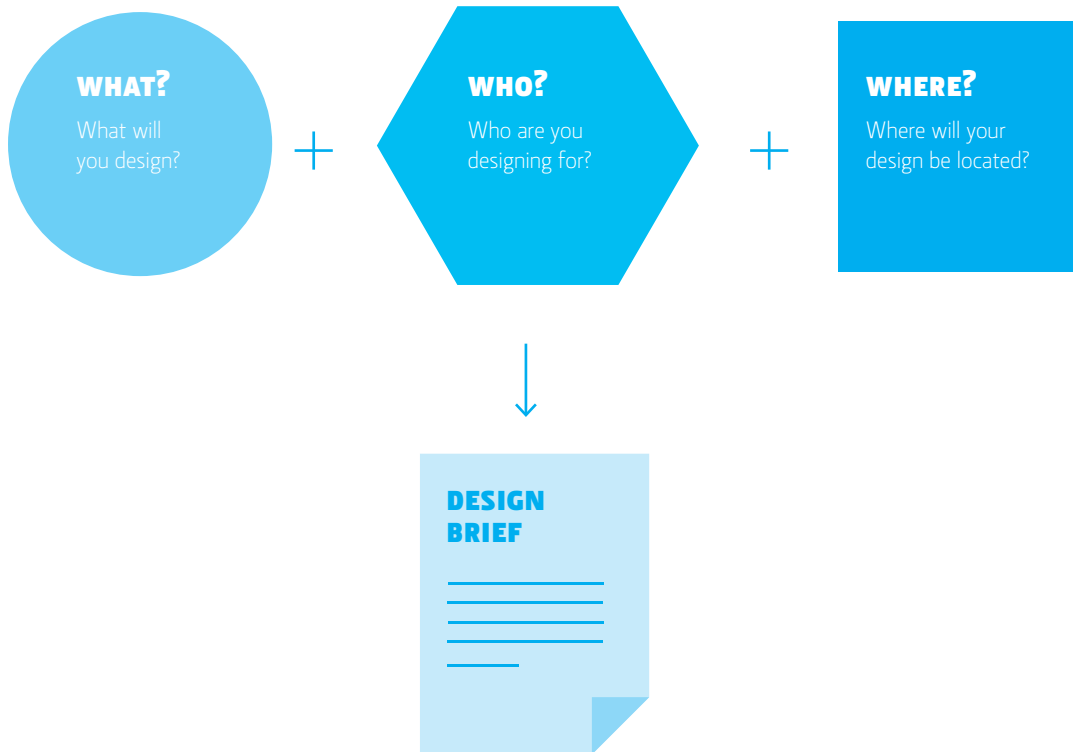# RE-SEA-RCH

ASKING QUESTIONS WHAT? WHO? WHERE?

In this section you will conduct active research and ask questions that will lead you to writing the Design Brief for your project.

The brief is a set of design requirements. It will give you clarity as you move through the design process.

THE DESIGN BRIEF CRITERIA

Every design project has a purpose – what?
Is designed for someone to use – who?
And is located on a site – where?

WHAT?
What will
you design?

+

WHO?
Who are you
designing for?

+

WHERE?
Where will your
design be located?

**DESIGN
BRIEF**

WHAT?

WHO?

What will you design?

Are there any design issues or problems that need to be resolved in your school or local area?

Do any new facilities need to be provided in your community?

What activities could happen in the space you will design?

What are the possible functions of the space you will design? How will it be used?

Will it be a temporary or permanent space?

→

Who are you designing for?

Think about who you are designing your space for (the end-user). Have you met with any community groups during work experience or on class trips? Alternatively, you could design for your fellow students or the wider school community. Other ideas include designing for a local business, a youth club or a city or county council.

Interview your end-user. Why do they need a new space? If they have an existing space, do they need to change it? Observe how they currently use their space.

Based on your research, you could create a fictional character as your end-user.

Online Resources – Research

mydesignjournal.ie/category/blog
Current project examples

mydesignjournal.ie/students/design-idea
Idea workshop: about, how to's

mydesignjournal.ie/students/user-survey
About public user surveys, how to's

WHERE?

Where will your design be located?

Site and context
This section is about the location or site for your proposed design. Architects design in context. This means that instead of designing in isolation, an architect responds to the conditions of the site and the surrounding area. The orientation, topography, natural and built features and other characteristics of the site directly inform the design. An architect also considers the potential impact of the proposed design on the site environment. When you start designing you will respond to the site you choose.

Choosing your site
Types of sites include rural sites, urban sites, public spaces, a site on your school grounds, an under-utilised site in your local area or the re-use of an existing building. It can be helpful to choose a site near your school so that you can visit it easily. Consider why you are choosing your site.

Site maps
Collect maps of your site, including Ordnance Survey (OS) maps, Google Earth screenshots and historic maps.

Visiting your site
Observe: When you visit your site, look at characteristics including - Materials, Topography, Orientation, Natural Features, Built Features and Circulation.

Record
Record and map what you observe using sketches, photographs, collages, video and sound recordings. Trace over the OS Maps of your site and make a note of your impressions.

→

'Architecture is about hope, about change – it makes life more exciting.'
Lars Lerup, Architect

Online Resources – Research

mydesignjournal.ie/students/
map-your-space
types of maps, sourcing maps, use of maps, how to's, websites

mydesignjournal.ie/students/investigate
notes on observation, fact sheets on materials

DESIGN BRIEF

You can summarise your research here

WHAT

What will you design?
Thinking about the type of space and the activities that will happen there

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WHO

Who are you designing for?
Thinking about the people who will use the space

WHERE

Where will your design be located?
Thinking about location, site and context

The information you gathered during the **RESEARCH** stage informs your Design Brief.
Now you can start the **DESIGN** stage with this information to guide you.