



immerse  
EDUCATION

# Architecture

SYLLABUS OVERVIEW

16-18 YEARS OLD

20  
12

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## About the Programme

The aim of these introductory programmes is to provide participants with academically challenging content in a classroom environment based on the university style of learning. Through academic sessions, the programmes also offer young students unique and valuable insights into what it would be like to study their chosen subject at an advanced level.

This Syllabus Overview provides a summary of the topics and subject areas that participants can encounter during their studies with Immerse. It has been carefully created by our expert tutors who are members of faculty at world-leading universities, and who have experience in teaching undergraduate students.

## Academic Sessions

The academic sessions at Immerse are arranged into modules to enable participants to explore a broad range of topics over the course of their programme. The modules included in this syllabus overview are indicative but not prescriptive.

Tutors are encouraged to include their own specialisms and also focus on any particular areas of interest expressed by participants within the class. They may choose to provide further detail on a specific topic, or they may include new material and information that builds on the knowledge already developed during the programme.







## Personal Project

Each programme includes an element of individual work, generally termed the 'Personal Project'. This can take many forms but is commonly an essay or presentation delivered on the final day of the programme. Participants will receive feedback on this work which may also be mentioned in the participant evaluation which is provided in writing by the tutor once the programmes have ended.



## Preparatory work

Some tutors may ask participants to complete some preparatory work, such as reading or a series of exercises in advance of the programme. Participants are strongly encouraged to complete this work since it will be included in the opening sessions of the programme. Any preparatory tasks will be provided in advance of the programme directly to the participant.

## Academic Difficulty

As all of our programmes are designed to provide a unique introduction to advanced material, the syllabus will be academically challenging at times.

This is something to be excited about and all of our tutors will encourage and support participants throughout the programme. Immerse Education aims to develop every participant regardless of ability, and our tutors will adapt their teaching to individual needs.



# Aim of the Architecture Programme

Architecture is a discipline which encompasses a broad range of skills and combines artistic vision with knowledge of history, culture and engineering principles. It requires creativity as well as attention to the finest detail and is a profession that remains in high demand across the world. The aim of the Immerse Education Architecture programme is to introduce participants to the foundations of this subject and highlight the pathways that are available to those who would like to pursue this subject further in the future. Participants will get to grips with a variety of fundamental skills and architectural styles as they explore both the theory and the practice of architecture.





# Introduction to Architecture

This session introduces students to the university style of teaching and outlines the structure of the course. It is an opportunity for participants to get to know their fellow students and also address the varied preconceptions of what constitutes 'architecture'. An introduction to architecture will give students an overview of what it is like to study architecture at a higher level and will discuss the core practical considerations. Following this, the students will embark on a tour of Cambridge to sketch moments and details of architectural interest with guidance from the tutor.



# Foundations of Architecture

Participants will get to grips with the foundations of architecture by examining some of its early examples. This basis will allow students to begin to locate their architectural thinking in relation to some theoretical and historical grounding and provide a starting point for further discussions, particularly with regards to the architecture in Cambridge. As the elevation is perhaps the most familiar and accessible form of architectural depiction this will be examined in reference to the historical precedents just discussed and then students will apply what has been learnt by constructing their own elevation of their 'found object'.



# Contemporary Architecture

This session introduces some recognisable theories of contemporary architecture through a careful examination of the work of key architects during and after the world wars. Particular emphasis will be placed on the architect Le Corbusier, who was instrumental in the modern movement and whose ideas in the discipline of master planning still have relevance today. The lecture will then be followed by another workshop demonstrating the use and utility of a sectional drawing, with participants producing their own; focusing on the habitation of space. Participants are encouraged to explore contemporary architecture through independent research.



Unique Academic Enrichment Programmes



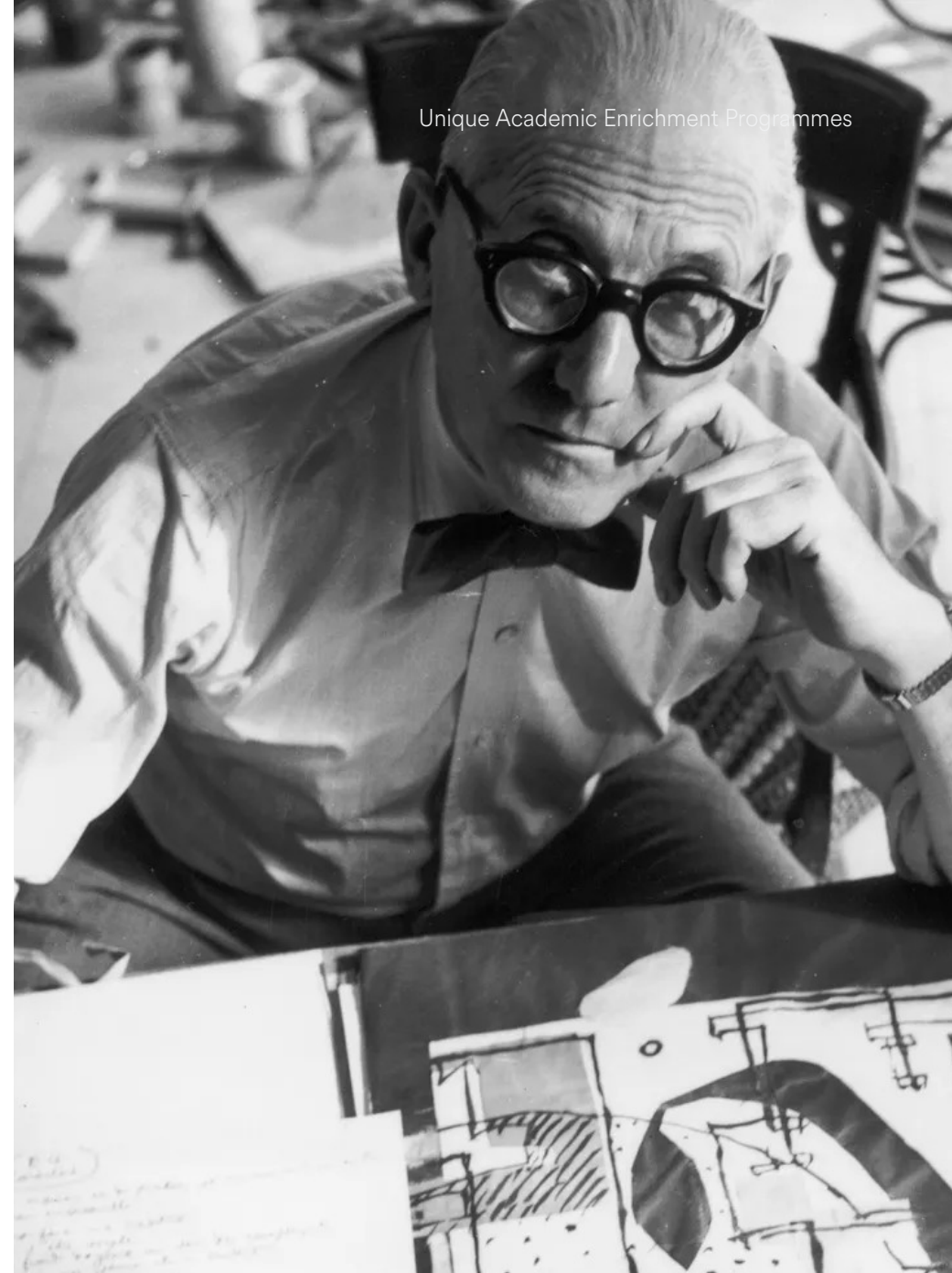
# Architectural Style Through Time

This lesson continues to trace the evolution of architectural theory through an examination of different architectures generated between the 16th and 19th centuries. Students will become familiar with Palladian architecture and the Gothic Revival. Practical exploration will focus on the plan, and its uses in reference to the precedents discussed. This will then inform the practical workshop in which students will delineate their own plans to scale using their found objects, with particular emphasis on the use of line weights and the notations of architectural drafting as they continue to build their portfolio of sketches and drawings.

# Introduction to Axonometric and Isometric

Building upon the foundations of historical and theoretical architecture, this session introduces participants to the trends and theoretical positions of our current era. Participants are encouraged and supported to engage in in-depth discussions about the architecture around them, citing the relevant periods and theories from which they have evolved. The afternoon's workshop will explore the most technically challenging aspects of the programme; axonometric and isometric drawing. Having been introduced to the skills required, participants are encouraged to produce their own drawings to further develop their portfolio of work. Additional tools, resources and advice are given to participants to help them continue their development after programme.

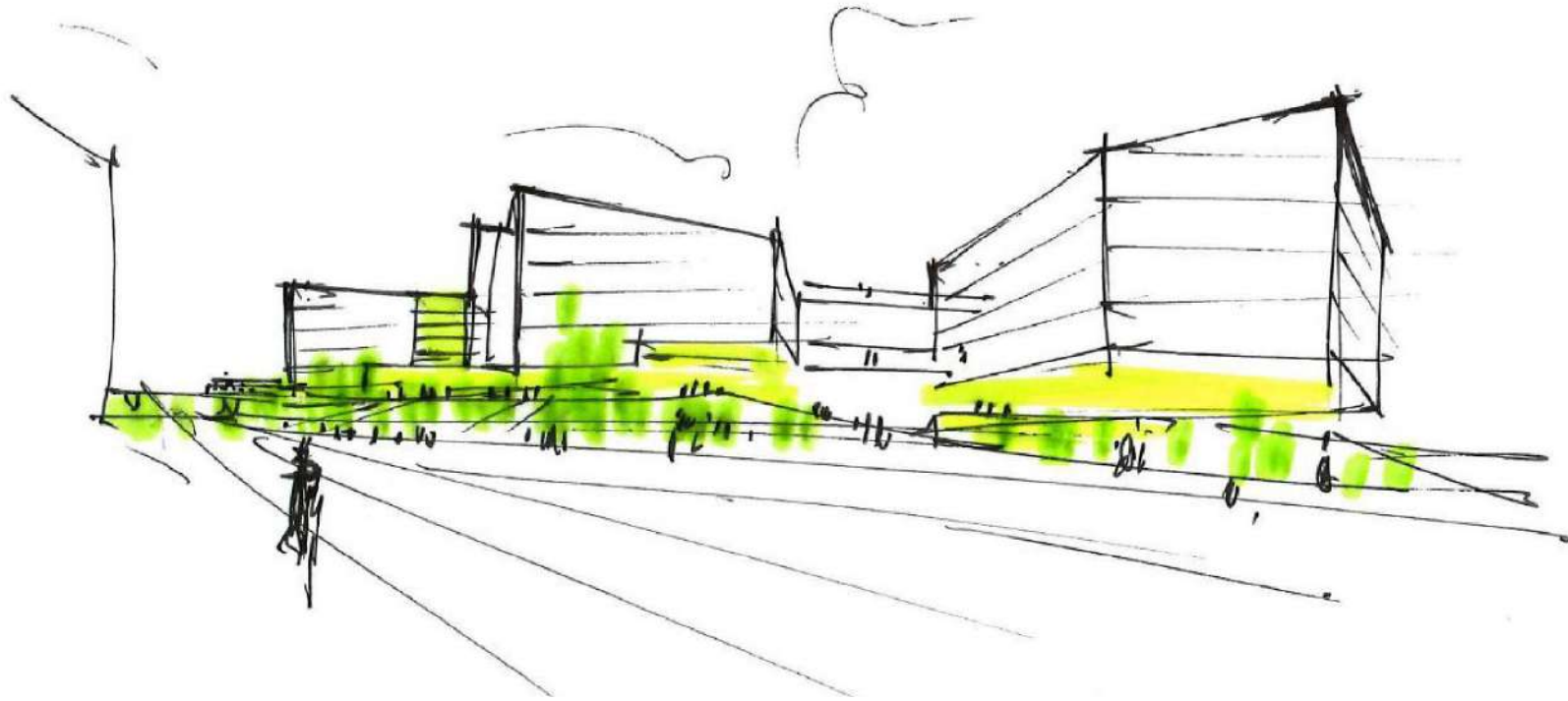
Unique Academic Enrichment Programmes





## Landscape and Surveying

Architecture does not float in a vacuum, but is located in a specific place and time. The utility, aesthetic and communicative impact of an architecture is often the result of careful consideration of the existing fabric of the landscape. As well as key categories and concepts of landscape in architecture, students will be introduced, through a workshop, to the technicalities of recording, surveying, and drawing locations to scale. The afternoon will be spent testing these different surveying techniques with support and guidance from the tutor and participants will continue to build their portfolios and consider their personal projects.



## Introduction to Design

This session aims to give participants a foundational understanding of the methodology of architectural design, drawing on some of the examples given in the previous week. This will provide participants with a framework with which they can begin to structure their own design propositions. With guidance from their tutor, participants will conduct independent research as they begin to formulate their own ideas and take inspiration from existing examples and the ories. Participants will be encouraged to conduct research using credible sources and will be supported as they work to translate ideas onto paper.





# Introduction to Graphical Presentation

Participants explore the practicalities of presenting a design idea. As architecture is chiefly a profession that requires the architect to convince prospective clients of the validity of their design, the ability to present is thus a vital skill to have. The lecture will explore various methods of graphical presentation and consider the value of narratives in selling a proposal. Participants will then be asked to begin to construct A1 competition boards of their design proposals with support and one-to-one guidance from the tutor. These will be presented on the final day.

## Personal Project

Throughout the fortnight, participants will be working on their own personal project. Having been provided with a brief, participants should research and prepare a design proposal. This will reflect the theory that they have learnt over the course of the programme and is also an opportunity to showcase the practical skills they have developed. This will culminate in a 'crit', the means by which most architecture schools mark students' work. Feedback from both the tutor and fellow participants will outline the particular areas of strength in the design proposal, and also suggest any areas that can be developed to further elevate their work.

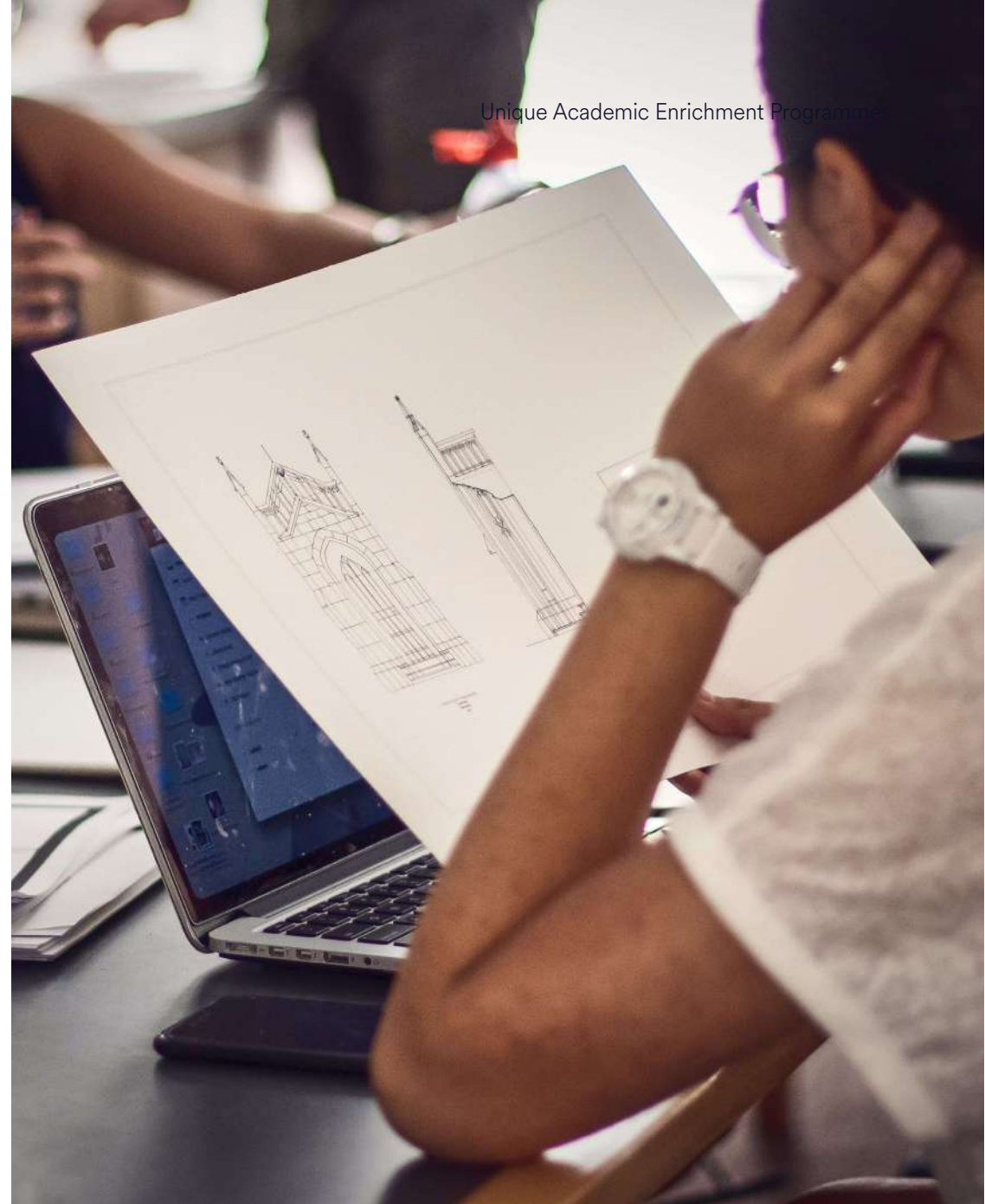




## Examples of Past Projects

Past projects that participants have worked on to produce an independent design proposal have included the following:

- Designing a punting station on the River Cam
- A new Porters' Lodge, examined through the theme of 'gateways'
- A partition screen, wall or boundary at the open-air swimming pool on Jesus Green
- An underground station in central Cambridge









## OUR AWARDS AND ACCREDITATIONS



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