

東海大學景觀學系教師授課計畫表

課程名稱	設計思考與 國際景觀趨勢	開課年級	大二
授課教師	黃宜瑜		
必選修類別	<input checked="" type="checkbox"/> 必修 <input type="checkbox"/> 選修	學分數	3
課程學習目標 及內涵	<p>1. 透過 Case Study 的仔細講解與分組實際操作，解構最新「ASLA 學生組/業界組」優秀得獎案例，訓練學生如何進行有效的設計論述與成功的設計包裝。</p> <p>2. 透過逐段翻譯「國際景觀大師」演講/專訪視頻，洞悉最潮、最靚的國際景觀規劃設計趨勢。</p> <p>3. 透過一對一討論，指導學生修整作品集裡面的一個案子。</p>		
多元教學 方式與成果	<p>本課程共分為三大篇：設計思考篇、大師講堂篇、現賣現賣篇。</p> <p>1. 設計思考篇教導學生如何訂出有標誌性畫面的設計題目、撰寫感動人心的設計腳本、進行設計議題到設計策略到設計內容的發想、如何繪製議題圖、基地分析/解讀圖、研究圖、設計策略圖、系統運作圖、時間演進圖、方案評估圖、總平面配置圖/全區鳥瞰圖、透視圖/效果圖、剖立面透視圖/剖透 Block 圖、分區平面配置圖/分區透視圖、爆炸圖、植栽配置圖、設計模型。</p> <p>2. 大師講堂篇主要介紹幾位重量級的老、中、青景觀大師（Laurie Olin, James Corner, Kate Orff, 余孔堅）的景觀設計觀念與思維，並透過他們設計的案子，了解他們如何成功落實他們的設計信仰。</p> <p>3. 現賣現賣篇主要透過與學生討論一個他們計畫放進作品集的案子，協助學生梳理設計邏輯，修整圖面與文字描述，讓他們把案子說得更動聽、更精采。</p>		
			



[James Corner interview \(11:44, 1 year ago from 2019.02.05\)](#)

Question #1: As a design master in landscape architecture, who influenced you the most, and which landscape work transformed your design thinking in your life?

James Corner: I came into landscape architecture when I was about 18 years old. I combined interest in, on the one hand, the environment, and in particular, things like forest, the landscape and the management of land. But secondly, I am interested in art and making things, and visualize including maps, and **cartography 繪畫** as well as photography and drawing and image. So landscape seems to join these two things very well. When I get older, I came to Penn as a graduate student really to work with **McHarg**. I thought that **McHarg** was a visionary in terms of developing ways of working in a very large scale. When you think about the issues we confront today with water, air, biodiversity ... to really solve those issues, you do need to think at a big scale. And **McHarg** had developed an interesting methodology around which you could do that both analytically and **projectively**. So he was a very big influence.

On the other **hand** at around about the same time, **Berhard Tschumi**, had won this competition for a park in Paris. That was a very interesting design at the time, and very fresh. And had a lot of new ideas about the importance of programming. So rather than design just being formal, and taking on whether it took on a pastoral style or modern style, **Tschumi** was describing a park that was less about style and was much more about program and event and interaction between people. And that was very **instructive 啟發性的**, and very **informative 具有教育意義**, too.