European School of Urbanism and Architecture: Draft Five-Year Curriculum Plan

NOTE: The curriculum includes three years of undergraduate study and two years of Masters study, which can be taken separately. Courses are modular and can also be taken in continuing eduication units over a longer period.

		Year 1	Year 2	Year 3	Year 4a	Year 4b	Year 5a	Year 5b
5 overlapping subjects in a weekly cycle: ↓	1 theme per year: →	**Settlements**	**Villages & Towns**	**Cities & Regions**	**MASTERS PROGRAMME**			**DIPLOMA PROJECT**
Subject:	General focus of each year's content:	Settlements, context and morphology. Sociology and anthropology essentials. Ecology.	Principles of economics, trade, commerce; social interaction; the public realm. The morphology of architecture and urbanism.	Law, contracts, regulations, codes. The morphologies they generate. Politics and participation.	Politics, participation, user control, real estate actions and patterns	Technology and Humanity: tools to meet human and ecological needs	Large-scale issues: climate change, sustain- ability, environmental justice, affordability…	Project (Individual and Group Study)
A. History and Philosophy **"History as a pattern of living traditions, not ust a museum; learning from mistakes and successes. Philosophy and the ethical duty to improve the lives of others."**		1A History and philosophy of human settlement	2A The Classical World	3A The Modern Era	4A-1 The Philosophy of Settlement	4A-2 Technology and its unintended consequences	5A The 21st Century & beyond	
		History and philosophy of settlement; vernacular architecture around the world; complexity of urban morphology; top-down and bottom-up forms	Classical, Medieval and Renaissance; The Enlightenment; the local and the universal;	Industrialisation; model villages; garden cities; Arts and Crafts; modernism; Post-Modernism; neo-traditionalism; urban villages; New Urbanism; the "European City"?	History of ideas and their consequences	Industrialisation, arts, politics	The sustainability crisis	
B. The Arts and Crafts **"Learning the art of craft and the craft of art, through study and practice…"**		1B Prehistoric and vernacular art and crafts	2B Classical and Medieval Arts and Crafts	3B The Modern Response	4B-1 The Culture of Materials	4B-2 Design of Craft and Craft of Design	5B Technology and Crafts	
		Anthropology of art; prehistoric art and crafts. Art and crafts around the world. Village art and crafts. Native art and crafts. Basic principles of drawing and composition; form and colour; craftsmanship, sculpture, woodworking etc.	Greek and Roman art and crafts. Other Classical arts – China, Japan, Americas, Africa. Intermediate drawing, painting, sculpture and craftsmanship. Aesthetics, patterns, fractals, proportions. Hand exercises and computer.	Origins of modern art and craft. Technology and craft. Modern masters. Postmodernism. Intermediate drawing, painting, sculpture and craftsmanship II.	Materials and their expressions within a cultural context Advanced drawing, painting, sculpture and craftsmanship. Design communication.	Craft as an essential part of all design; craft as a stepwise articulation process Advanced arts and crafts projects. Comparative computer/hand design and craft	Craftsmanship in new media Graphic and web art. Film and video.	
C. Natural Science and Tchnology **"Literacy in the scientific understanding of ecological processes and human technological processes (esp. those relating to climate change)"**		1C Biology and natural ecology	2C Settlement ecology	3C Technology and ecology	4C-1 Advanced biology and ecology	4C-2 Physics and engineering	5C Complex systems. Climate change, sustainability, other complex challenges.	
		Foundational principles of land planning, hydrology, geology, ecology, earth history; climate and climate change; implications	Basic principles of human ecology; nutrient cycles, soil ecology, waste streams. Sanitation and epidemiology. Medicine and health.	Meteorology and climate science; effects of technology and ecology; growth and equilibrium; balancing human and natural ecologies. Organised complexity.	Medicine, ecology, ecosystems principles.	Structural systems, analysis methods, mapping, etc	Basic mathematics of networks, complexity; systems theory; game theory	
D. Social Science and Tecnhnology **"A solid grounding in an evidence-based approach to human needs."**		1D Philosophy of human settlement	2D Principles of sociology and psychology	3D Economics, politics and law	4D-1 The Politics of Place	4D-2 Working with Human Beings	5D Human systems of sustainable development	
		Overview of anthropology, sociology and psychology of settlements from hunter-gatherers to agriculture to empires to mega-cities; overview of cognitive psychology factors; ecological anthropology	Social forms of organisation and trade. Sociological and psychological factors. Well being and stress within environments.	Economic processes. Legal structures, contracts, regulation. Political structures and their consequences. Democracy and participation.	Political structures and their consequences. Democracy and participation.	Social survey methods; statistics and planning methods; diagnostic and preference surveys	Complexity in the social environment. Emergent results of decision-making.	
E. Tools and Skills **"An integrated understanding of design tools and their humane use; balance of concrete and abstract methods."**		1E Tools for settlements	2E Principles of engineering	3E Technology and Humanity	4E-1 Sustainable Urban Systems	4E-2 Analytical Tools	5E Advanced Tools	
		Essential mathematics and geometry; computer science. Basic engineering concepts.	Basic structural engineering; mechanical and electrical engineering; transportation engineering; civil engineering	Advanced engineering concepts. Codes. Analytical technologies.	Macroeconomics and sustainable design	Advanced GIS; spatial analysis; Space Syntax; etc	Advanced engineering; coding systems; generative and collaborative processes.	
		Overview of tools - pattern books; charrettes; sketching and drafting; computer tools	Other collaborative tools; Transect; Drafting, structural calculation	3D Modeling and analysis; coding, pattern languages. Space Syntax, other analytical tools.	Economic systems and economic mechanisms	Project management systems; design-build; office management	Codes, charrettes, etc.	