



HOW TO BE A STRATEGIC DESIGNER

In order to be a good designer, you will have to first plan and outline what you will do and how you will go about meeting your design goals and the course requirements. This strategic organization is key to achieving success in your studio classes.

Writing down a schedule or a list of items you will produce is just as critical to sketching and graphically thinking about your design. You should try to engage both sides of your brain in the design process - the linear, objective oriented side and the creative, explorative side. Doing so will keep you on track to complete the assignments in a reasonable amount of time with a high level of quality.

Importantly, as your design ideas develop and you begin to do the work of your schedule, new ideas and new requirements will arise. But you will need to maintain your strategy and refine your approach as needed. Landscape architecture design and problem-based learning is not a linear process. There is no predictable sequence of events or rational approach to creating a good design. To think of design in landscape architecture studio as a linear sequence of tasks is an illusion you must not hold on to.

Rather, design studio is a continuous process of design idea, review and assess, and improve or explore alternatives + repeat. Design, thus, becomes an iterative process - where the exploration of design ideas and refinement of design alternatives grows and evolves from doing the work of design and design thinking. You must synthesise ideas during this design activity.

“Iteration” according to Merriam-Webster Online:

a), constitutes “a procedure in which repetition of a sequence of operations yields results successively closer to a desired result.”

As you actively design and do the homework of design, you will see that problems become defined and clarified over time; new problems emerge and new solutions develop only through doing this process.