

# tes121e

PROJECT II

CRN 22656

2024-2025 spring  
Monday - Thursday 08:30-12:30

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# Syllabus

## PROJECT II

### COURSE OBJECTIVE AND DESCRIPTION

**TES121E Project II** course provides student the skills to research, analyze, plan and design while taking into regard the relation between humans, nature, culture, environment and function. Thinking critically, analyzing the urban fabric, conceptualizing, and interpreting as well as defining and solving functional and structural problems are key in this studio.

The main objective is to enable students to perceive, investigate, interpret, and analyze the relations humans have to space, to objects (products), and to the environment, in terms of both nature and culture, to develop and to increase the abilities and knowledge related to techniques and methods. By the end of the course, students will be able to develop design alternatives in relation with form, function and space in planning and design process.

### COURSE CONTENT

The course consists of two modules and one final project module, each designed to provide students with hands-on design experience and interdisciplinary collaboration.

#### **MODULE 0: WEEK 1: Design Week**

During this introductory week, students will participate in a series of independent workshops led by guest instructors. These workshops will expose students to diverse design perspectives, methodologies, and creative approaches, setting the stage for the projects ahead.

#### **MODULE 1 | WEEKS 1-3 | COMMON MODULE WITH ARCHITECTURE DEPARTMENT**

**Project Title:** A Retreat Place of Your Own

In this project, students will conceptualize and design a minimal, enclosed personal space—a cocoon-like retreat—where one can engage in private activities such as contemplation, meditation, reading, or writing. The design should prioritize spatial intimacy, sensory experience, and ergonomic and structural considerations to create an environment that fosters focus and solitude.

This module is a collaborative effort with the Architecture Department and will be conducted alongside Hakan Tong's section. Students will have the opportunity to exchange ideas across disciplines, enriching their approach to designing intimate, human-scaled spaces.

#### **MODULE 2 | WEEKS 4-6 | COMMON MODULE WITHIN INTERIOR ARCHITECTURE DEPARTMENT CRNs.**

**Project Title:** [en]LIGHT[en]

This project explores the interplay between light and spatial design. Students will design and construct a unique lighting fixture tailored to a specific design scenario, which includes defining:

- A persona (the user's profile and needs)
- Activities (the functional requirements)
- Spatial characteristics (the context where the fixture will be placed)

The objective is to enhance spatial ambiance and usability through lighting, considering factors such as materiality, light intensity, color temperature, and shadow play. This project will encourage students to think critically about the atmospheric, perceptual and functional dimensions of light in interior spaces.

### MODULE 3 | WEEKS 8-14 | MICRO-LIVING FOR COUCH-SURFERS

Couchsurfing, a global hospitality network, enables travelers to find short-term accommodation while fostering cultural exchange. This project challenges students to design compact living spaces for international students visiting Istanbul for a short stay. The aim is to create an affordable, community-driven living environment that balances personal privacy with shared social spaces, encouraging interaction and cultural exchange among travelers.

#### COURSE LEARNING OUTCOMES

Students who satisfactorily complete the course will

1. Acquire experience in planning, design and composition in various scales and scopes,
2. Develop critical thinking skills,
3. Use basic techniques of research, analysis and synthesis for the solution of a given planning or design problem,
4. Establish connections of planning and design with natural and cultural contexts
5. Understand materials and develop construction systems in design in an integrated way,
6. Establish relations among design, its representations and production/construction

#### WEEKLY PROGRAM

Week	Day	Program	Keywords & Basic Principles	Learning Outcomes
1	Feb. 17 Feb. 20	Design week	Workshop, design	LO1, LO6
2	Feb. 24 Feb. 27	Module 1: Design research Preliminary design studies.	contemplation, meditation, reading, or writing	LO1, LO2, LO3, LO4
3	Mar. 03 Mar. 06	Module 1: Design development Design detailing	spatial intimacy, sensory experience, and ergonomic and structural considerations	LO1, LO4, LO5, LO6
4	Mar. 10 Mar. 13	Module II. Design research & scenario Preliminary drafts	light and spatial design	LO1, LO2, LO3
5	Mar. 17 Mar. 20	Module II. Design iterations	materiality, light intensity, color temperature, and shadow	LO4, LO5
6	Mar. 24 Mar. 27	Module II. Design detailing and finetuning.	atmospheric, perceptual, and functional dimensions	LO6
7	Mar. 31 Apr. 03	<b>Break</b>		
8	Apr. 07 Apr. 10	Module III. Design research and site visit.	Couchsurfing, a global hospitality network	LO2, LO3

9	Apr. 14 Apr. 17	Module III. Preliminary design studies.	Couchsurfing, a global hospitality network	LO1, LO4, LO5
10	Apr. 21 Apr. 24	Module III. Design iterations	compact living spaces	LO1, LO4, LO5
11	Apr. 28 May 01	Module III. Design iterations	compact living spaces	LO1, LO4, LO5,
12	May 05 May 08	Module III. Design iterations	living environment	LO1, LO4, LO5,
13	May 12 May 15	Module III. Design iterations + Preliminary jury.	living environment	LO1, LO4, LO5, LO6
14	May 19 May 22	Module III. Design detailing	an affordable, community-driven living environment	LO1, LO4
15	May 26 May 29	Module III. Design representations.	an affordable, community-driven living environment	LO6

### STUDIO PROCESS and SUBMISSIONS

#### STUDIO HOURS and USE

The course will be held during the hours announced in the weekly program [Monday/Thursday, 08.30–12.30]. Course instructors and students will meet in the allocated studio(s) unless specified otherwise by the course instructors. Each student will have a designated work area during the studio hours. General assemblies or presentations related to the course may be held in the studio using a virtual platform or in one of the conference rooms in Taşkışla.

It is of utmost importance that students keep their working areas clean while in the studio and speckless at the end of the course. **The studio space will be used by another class after ours so it is courteous to evacuate on time with all belongings and trash.**

Please know and comply with [TES Studio Principles](https://tes.mim.itu.edu.tr/studio-principles/).  
(<https://tes.mim.itu.edu.tr/studio-principles/>)

#### ATTENDANCE

It is important that students attend all studio sessions. Attendance means being on time and present, actively participating in the activities held during the course hours under the direction of the studio instructors, taking part in discussions, and completing the assigned tasks during the term. There will be a variety of interactive formats so timeliness is essential for efficient planning and individuals' maximum benefit from peers and instructors. **A minimum of 80% attendance is mandatory for a passing grade in studio courses according to ITU Undergraduate Education Regulation Article 23 (Amended: RG-17/6/2021-31514). Please note that the designated 20% is reserved for sickness (including health reports) and other unforeseen circumstances.**

#### STUDIO TECHNOLOGY

Digital platforms will be used profusely during and outside of studio hours to communicate, conduct research, produce and share work. **Ninova** will be used for announcements, access to live or recorded Zoom sessions if necessary, and digital submissions. Additionally, instructors may



designate other platforms for announcements and sharing work. We also plan to use supporting platforms such as Google Drive, Miro, and Google Jamboard to share work within the class community and collaborate. It is highly advised that each **student has a laptop computer with the necessary equipment/hardware**. Students are advised to use a computer with access to WiFi, a camera, basic word and picture editing software, and sound features.

All work is to be produced in accordance with the media, material and format requirements set forth by the instructors in the class or in the announcements made through **Ninova** or other designated platforms.

All participants are expected to adhere to [the codes of ethical conduct](https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life).  
(<https://odek.itu.edu.tr/en/code-of-honor/ethics-in-university-life>)

### **DISCUSSIONS and PINUPS**

Student works are commonly put under the spotlight for discussion. These discussions serve the purpose of articulating the assessment criteria and conveying suggestions for students to develop their proposals. In these open discussions, students are expected to develop critical perspectives and proactively voice them in the course.

### **EXHIBITIONS**

A selection of student projects will be exhibited both during and at the end of the semester on suitable platforms.

### **EXCURSIONS**

Excursions to online and physical venues, stage performances, film screenings, seminars, and webinars are encouraged, requiring full attentiveness, critical engagement and post-reflection.

### **JOURNAL**

Students are expected to keep a written and visual log of their studio-related processes in a journal that includes sketches, notes and evolving design ideas for their projects. These journals will be included in the course assessment. Students are encouraged to use various techniques (drawings, diagrams, collages, writing etc.) in representing their ideas and observations.

### **ANNOUNCEMENTS**

All announcements will be made on the **Ninova** class interface. Students need to actively use their ITU usernames to access these and/or get related notifications from the ITU-Mobile app.



**EVALUATION** *Attendance means active participation in the course which comprises both attending the course, taking part in discussions, and completing the assigned tasks during the term. Students who do not meet these requirements will get a VF grade and not be able to make a final submission at the end of the semester.*

End-term Grade corresponds to the Final Project submission on the date and time designated and in the format announced by the Faculty. Students who do not make a final submission will receive 0 (out of 100).

Project II Grade Assessment Criteria		Contribution
Projects (In-term grade)	Module I: 20% Module II: 30% Module III (preliminary submission) :10%	% 60
Final Project Submission (End-term grade)	Module III (Final submission)	% 40

**RECOMMENDED READINGS**

To be announced on Ninova