# Dutch Architecture

- Minor AR Dutch Architecture
- Minor AR Dutch Architecture meets Dutch Landscape Architecture

| General information | |
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| Long Dutch name of unit of study | **Minor AR Dutch Architecture** |
| Long English name of unit of study | **Minor AR Dutch Architecture** |
| Short Dutch name of unit of study | **Dutch Architecture \| AR** |
| Short English name of unit of study | **Dutch Architecture \| AR** |
| OSIRIS unit of study code | **MINDAR25** |
| Education period | P1A and P2A, |
| Credits | 30 |
| Total study load in hours | 840 |
| Contact hours | 388 |
| Entry requirements | - Propaedeutic exam obtained<br>- Specialization Architecture or Building Engineering, level 2 accomplished **OR**<br>- Admission through portfolio assessment |
| Content and organisation | |
| General description | To promote connection with further education and architectural professional practice this minor Dutch Architecture will be organized in cooperation with ArtEZ school of Arts.<br><br>During the minor each individual student is challenged to make a site-specific comprehensive design for a self-chosen location and programme, within the boundaries of The Municipality of Arnhem.<br><br>You will learn about the history of Dutch Architecture and how it finds its way into the World. You will visit the highlights of modern Dutch Architecture and have a hands-on, inside-out experience on the spot. You will discover design tools and learn to use them.<br><br>Learning goals:<br>• Learn hands-on about modern Dutch Architecture<br>• Learn to reflect, think, talk and write about the subject<br>• Learn how to handle design tools in different way's<br>• Learn different visualization tools<br>• Learn about the dynamics in a design process<br>• Learn to communicate your product to professionals |

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| Competences | In this course, the following competences, on level 3, are addressed:<br>C1 Initiating – Define theme and problem / project task (Design project definition)<br>C2 Designing – Architectural design (Drafting and assessing alternatives in design phases)<br>C3 Specifying – Detailing and materialization (Prepare project data for permit application)<br>C6 Managing – Planned and project work in cyclic processes<br>C7 Research, collecting and analyzing architectural data<br>C8 Communicating – Communication visual and authentic manner<br>C9 Professionalize – Steer professional development, determining your position |
| Professional task | Architectural Design |
| Consistency with other courses | level 3, specialization Architecture and Building- Engineering. |
| Activities and didactic methods | - Guest lectures: 64 hours<br>- Lectures: 20 hours<br>- Workshops: 48 hours<br>- Work colleges: 112 hours<br>- Excursions: 40 hours<br>- Project guidance: 56 hours<br>- Other activities: 48 hours<br>- Selfstudy: 452 hours |
| Obligated literature / description subject matter | Does not apply |
| Obligated software / obligated materials | Does not apply |
| Examination 1/1 | |
| Dutch name exam | **Assessment** |
| English name exam | **Assessment** |
| OSIRIS code exam | **TOETS-01** |
| Learning outcomes | 1. The student can create a paper handling about Dutch Architecture<br>2. The student can create visual presented, architectural analysis.<br>3. The student creates a clearly stated and presented architectural design which gives a solution for the project definition.<br>4. The student can deliver a papers with reflections on products, design process and professional development<br>5. The student can give a visual presentation of his design and communicate its authenticity.<br>6. The student can form a project definition handling about his chosen theme and chosen project task. |

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| Assessment criteria | 1. The student creates a clear and concise paper handling about an architectural theme and it's development in time.<br>2. The student creates a clear and concise, visual presented, architectural analysis.<br>3. The student creates a clearly stated and presented architectural design which gives a solution for the project definition.<br>4. The student delivers a clear and concise paper(s) on products, design process and professional development.<br>5. The student presents a clear and concise visual presentation in an authentic manner.<br>6. The student forms a clear and concise project definition handling about the chosen theme and project task. |
| Form | GESP |
| Weighting | 50 HAN, 50 Artez |
| Lower limit | 5,5 for both marks (HAN, Artez) |
| Exam period | P2A, P2A (2 chances) |
| Registering and deregistering for exam / modular exam opportunities via OSIRIS | See Part 3 'OSIRIS Regulations for Education, Exams and Modular Exams' for more information. |

| General information | |
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| Long Dutch name of unit of study | **Minor Dutch Architecture meets Dutch Landscape Architecture** |
| Long English name of unit of study | **Minor Dutch Architecture meets Dutch Landscape Architecture** |
| Short Dutch name of unit of study | **Dutch (Landscape) Architecture \| AR** |
| Short English name of unit of study | **Dutch (Landscape) Architecture \| AR** |
| OSIRIS unit of study code | **MINDAL25** |
| Education period | P3A and P4A |
| Credits | 30 |
| Total study load in hours | 840 |
| Contact hours | 388 |
| Entry requirements | - Propaedeutic exam obtained<br>- Specialization Architecture or Building-Engineering, level 2 accomplished **OR**<br>- Specialization Spatial Design or Strategic Design level 2 accomplished **OR**<br>- Admission through portfolio assessment |
| Content and organisation | |
| General description | To promote connection with further education and landscape architectural together with architectural professional practice, this minor, "Dutch Architecture meets Dutch Landscape architecture", will be organized in cooperation with Van Hall Larenstein (VHL) |

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| | You will learn about the history of Dutch Architecture and Dutch Landscape Architecture and how these architectural fields are historically connected and become more and more intertwined in current practice. How can challenges such as climate change, sustainability and green cities lead to new shapes and different materials, inspiring expressions or even give rise to new architectural typologies?<br><br>During the minor each individual student is challenged to make a site-specific design which incorporates both building and landscape elements in a comprehensive design for a self-chosen location and programme, within the boundaries of The Municipality of Arnhem.<br><br>You will visit the highlights of modern projects in which both disciplines coincide. You will have a hands-on, inside-out experience on the spot. You will discover design tools and will learn how to use them.<br><br>You will be part of a mixed group of students from different countries, with an architectural and landscape architectural background (or related fields in design), which will encourage cross over learning.<br><br>Learning goals:<br>• Learn hands-on about modern Dutch Architecture and Dutch Landscape Architecture<br>• Learn to reflect, think, talk and write about the subject<br>• Learn how to handle design tools in different way's<br>• Learn different visualization tools<br>• Learn about the dynamics in a design process<br>• Learn to communicate your product to professionals. |
| Competences | In this course, the following competences, on level 3, are addressed:<br>C1 Initiating – Define theme and problem / project task (Design project definition)<br>C2 Designing – Architectural design (Drafting and assessing alternatives in design phases)<br>C3 Specifying – Detailing and materialization (Prepare project data for permit application)<br>C6 Managing – Planned and project work in cyclic processes<br>C7 Research, collecting and analyzing architectural data<br>C8 Communicating – Communication visual and authentic manner<br>C9 Professionalize – Steer professional development, determining your position |
| Professional task | Architectural Design and Landscape Architectural Design |
| Consistency with other courses | Deepening minor, level 3, specialization Architecture and Building- Engineering. |

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| Activities and didactic methods | - Guest lectures: 64 hours<br>- Lectures: 20 hours<br>- Workshops: 48 hours<br>- Work colleges: 112 hours<br>- Excursions: 40 hours<br>- Project guidance: 56 hours<br>- Other activities: 48 hours<br>- Selfstudy: 452 hours |
| Obligated literature / description subject matter | Does not apply |
| Obligated software / obligated materials | Does not apply |
| Examination 1/1 | |
| Dutch name exam | **Assessment** |
| English name exam | **Assessment** |
| OSIRIS code exam | **TOETS-01** |
| Learning outcomes | 1. The student can create a paper handling about Dutch Architecture.<br>2. The student can create visual presented, architectural analysis.<br>3. The student creates a clearly stated and presented architectural design which gives a solution for the project definition.<br>4. The student can deliver a paper with reflections on products, design process and professional development.<br>5. The student can give a visual presentation of his design and communicate its authenticity.<br>6. The student can form a project definition handling about his chosen theme and chosen project task. |
| Assessment criteria | 1. The student creates a clear and concise paper handling about an architectural theme and it's development in time.<br>2. The student creates a clear and concise visual presented, architectural analysis.<br>3. The student creates a clearly stated and presented architectural design which gives a solution for the project definition.<br>4. The student delivers a clear and concise paper(s) on products, design process and professional development.<br>5. The student presents a clear and concise visual presentation in an authentic manner.<br>6. The student forms a clear and concise project definition handling about the chosen theme and project task. |
| Form | GESP |
| Weighting | 50 HAN and 50 VHL |
| Lower limit | 5,5 for both marks (HAN, VHL) |
| Exam period | P4A, P4A (2 chances) |
| Registering and deregistering for exam / modular exam opportunities via OSIRIS | Zie Deel 3 'Regeling onderwijs en (deel)tentamens OSIRIS' voor meer informatie. |