

Mapping urban potentials

Corvinus University of Budapest
Faculty of Landscape Architecture

13/14 SPRING
various locations

lecturer:

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DESCRIPTION

Landscape architecture has specific tasks in urban design: open spaces, gardens, parks, pedestrian areas, streets and other public spaces are ought to designed precisely. The designer has to possess skills which can't be introduced in basic education such as openness, respect of hidden values, open-minded attitude, proper recognition of problems and critical thinking.

The aim of the course is to introduce creative methods of problem solving in the field of urban studies, open space design and anthropology. The course is based on the theoretical ground and terminology of open space design but integrates the aspects of urban design into visuality and uses of online mediums.

METHOD

The methodology is based on applying comparative literature analysis and integrating creative/ visual methods to inspire students to gain the basics of design thinking. Independent preparation and critical thinking is crucial. The brief of the course changes in every semester to get with the current changes of contemporary urbanism. The recurring topics are the understanding of anthropology in urban open spaces, public art and site-specific art movements, project communication and the power of design thinking.

An A/5 journal/sketchbook is suggested to complete during the semester through self preparation and lectures to structure information creatively.

ASSESSMENT

It is recommended spending at least 3 hours per week on this class, including the lectures held by the tutor. The assesment is based on the completed assignments, and -just as in any class- the amount you learn is often linked to the time and effort you invest. No reading is needed before taking the class as the philosophy of the class is to learn by doing and then reflect on what you learned. The course materials, including readings, videos and embedded activities, will provide the inspiration and set the stage.

During the semester there will be 3 assignments and to accomplish the course you have to submit all 3 assigments and present them to the class. The format of the submission is up to you (PowerPoint slides, Prezi, mural.ly, stormboard, image files, text, etc.) or will be specified later.

SCHEDULE

! the brief is assured but changes might occur in this schedule, please keep in touch via NEPTUN messages.

week 1

27. January

introduction

week 2

14. February (Friday)

optional lecture: Scarcity and Creativity in the Built Environment - Christian Hermansen és Barbara Elisabeth Ascher (Oslo School of Architecture and Design)

week 3

19. February

setting the scene

handing out 1st assignment: work in pairs, sum up and present the critical understanding of the reading you were given

week 4

26. February

present & discuss the readings
mind mapping

week 5

9. March (Sunday)

6th Budapest Architectural Film Days, Toldi cinema
17:30 Toldi room 1.

Screening and discussion on tourism and architecture moderated by Bálint Kádár

[The Venice syndrome](#) (Andreas Pichler, 2012, 80')

[Modular space](#) (Bautista Cofre, Nicole Ampuero, 2013, 30')

more info: <http://filmnapok.kek.org.hu/en/>

week 6

12. March

Screening: Venice Backstage. How does Venice work?
workshop: discussion and problem mapping

week 7

19. March

Joining the Vacancy project, see more: <http://lakatlan.kek.org.hu/en/about/>
discussing tasks and challenges

handing out 2nd assignment

week 8

26. March

presentation & discussion
handing out 3rd assignment

week 9

no class, working in groups

week 10

9. April

tutorials

week 11

spring break, no class

week 12

23. April

final presentation

week 13

closing the semester, wrapping up
