Course Outline

Arch 4204: Landscape Design

Part A

1	Course Code	**Arch 4204**
2	Course Title	**Landscape Design**
3	Course Type	**Core Course**
4	Year/Semester	**4th/Even**
5	Academic Session	
6	Course Instructor	**Nazia Afrin Trina**
7	Prerequisite (If any)	**N/A**
8	Credit Value	**1.5**
9	Contact Hours	**3.00**
10	Total Marks	**100**
11	Rationale of the Course	The Landscape Design course, centred on the application of landscape architecture principles and technologies through design exercises, serves as a fundamental pillar in the education of aspiring landscape architects. This course is designed with the aim of providing students with a comprehensive understanding of the multifaceted discipline of landscape architecture. The rationale behind this course is to instil in students a deep appreciation for the integration of art, science, and technology in shaping outdoor spaces. Through design exercises, students will embark on a journey that spans site analysis, ecological considerations, sustainable practices, hardscape and softscape design, and the innovative use of digital tools. By immersing themselves in practical design work, students will develop a robust skill set and a creative

		mindset essential for effective landscape architecture. Furthermore, this course will prepare students to address contemporary environmental challenges and contribute to the development of sustainable, aesthetically pleasing, and functional outdoor environments.
12	Course Objectives	1. Develop a strong conceptual understanding of landscape architecture principles, including site analysis, spatial organization, and ecological integration. 2. Cultivate design excellence through practical exercises, emphasizing creative problem-solving, spatial composition, and the use of digital technologies. 3. Explore and apply sustainable practices in landscape architecture, integrating environmental, social, and economic considerations into design solutions. 4. Enhance communication skills through visual and verbal presentations, enabling effective conveyance of design concepts and solutions to diverse audiences.
	Course Learning Outcomes (CLOs)	After completing this course students will be able to 1. Upon completion, students will have a profound grasp of landscape architecture principles, skillfully conducting site analyses and applying spatial concepts in design exercises. 2. Graduates will exhibit a high level of design expertise, demonstrated through innovative problem-solving, spatial arrangement, and the adept use of digital tools in their landscape architecture projects. 3. Learners will adeptly incorporate sustainable practices, harmonizing ecological, societal, and economic aspects into their landscape architecture designs. 4. Students will possess strong communication skills, effectively presenting design concepts visually and verbally, enabling clear and compelling communication with diverse audiences.

Mapping/Alignment of CLO with Program Learning Outcomes (PLOs)

	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	PLO 11	PLO 12
	Knowledge	Critical awareness and analysis	Design synthesis and building integration	Technical aptitude	Presentation and communication	Advance technological skill	Society, environment, and sustainability	Ethical principles and regulatory context	Higher education and scholarly qualities	Individual and teamwork	Management and project economics	Lifelong learning
CLO 1	✓		✓		✓					✓		✓
CLO 2	✓		✓		✓					✓		✓
CLO 3		✓	✓		✓		✓			✓		✓
CLO 4	✓		✓		✓		✓			✓		✓

Part B

14. Course Plan specifying content, CLOs, co-curricular activities (if any), teaching-learning, and assessment strategy mapped with CLOs.

Application of the principles and technologies of landscape architecture through design in design exercises. Application of course Arch 4105.

WEEK	TOPIC	TEACHING LEARNING STRATEGY (ID, VP, LDM, PD, WB, HD)[1]	ASSESSMENT STRATEGY (Preliminary, Test, Report, presentation, quizzes, Viva voce)	CORRESPONDING CLOs
1	Study	ID, LDM		CLO 1

[1] Interactive discussion=ID, Video presentation=VP, Lecture discussion with multimedia=LDM, Panel discussion=PD, white board illustration=WB, Hands on demonstration=HD

WEEK	TOPIC	TEACHING LEARNING STRATEGY (ID, VP, LDM, PD, WB, HD)[1]	ASSESSMENT STRATEGY (Preliminary, Test, Report, presentation, quizzes, Viva voce)	CORRESPONDING CLOs
2	Study	ID, HD	Presentation	CLO 1,2
3	Design Project 01	ID, HD	Presentation	CLO 1,2,3
4	Design Project 01	ID, HD, LDM	Preliminary	CLO 1,2,3
5	Design Project 01	ID, HD	Preliminary	CLO 1,2,3
6	Design Project 01	ID, HD	Submission	CLO 1,2,3
7	Study	ID, HD		CLO 1,2,3
8	Study	ID, HD, LDM	Presentation	CLO 1,2,3,4
9	Design Project 02	ID, HD, LDM	Preliminary	CLO 1,2,3,4
10	Design Project 02	ID, HD, LDM		CLO 1,2,3,4
11	Design Project 02	ID, HD, LDM	Preliminary	CLO 1,2,3,4
12	Design Project 02	ID, HD	Preliminary	CLO 1,2,3,4
13	Design Project 02	ID, HD, PD	Board Viva	CLO 1,2,3,4

Part C

15	ASSESSMENT AND EVALUATION	**ASSESSMENT STRATEGY** STUDIO PROJECTS The main medium of learning in studios is through studio projects. Any number of studio projects can be introduced by the studio facilitators. Students will be assessed continually and at the end of each project, students will have to submit their projects. STUDENT PRESENTATION Students can additionally be required to study a topic and present it to the entire class at various points during the semester. These presentations can be done in groups or individually, depending on the requirement of the assigned

		topic. The presentation may make use of audio-visual learning tools. Course teachers will accommodate the marks to be counted besides class test marks. JURY/BOARD VIVA After the completion of each project, students will have to explain and defend their projects in front of a jury board. Final Jury will take place at the end of the semester to assess the overall performance of the student for the semester.
		MARKS DISTRIBUTION The mark from class attendance, Continuous assessments, jury, and board viva will be added to calculate the entire course marks for each student. The details of the strategy can be found in the syllabus provided to each student. Final Marks (100) = Class Participation and Attendance (10) + Quizzes/ viva voce (20) + Studio Performance/ reports/ presentations (45) + Jury/Board viva (25)
		MAKE-UP PROCEDURES Assignment

CIE- CONTINUOUS INTERNAL EVALUATION (40 MARKS)

BLOOM'S CATEGORY	CLASS TEST (20 MARKS)	ASSIGNMENT/ PROJECT/ VIVA-VOCE/ PRESENTATION/ OTHERS (10 MARKS)	CLASS PARTICIPATION AND ATTENDANCE (10 MARKS)
Remember	2		10
Understand	2		
Apply	5		
Analyze	4	3	
Evaluate	4	2	
Create	3	5	

SMEE-SEMESTER/YEAR MID & END EXAMINATION (60 MARKS)

BLOOM'S CATEGORY	TEST MARK
Remember	
Understand	
Apply	
Analyze	
Evaluate	
Create	

Part D

16	LEARNING MATERIALS	RECOMMENDED READINGS 1. "Landscape Architectural Graphic Standards" by Leonard J. Hopper and John Ray Hoke Jr. 2. "Time-Saver Standards for Landscape Architecture" by Charles Harris, Nicholas Dines, and Kyle Brown. 3. "Site Engineering for Landscape Architects" by Steven Strom and Kurt Nathan. 4. "Landscape Architecture, Fifth Edition: A Manual of Environmental Planning and Design" by Barry Starke and John Ormsbee Simonds. 5. "Landscape Architecture: An Introduction" by Robert Holden and Jamie Liversedge.
		SUPPLEMENTARY READINGS 1. "Planting: A New Perspective" by Piet Oudolf and Noel Kingsbury. 2. "The Principles of Garden Design" by Hugh Johnson. 3. "Landscape Architecture: Theory and Application" by Boris Pushkarev and Axel Timmermann. 4. "Design with Nature" by Ian L. McHarg.

		5. "Landscape Graphics" by Grant W. Reid.
		OTHERS N/A