept, including 3D models to "test" different scenarios.

Typically the maximum class size for USP 177 is 20 students due to the nature of how this course is taught – in teams in a studio environment – therefore, a class of 15-28 students is the perfect size to allow for 1:1 interaction. There will be hands-on exercises. Faculty and guest speakers will participate with students in site walks, sketching and design charrettes to provide instruction and “critiques”.

Team Participation and Commitment
Urban Design is a process and product. Students will be responsible for a collaborative work environment and work product. Students must complete all of the course requirements in order to receive a passing grade for the course. Teams will be comprised of students with different skills and talents:
Site Plan – hand drawing, collage, photo montage will be explored; Electronic Media – knowledge of or interest to learn Adobe Illustrator, Google SketchUp, Adobe Photoshop, Google Earth; SketchUp – create 3-D model, knowledge of SketchUp or interest to learn; Site Photos – own a digital camera to take site photos or high quality camera phone; Presentation Boards – assemble large-format, printed posters on boards for desk critiques known as “crits” and presentations; PowerPoint presentations – assemble site photos, plan drawings, sketches, and images, examples from other sources to give presentations to other students, faculty and guests.

Course Requirements
The course will sequentially build upon theoretical material covered in class, site visits to cities and sites, using hand-drawings and 3D models to allow students to explore different physical design and the International Style. By engaging in the urban design process, it is expected that students would become more versatile planners and more effective partners with other design professions, as well as expose non-design students to the role of the built environment in the global setting.

Students are expected to do all of the readings prior to class. Class discussion will be based on course lectures, mini-field trips, walking tours of specific places, assigned readings, and guest speakers. Individual and team participation will be required. All members of the team must participate in the presentation of the presentations, recognizing that each person will have different skill sets to bring to the team.

Bauhaus Approach
Bauhaus-Universität commonly known simply as Bauhaus was the most influential modernist art school of the 20th century whose approach to teaching and understanding design’s relationship with society and technology is as relevant today as it was in the 1920s. Bauhaus stresses experiment and problem solving. The partnership between UC San Diego and BUW is distinct because we are both multi-disciplinary, collaborative, creative and context-sensitive.

During the course in Weimar, Dessau and Berlin working with Bauhaus Architecture and Urbanism faculty will enrich student learning. UC San Diego faculty with Bauhaus faculty including guest speakers and tour guides will provide local knowledge of the town of Weimar, its history and legacy. Travel to Dessau, where Gropius’s design for the Dessau facilities representative of the International style of architecture, will allow students to experience first-hand the importance of Bauhaus – The legacy of Bauhaus: International Movement of Architecture and Planning.

The Urban Design Practicum course recognizes how much UC San Diego’s Urban Studies and Planning Program and Bauhaus Architecture and Urbanism Program align – using theoretical materials and practical exercises to learn the principles of Urban Design. Urban design works at many scales and there is a physical implication for all planning and design decisions. While in Germany, what urban design principles can be learned from visiting small towns (Weimar) and large cities (Berlin)? How can these ideas be used/translated to apply to the other places in Europe and the US? Case Studies will be presented for discussion and to illustrate examples how to define and apply urban design principles.

Field trips, Excursions and Exercises (in and out of the “traditional” classroom)
Using seminal theories from the fields of urban design, city planning, architecture – students will undertake a rigorous academic review of the approach and philosophy set forth in each textbook. Students will then apply this knowledge to their work, complementing the Bauhaus School’s Approach.
Kevin Lynch’s most famous work, *The Image of the City* published in 1960, is the result of a five-year study on how users perceive and organize spatial information as they navigate through cities. Using cognitive mapping, mental maps and images, students will learn to understand their surroundings by mapping paths, edges, districts, nodes and landmarks (the Five Elements of Lynch’s theory).

The book *A Pattern Language* will be also be used in the classroom and field to better understand urban design principles written and illustrated by Christopher Alexander to help students understand “place-making” and create comparisons between the places/projects visited during this course. Lastly, the book *Urban Code: 100 Lessons for Understanding the City* will be each student’s “pocket guide” because it refers back to the seminal books and theories described above. The small book *Urban Code* will be easy to pack and carry with each student’s sketchbook and drawing supplies – bringing it to this classroom, field trips and site visits.

**Required textbooks:**
A thumb drive will be provided with the required textbooks and excerpts from books.

**Required supplies:**
A list of supplies each student is responsible to purchase and bring on trip (or to be purchased from Art Store in Weimar): set of graphite sketching pencils, color sketching pencils, sketch pad, pencil sharpener, erasers, colors pens, small watercolor set. (approximately $60.00)
Base maps and resource materials will be provided on a thumb drive.

**Assignments**
Students will read seminal works and experiment using photography, hand-drawing and sketches to become familiar with urban design tools and techniques. Each student is asked to actively engage in the exercises to fully understand its meaning. Building their skills will occur with hands-on exercises: brainstorming, making things, defining a problem/solution to work on, and experimenting – based on Bauhaus approach and ideology. The course is only a first and small step in developing a knowledge of urban design principles. The intent is to set students on a path of experimentation and self-discovery.

**Final Portfolio of Work (culmination of all exercises)**
Students are expected to keep each exercise and to assemble a Final Portfolio of Work. At the end of the course students will submit the body of work they have produced (hard copy and electronic versions). Students will be given the opportunity to re-work specific assignments to improve them, refine them and address issues raised by faculty and their peers during the studio critiques.