



PROGRAM DESCRIPTION AND ELIGIBILITY REQUIREMENTS

Participants of the **Architecture and Urban Design Immersion Program** will approach architecture and urban design disciplines through a cross-disciplinary lens that studies cultural diversity embodied by New York City. By linking historical, cultural, and political context to physical forms of buildings and urban spaces, the program will deepen their appreciation for how architecture can engage with various disciplines to reshape our built environments and experiences. Strategies to succeed in college, collaboration and leadership in groups, and effective oral and written communication skills are also emphasized through the series of supported laboratory workshops, field trips, interface with guest lecturers and community members, and the final showcase built into the curriculum. Upon successful completion of this program, participants will earn 2 college credits transferable toward the ARCH1101: Introduction to Architecture course offered at the NYC College of Technology (City Tech).

Eligible applicants must be in 10th or 11th grade (rising juniors or seniors) in good academic standing at their home schools (GPA 80+) and demonstrate a strong record of attendance; no schedule conflicts during the summer 2023 semester. All applications must include an official high school transcript, parent consent form and signed off-campus travel waiver. Please email all documents to collegenow@citytech.cuny.edu. All applications are reviewed and decisions made on a first-come, first-served basis. No incomplete applications will be considered for this program. Please read below regarding CUNY's COVID-19 vaccination policy for summer 2023.

This course will meet <u>in-person</u> on the City Tech campus. We believe the COVID-19 Vaccination requirement will be relaxed for our summer 2023 semester, however if the vaccination requirement is still in place, then students will need to be fully vaccinated (no boosters required) to be enrolled in this course.



NEW YORK CITY COLLEGE OF TECHNOLOGY OFFICE OF COLLABORATIVE PROGRAMS <u>SUMMER 2023 Program</u> <u>Architecture and Urban Design Immersion Program</u> <u>July 6 – August 3, 2023</u>



Orientation: July 6, 2023 (9 AM – 1 PM) Final presentation: August 3, 2023 (10 AM – 1 PM) Week 1: Perspective & Intention / Modes of Representation, July 10-13 Week 2: Collective Building / Designing for Community, July 17-20 Week 3: Layers of Representation / Understanding Quality of Space, July 24-27 Week 4: Architecture for Change / Designing for Impact, July 31- Aug 3

		Orientation W	eek	
9-10 am				Thursday, July 6 / V-814
				Distribution of orientation binder, materials and student Metro Cards
10-11 am	-			College Now Summer 2023 Program & Academic Policy
11-12 pm				Afternoon Activity, Course Outline Overview, Campus Tour, Q&A
12-1 pm				NYCCT ID Cards @ CityTech Public Safety ID Office
	·	Week 1: Perspective & Intention / M	Nodes of Representation	·
9 am-noon	Monday, July 10 / V-814	Tuesday, July 11 / V-814	Wednesday, July 12 / V-814	Thursday, July 13 / Field trip
	Lecture: Architecture as Storytelling: Understanding the perspective and documenting with intentions	Lecture: Principles of Composition (Scale, shapes, forms, proportions, symmetry, hierarchy)	Lecture: City as a laboratory: Engaging with the built environment through observation and documentation	Brooklyn Bridge Park & Dumbo* Introduction to Project Site
	Modes of Representation: 2D & 3D	Review: Lab 1	Lab 2: Classroom drawings	
	Lab 1: Object drawings	Lab 2: Classroom drawings		
12-1 pm	Lunch - Pizza	Lunch – BYOL	Lunch - Pizza	Open Classroom (Optional)
1-3 pm	Lab 1: Object drawings	Lab 2: Classroom drawings	Review: Lab 2	
3-5 pm	Open Classroom (Optional)			

am-noon	Monday, July 17 / V-814	<u>Tuesday, July 18 / V-814</u>	Wednesday, July 19 / V-814	Thursday, July 20 / Field trip
	Lab 3: Measured drawings	Lab 3: Measured drawings	Lab 3: Measured drawings	Lower Manhattan & Battery Park City*
		Lecture: Mapping Urban Conditions: Layered mapping shaping architecture and community	Guest Lecture/ Workshop: What roles can architects play? Part 1	
12-1 pm	Lunch - Pizza	Lunch – BYOL	Lunch - Pizza	Open Classroom (Optional)
1-3 pm	Lab 3: Measured drawings	Final Project: Designing a public intervention Site & Program Analysis	Final Project: Designing a public intervention Site & Program Analysis	
	Wee	ek 3: Layers of Representation / Und	erstanding Quality of Space	
9 am-noon	<u>Wee</u> Monday, July 24 / V-814	ek 3: Layers of Representation / Und Tuesday, July 25 / V-814	erstanding Quality of Space Wednesday, July 26 / V-814	Thursday, July 27 / Field trip
9 am-noon			Wednesday, July 26 / V-814 Final Project: Designing a public intervention	Thursday, July 27 / Field trip Roosevelt Island & Long Island City*
9 am-noon	Monday, July 24 / V-814 Review:	Tuesday, July 25 / V-814	Wednesday, July 26 / V-814 Final Project:	Roosevelt Island &
9 am-noon 12-1 pm	Monday, July 24 / V-814 Review: Lab 3 Lecture: Layers of Representation: quality	Tuesday, July 25 / V-814 Lecture: Media & Technologies Final Project: Designing a public intervention	Wednesday, July 26 / V-814Final Project: Designing a public intervention Design DevelopmentGuest Lecture/ Workshop: What roles can architects play?	Roosevelt Island &
	Monday, July 24 / V-814 Review: Lab 3 Lecture: Layers of Representation: quality of space	Tuesday, July 25 / V-814Lecture: Media & TechnologiesFinal Project: Designing a public intervention Design Development	Wednesday, July 26 / V-814Final Project: Designing a public intervention Design DevelopmentGuest Lecture/ Workshop: What roles can architects play? Part 2	Roosevelt Island &

Week 4: Architecture for Change / Designing for Impact								
9 am-noon	Monday, July 31 / V-814	Tuesday, Aug 1 / V-814	Wednesday, Aug 2 / V-814	Thursday, Aug 3 / Room TBD				
	Final Project: Designing a public intervention Team work session	Final Project: Designing a public intervention Team work session	Final Project: Designing a public intervention Team work session	Final Presentation				
12-1 pm	Lunch - Pizza	Lunch – BYOL	Lunch - Pizza					
1-3 pm	Final Project: Designing a public intervention Team work session	Final Project: Designing a public intervention Team work session	Final Project: Designing a public intervention Team work session					
3-5 pm	Open Classroom (Optional)							

*Trip schedule subject to change, pending availability.