BOOST

YOUR CAREER
IN ARCHITECTURE

University of East London

MA Architecture
and Urbanism

We know how to make you an expert in Digital Architecture.

The convergence between architecture, computation and technology has reshaped the way architects think and operate, Digital and Computational Design are part of UEL heritage.

Our school offered one of the earliest master in computational design, taught by prof. Paul Coates in 90's.

This was back in the days when other renowned schools in UK and around the world were still teaching architectural design following a traditional approach.

The MA in Architecture and Urbanism builds upon this legacy offering a cluster of modules focused not only on design processes but also on implementing paradigms of the industrial revolution 4.0 in the world of construction.

Project by our student Alex Koutougias.
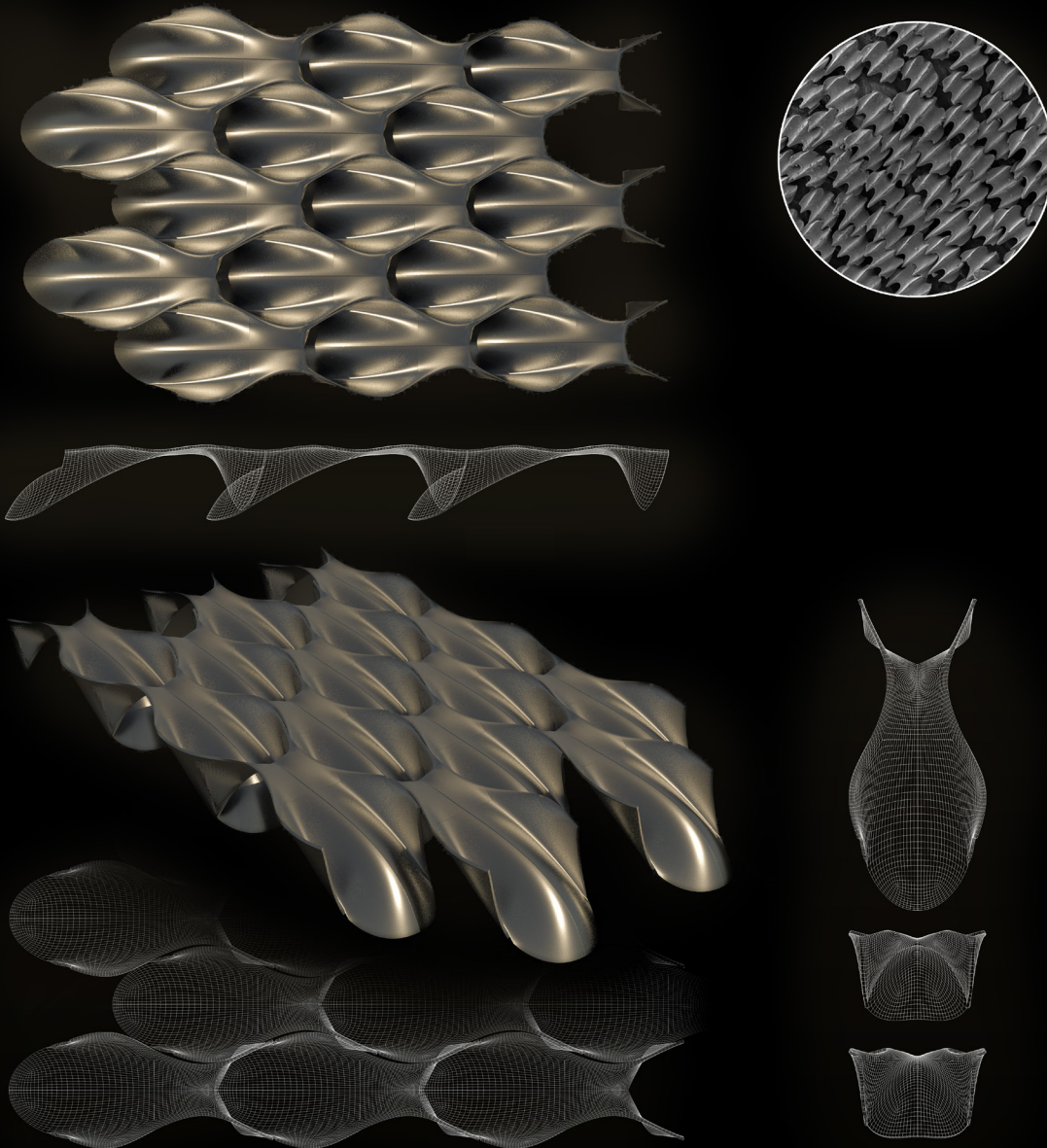
Computational Design, Rapid Prototyping, Robotic Construction, Urban design.

These topics are rapidly evolving,
becoming part of the skillset required to our
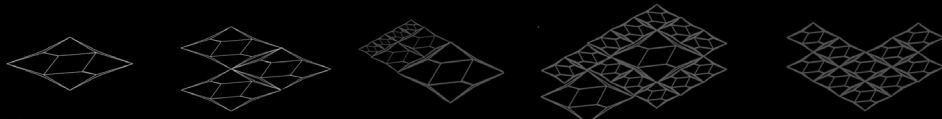students to succeed in their profession.

We will teach you how to:

- Enhance your ability to grasp complex design ideas and to engage in creative and experimental processes.
- Develop an in-depth understanding of the contemporary discourse on Architectural Design.
- Engage in advanced design abilities.
- Represent and communicate ideas.
- Develop a professional ethos and attitude.
- Contextualise design; develop the ability to understand the links between design and other cultural and everyday phenomena.

Component Aggregation

Single component

Shifting component

Rotating component

Criss cross component

Elevation - From smaller to bigger component
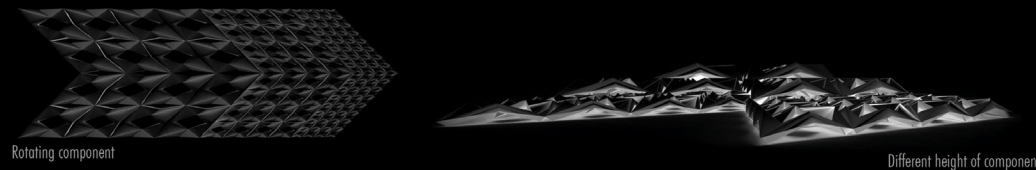
Different height of component

Perspective view

Perspective view

Project by our student Nadzirah Hanis

We want you to become a new kind of Architect.
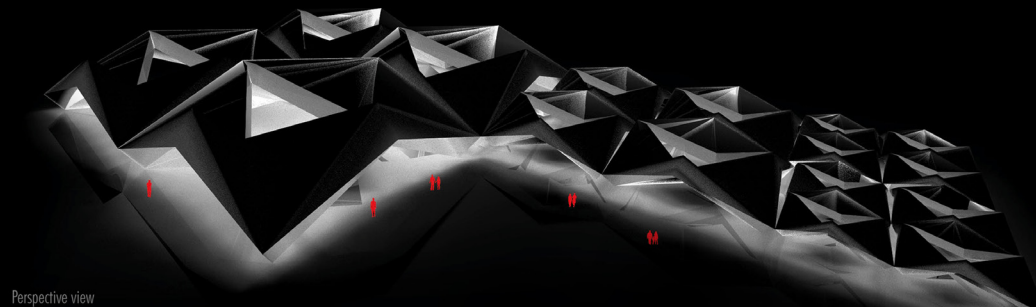
Our vision is to offer a curriculum where architectural design and research are deeply connected to industry driven topics. To be truly smart any design must consider and embed new technologies from the beginning. Manufacturing cannot be tackled independently at a later stage, likewise sustainability aspects or materials should inform the choices a designer makes along his creative path.

We truly believe in a multi-discipline systemic approach to fully embed technological progresses into design.

Students will explore this vision being exposed to real world problems, simulating the inter-discipline dynamics of their profession while projecting their research into a realistic forthcoming scenario. The ultimate aim is to contribute to the development of highly skilled professional figures, ready to succeed in design and construction industry.

What you will learn.

Knowledge

- Deliver architectural projects and work at a range of different scales
- Demonstrate a clear understanding of a range of contemporary design precedents
- Understand the ethical / social /economical / political implications of design processes
- Translate concepts into engaging design proposals

Thinking skills

- Design your own processes for creating innovative projects.
- Work independently and in groups to develop ideas.
- Research, understand, analyse and critically interpret precedents, and make use of this understanding for your own projects.


Top: project by our student Milko Jovic.
Bottom: project by Bahirah Abdul Rahman.
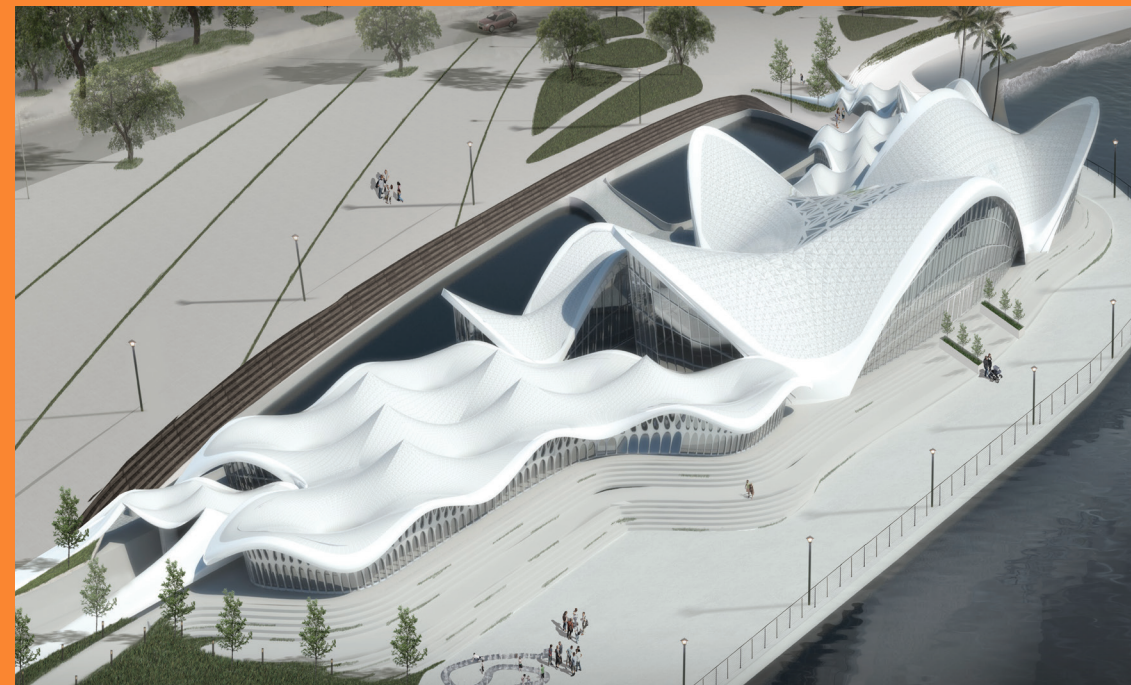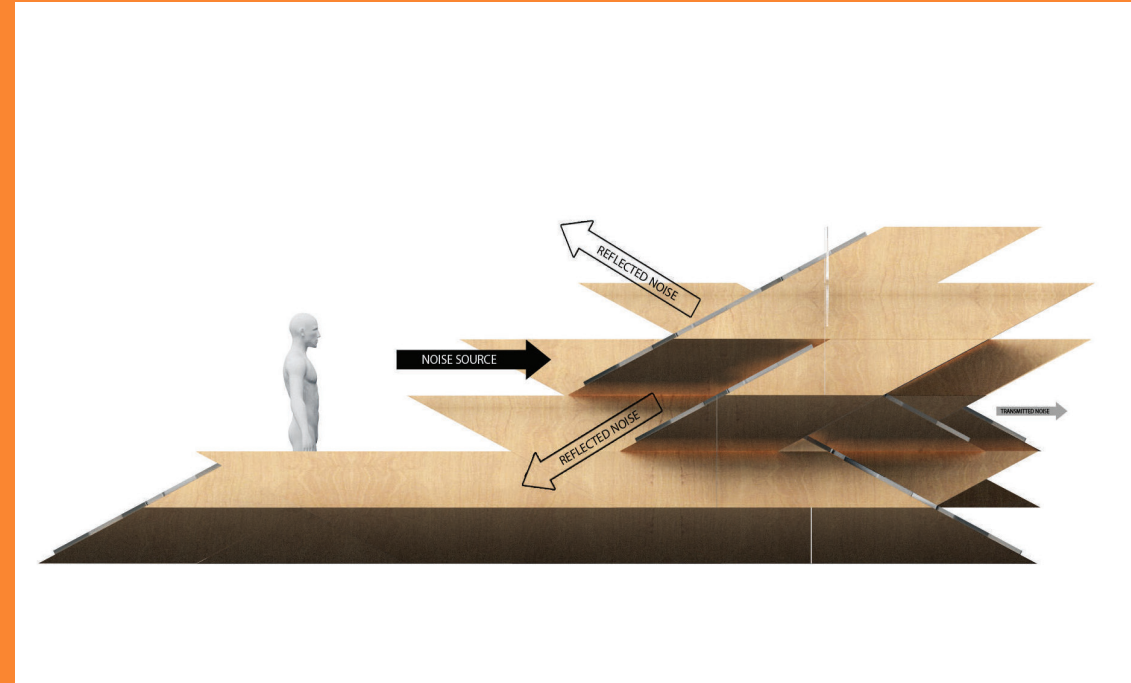
Competencies
that Employers want.

Subject-Based Practical skills

- Increase skills on industry leading softwares and manufacturing techniques will make your portfolio attractive to potential employers.
- Create advance drawings at different scales.
- Create models at different scales.
- Develop a level of advanced knowledge in digital design and manufacturing processes that the industry will demand and implement in the forthcoming years (or are currently implemented).
- Prepare presentations for design-related projects.

Learn with bi-weekly tutorials and one to one sessions.

Top: Urban analysis by our student Liang Leo
Bottom: one to one sessions
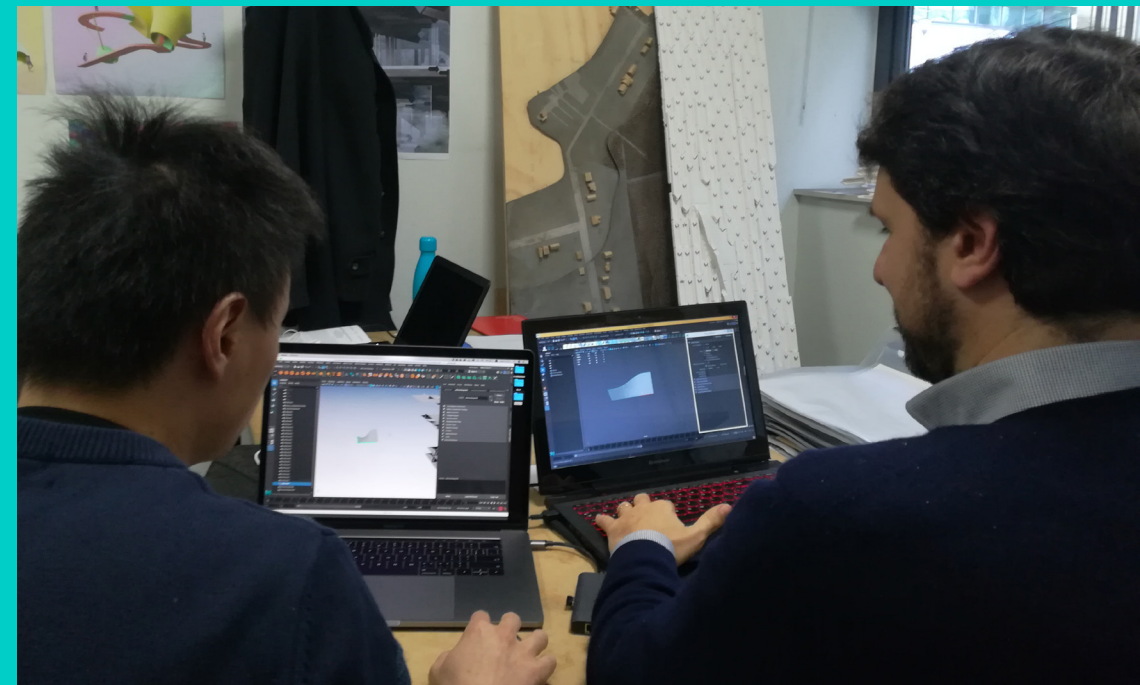
Your fast connection between studies and work.

Work both independently and in groups in a professional and collegiate manner; exchange knowledge and skills with your peers.

Placement experience will create contacts with potential future employers.

Selected guest critics from international offices and the involvement of **Patrik Schumacher (director at Zaha Hadid Architects)** as a visiting professor will expose students to the dynamics of some of the top architectural practices.

Students will have the opportunity to join industry leading practices for a period of three or six months. *
They will develop an invaluable network of contacts from top practitioners.

* Depending on curriculum and availability

Urban analysis by our student Alex Koutougias.

What you will do.

The content of this programme is delivered through seminars, lectures and studio sessions. The programme is also enriched by specialised workshops, site visits, field trips, lectures and reviews by guest designers and academics.

Knowledge is developed through:
Seminars, lectures and guided workshops;
Knowledge-based activities with feedback;
Studio-based discussions and activities.

Thinking skills are developed through:
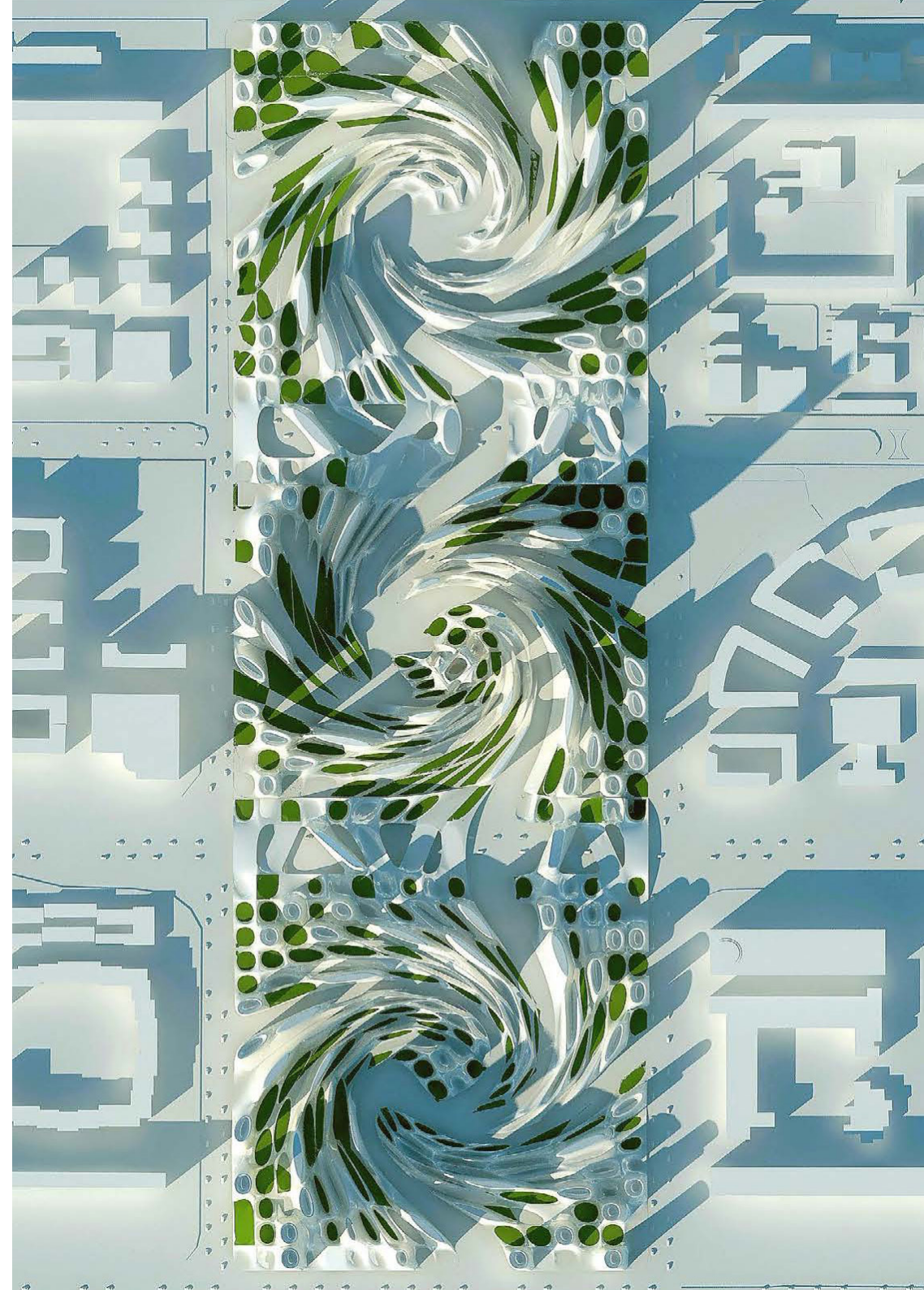Reflective activities with feedback.

Practical skills are developed through:
Studio discussions, hands-on workshops and activities;
Research skills-based activities with feedback.

Skills for life and work are developed through:
Planning activities with feedback;
Project work.

Project by our student Abeer Basha Tirupattur.

Fulvio Wirz,
Your programme leader.

Fulvio Wirz is associate at Zaha Hadid Architects in London where he has been responsible of many winning competition and projects like Seville library, the Masterplan for "Kartal-Pendik" area in Istanbul, the "Lilium Tower" in Warsaw, the "Eli & Edythe" museum in Michigan, the KAPSARC (King Abdullah Petroleum Studies and Research Centre) and the KAFD Metro Station both in Saudi Arabia. He has been project designer on "Aura", an installation featured at the Venice Biennale in 2008, and on a number of cutting-edge products including Zephyr Sofa, Z-Chair and Liquid Glacial Table.

He holds a PhD in Architectural and Urban Desing from the university Federico II in Naples with the thesis "Digital processes in architectural design". In 2011 he has been leading the module of "Fundaments of Parametric Architecture" at the Politecnico in Milan, in 2012 he has been co-leading GAD Research Cluster 6 at the Bartlett School of Architecture with Daniel Widrig, in 2013 he is been lecturer at the London South Bank University and guest lecturer at the AA Rome Visiting School. In 2014 Fulvio has been invited as Guest Lecturer at the National Summit of Architectural Universities held in Bogota'. In 2017 Fulvio has been appointed by UEL as Senior Lecturer in Computer Aided Architectural Design.

Liquid glacial table by Zaha Hadid Architects
Project Architect Fulvio Wirz

dfUEL: Learning through making.

Digital fabrication plays a big role in the development of the building industry. The MA in Architecture and Urbanism programme has been thought to fully integrate the digital manufacturing facilities of the dFUEL (Digital Fabrication Lab at UEL) within its design agenda. dFUEL has been brought together to work collectively in support of our ambitions and we have created an environment for digital fabricators to come together and share practice through process.
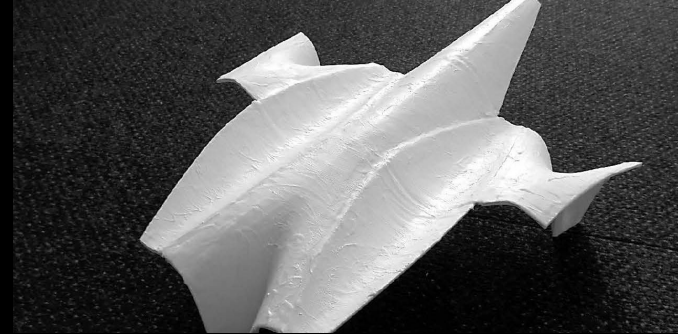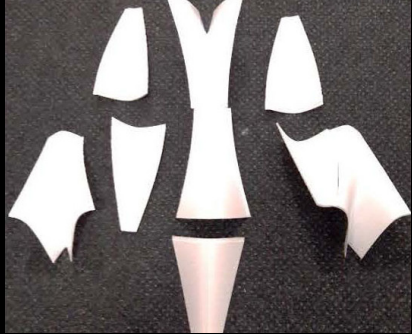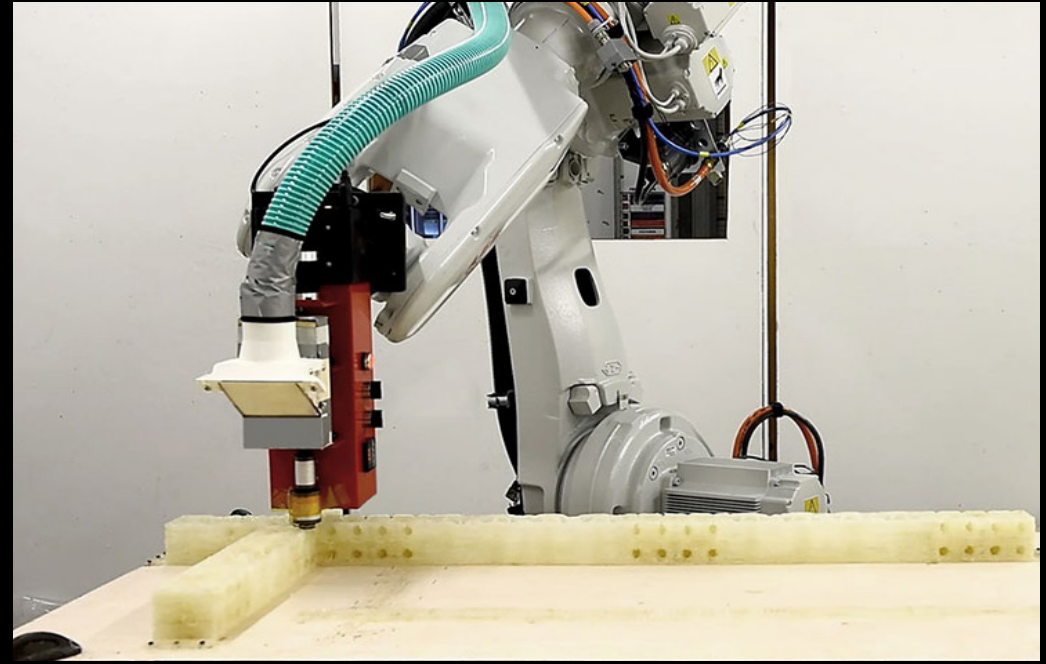
3d printed modular models by Faryal Sahar.

Robotically fabricated mould for concrete casting by Abdullah bin Musa.

Choose your path.

The MA in Architecture and Urbanism is a flexible programme which allows students to customise their learning path towards three key areas:

Computational Design
Design for Digital and Robotic Construction
Urban Design

The delivery of the programme is designed to maximise its efficiency and flexibility. The learning paths are clustered to draw from a pool of common modules, with extra modules to suit the particular specialisation. This reduces the demand on resources and makes the structure more streamlined.

Thesis modules will focus on different aspects of contemporary and forthcoming technologies and techniques which have a strong impact on contemporary design and the built environment.
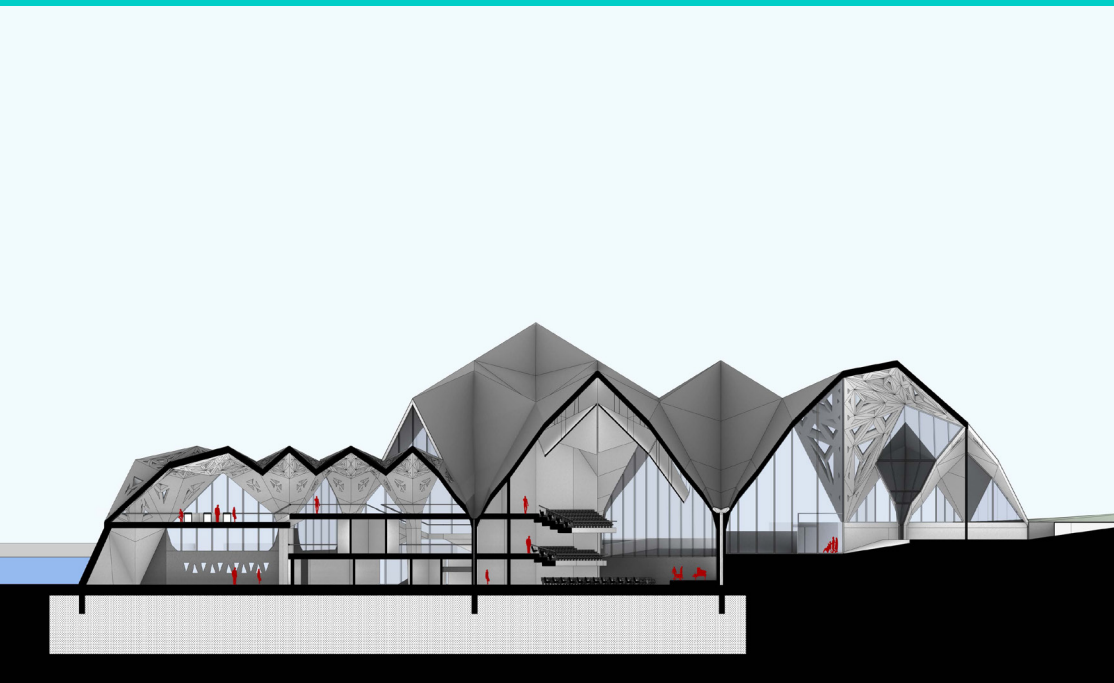
Top: Project by Faryal Sahar
Bottom: Section by Anastasis Troullides

Programme Structure.

Module Title	Credits	Core/Optional
Design 1	30	Core
Design 2	30	Core
Professional Life	30	Core
Theory and Process - Computational Design 1	30	Optional
Theory and Process – Computational Design 2	30	Optional
Theory and Process – Urban Design 1	30	Optional
Theory and Process – Urban Design 1	30	Optional
Computational Theory 1	30	Optional
Applied Project – Computational Design	30	Optional
Applied Project – Robotic Construction	30	Optional
Applied Project – Urban Design	30	Optional

The overall credit rating of this programme is 180 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated.

In order to gain a Postgraduate Certificate, you will need to obtain 60 credits at Level 7. In order to gain a Postgraduate Diploma, you will need to obtain 120 credits at Level 7 In order to obtain a Masters, you will need to obtain 180 credits at Level 7. These credits will include a 60 credit level 7 core module of advanced independent research.

You can read the University Student Policies and Regulations on the UEL website.

Join Us Now!

For more information visit

https://www.uel.ac.uk/postgraduate/
courses/ma-architecture-and-urbanism

or contact our program leader

Fulvio Wirz

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