

Urban Design Studio 1, D&R Studio 1, Fall 2026, Ancheita

School of Architecture | Georgia Tech | Fall 2026

ARCH 7013: Urban Design Studio 1

ARCH 6050: M.Arch D&R Studio

Required Course for MSUD

Credit Hours: 6 Credits
Classroom: Hinman Second Floor
Days and hours of class: Monday, Wednesday, 12:30-6:00

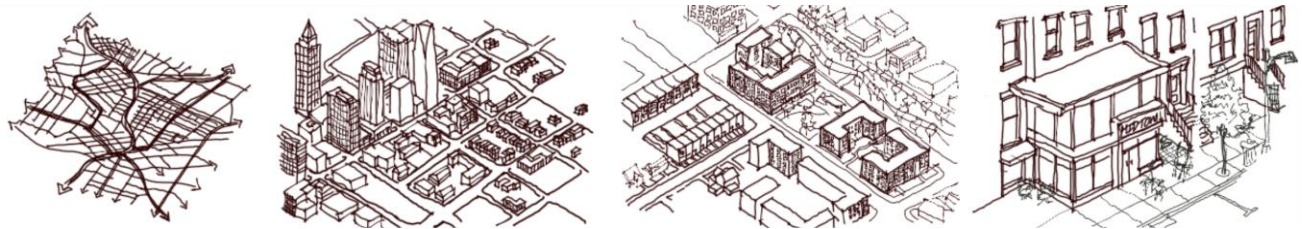
Instructor: Marco Ancheita: mancheita@gatech.edu
Office Hours by Appointment

Course Description (from the Catalog)

Urban design studio problems focusing on analysis, design, and implementation strategies for contemporary urban problems.

Course Overview

Scalar Jumps: A Catalog of Urban Design Thinking



What is Urban Design? Both in the academic and professional realm, the term is used in a broad sense to describe nearly all interventions within the urban sphere. Within the profession, dedicated “urban designers” are typically lumped into the realm of urban planning and “master planning”—somewhere between zoning code translators and developer whisperers. Academically, urban design tends to focus on areas of sizable scale trying to imagine the potential of existing or non-existing urban futures by overlaying interpretation of the human condition in the city with the systems that enable it to function (or will be required for it to function). The reality, from the vantage point of this professor, is that the “practice” of urban design operates at all scales of urban intervention from the large swath approach to the design of a building stoop.

Such a large breath of scope area limits “specialists” and requires generalist with a fundamental understanding of the **process** by which to approach an urban problem, elements that are key to each scale of intervention, and an outside-in perspective that connects the large scale to the small scale. **The studio** will utilize the lack of a common understanding of the originating question above as a basis from which to explore these descriptions. We will not seek to find a definition but, through design, illustrate the array of interventions, scales, and processes that could encompass “urban design”.

The following statements will be the initial foundation for the studio approach.

We will question their validity throughout semester.

1. **Urban Design is a way of thinking, not necessarily a discipline.**
2. **Urban Design entails the three-dimensional act of City-Making**
3. **An Urban Designer is:**
 - a. **A multi-disciplinary, multi-scale thinker**
 - b. **A facilitator & translator**
 - c. **A designer of human spaces**

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What to Expect:

This studio will explore the varying scales at which City-making occurs while learning/understanding how to be responsive to the constructs that enable a human-focused and desirable [City, District, Neighborhood, Block, Building, Street, Park, Plaza, Stoop]. Yes- we will think about all these scales as designers.

The studio itself will be split into research teams for varying approaches via individual and pair work ultimately combined into a collective deliverable; a catalog that will touch upon the varying scales of intervention and process that the term "urban design" can entail. Each scale will be performed individually and then tested collectively within targeted areas of the City of Atlanta.

The studio will be a rigorous and fast-paced endeavor subdivided in the following overlapping areas of focus.

1a. Scales of Intervention: Fundamentals in urban design thinking. Research into varying scales of intervention. Cataloging approaches, processes, and lessons.

1b. Intervention Modules: Deployment of each scale as a design exercise to catalog and test assumptions, approaches, and representation.

2. Deployment: Selection of key sites in Atlanta to deploy a full-array of large scale to small scale interventions. To be done in pairs.

3. Catalog & Portfolio: Creation of clear and graphically-appealing catalog to be bound & printed. This will aid in the creation of individual portfolios (a requirement for the course)

Key Course Objectives:

- Develop skills to translate complex ideas into clear and concise diagrammatic and illustrative responses.
- Develop an understanding of the multi-layered constructs within the private and public realm of urban design.
- Develop an understanding of the elements/definitions of urban design thinking.
- Develop an understanding of place-based responses to Cities and City Environments.

Learning Objectives

Those students who successfully complete the course will be able to:

1. Understand the broader processes of urban design
2. Translate complex ideas into clear and concise diagrammatic and illustrative responses
3. Develop concepts site plans, streetscapes, plazas, and other public-realm elements.
4. Understand the concepts of green-infrastructure and performance-based planning/urban design
5. Create master plan frameworks that allow for incremental implementation
6. Create proposals for infill development

Course Objectives - Specific NAAB Criteria

Levels of delivery and content:

- **Introduced:** This content is introduced, meaning it is referenced, introduced, and/or supported in the course.
- **Practiced:** This content is practiced, meaning students practice, understand, and are assessed on it.
- **Assessed:** This content is assessed, meaning it is a critical component of the course, students are evaluated, and the program assesses the student performance for accreditation and/or annually.

Criteria:

- **PC.2 - Design:** How the program instills in students the role of the design process in shaping the built environment and conveys the methods by which design processes integrate multiple factors, in different settings and scales of development, from buildings to cities. [This content is Assessed in this course.](#)
- **PC.3 - Ecological Knowledge and Responsibility:** How the program instills in students a holistic

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- **PC.5 - Research and Innovation:** How the program prepares students to engage and participate in architectural research to test and evaluate innovations in the field. [This content is Assessed in this course.](#)
- **PC. 6 - Leadership and Collaboration:** How the program ensures that students understand approaches to leadership in multidisciplinary teams, the broad range of stakeholder constituents, and dynamic physical and social contexts, and learn how to apply effective collaboration skills to solve complex problems. [This content is Practiced in this course.](#)
- **PC.7 - Learning and Teaching Culture:** How the program fosters and ensures a positive and respectful environment that encourages optimism, respect, sharing, engagement, and innovation among its faculty, students, administration, and staff. [This content is Practiced in this course.](#)
- **SC.4 - Design Synthesis:** How the program ensures that students develop the ability to make design decisions within architectural projects while demonstrating synthesis of user requirements, regulatory requirements, site conditions, and accessible design, and consideration of the measurable environmental impacts of their design decisions. [This content is Practiced in this course.](#)

Course Requirements and Deliverables

Design development and communication will be through 2D & 3D drawings, images, physical constructs and models, diagrams, and composite images required as deliverables at numerous points along the way.

Studio is expected to be a time of productive dialogue and intentional work. Many times, interim deliverables will be due at the end of studio with check-in deliverables online during non-studio days.

The assessment for the grades below will consider the final product along **with the process and effort to get there.**

Grade Percentage Distribution:

1a & 1b: Scales of Intervention & Modules 25%

2: Deployment: 25%

3: Catalog Contribution & Portfolio: 25%

4: Final Output / Participation in Studio: 25%

See attendance policy for potential grade impacts.

Required Texts/Readings/Special Materials

As part of the learning process, readings and materials will be provided throughout the semester. However, given the research focused aspects of this studio, much of the content necessary will be discovered and disseminated via the study as specific topics and areas of focus are considered.

Instructional Methods

Course information (syllabus, calendar, assignments) and announcements will be conveyed via **Teams- a page will be created once the course begins. All digital deliverables will be to this teams page.**

The teams page should be utilized to collaborate and as a fluid location to place questions, work, and ideas. The studio will make use of experimental, proven and collaborative methods of teaching urban design, such as specific design assignments, desk crits (individual and group), informal public pin-ups/reviews and discussions, formal design juries, lecturing, design workshops, readings, field trips, etc

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Course Schedule

Please see the annotated class schedule link on the Teams Page. This will include potential hybrid days, topics, lectures, in-class assignments and other assignment dates. Please note that this schedule is subject to periodic revisions throughout the term. The Annotated Schedule will always be updated on Teams.

Notable Dates for the semester are listed below.

Progress check-ins and informal crits not shown but key to studio success.

8/26	First Day of Class. Review Portfolios. Intro Discussions. Assignment 1A.1 given.
8/31	Assignment 1 due. In-class work session: Scales of intervention. Assignment 1A.2 given.
9/7	Labor Day: No Studio
9/9	Assignment 1A.1 Scales of Intervention Due, Assignment 1B.1 given.
9/21	Assignment 1B.1: Initial Pin-up
10/5	Fall Break
10/7	1.A & 1.B Final Pin-up (Midterm Review) Assignment 2.1 given.
10/12	In-class work session: Deployment..
11/2	Assignment 2.1 Initial Pin-up
11/20	Final Review (Gallery Style) / Catalog Draft
11/30	Work on Catalog / Portfolios- In studio
12/2	Work on Catalog / Portfolios- In studio - Last day of in-class studio
12/4	Online submission of final book and portfolios
12/7	Portfolio Event 6-9 PM (in lieu of studio)

Assessment

The design process is as important as the final product. As such, project grades will be assessed based final deliverables and a student's display of iterative design thinking during desk crits and pin-ups. The grade scale below is for all individual components of the course as well as for completion of the final course grade.

Points Grade Description

0 - 100 A: Excellent

This grade reflects that your project and work represent both a clear understanding of studio themes and criteria and is a self-motivated exploration beyond the basic course requirements. Projects that receive grades of "A" are exemplary projects in terms of concept, production, and craft.

80 - 89 B: Good

This grade reflects that you have met the full requirements of the studio, and that your projects were developed to a point where evaluation can be made relative to the studio's essential themes and criteria

70 - 79 C: Satisfactory

This grade reflects that you have met the basic requirements of studio, and your project is plausible, even if substantially under-developed

60 - 69 D: Poor

This grade reflects that you have significant attendance problems, poor studio performance, failure to meet deadlines, non-fulfillment of the basic requirements of the studio, and/or your project is not able to be evaluated relative to the studio's essential themes and criteria

0 - 59 F: Failure

This grade reflects a failure to meet the studio requirements, including attendance.

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No incompletes will be awarded without appropriate reason or without a prior meeting, either in person or on Teams, between the student and the instructor. All assignments must be completed to receive a passing grade in the class. Incompletes will be granted only under extraordinary circumstances.

At the end of the term, students are asked to complete the online course evaluation for all courses at Georgia Tech.

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CIOS

At the end of the term, students are asked to complete the online course evaluation for all courses at Georgia Tech (<https://gatech.smartevals.com>). Please note that CIOS scores and comments have different degrees of visibility based on roles:

Reporting access by role	CIOS Scaled Results	CIOS Comments	TA's Scaled Results	TA's Comments
Instructor	Their Own	Their Own	All within their own course	All within their own course
TA Supervisor	N/A	N/A	All within their own course	All within their own course
Teaching Assistant	None	None	Their Own	Their Own
School Administration	All within their own unit	None	All within their own unit	All within their own unit
Students	All – Summary only	None	None	None

More information is available here: <https://academiceffectiveness.gatech.edu/surveys/cios/cios-faqs/studentfaq>

Supplemental Information

COURSE POLICIES

Academic Integrity and Conduct

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. All Georgia Tech students should familiarize themselves with and abide by the Georgia Tech Honor Code: <http://www.catalog.gatech.edu/rules/18/>. Faculty shall report instances of academic dishonesty to the Office of the Dean of Students.

For expectations of student and instructor conduct more generally, consult section 19 of the catalog listed above, entitled "Code of Conduct," <http://www.catalog.gatech.edu/rules/19/>, and section 22, entitled "Student-Faculty Expectations," at <http://www.catalog.gatech.edu/rules/22/>.

All persons in the classroom are expected to behave with courtesy towards others and in a way that does not interfere with the regular conduct of the class. Cell phones are to be turned off when students enter the classroom and should remain off for the duration of the class; laptop computers are to be used only for taking notes; and students should not engage in private conversations while the instructor or other students are speaking. Anyone not adhering to these basic courtesies will be asked to leave.

AI Policy

Utilization of AI tools is likely to be normalized as part of our profession. However, utilizing these tools requires that you first understand the information or data you are seeking so that you are able to adjust the tool to create accurate and successful content. As such, it is of paramount importance that you utilize your time as a student to learn these fundamentals so that you can use the tools properly in the future.

Limited Generative AI Use Permitted

Use of Generative AI is permitted in this course but only within instructor-approved boundaries (e.g., drafting assignments, stages of writing, or support tasks such as grammar refinement or coding assistance). If allowed, its use must be transparent and documented in a required AI Usage Statement with each submission.

The statement must include:

- Tool used and date of access
- The input (prompt) you provided
- A copy of the output
- A description of how you used or edited the AI-generated content

Failure to follow these guidelines—including using Generative AI when it is not permitted or failing to disclose its use—may be considered a violation of Georgia Tech’s academic integrity policies. When in doubt, always consult your instructor before using Generative AI.

Accommodations for Students with Disabilities

Any student with a disability who may require accommodation should contact the Office of Disability Services at 404-894-2563 or visit <http://disabilityservices.gatech.edu> to make an appointment to discuss their special needs and obtain an accommodations letter. They should also schedule an appointment with the course instructor to discuss their learning needs.

Active Participation/Attendance

Active Participation at all class meetings is mandatory and crucial to the successful completion of the class. Absences will be excused only for medical or family emergencies, Institute-approved events, and religious holidays documented in writing. (According to a new policy, you must notify your instructor in writing during the first two weeks of the semester about any anticipated absences for religious holidays.) Late arrivals will be counted as absences.

Attendance of SoA lectures during studio time on Monday or Wednesday from 12:30-1:30 p.m. is required for M. ARCH students and highly recommended for our BS ARCH, MS, and Ph.D. students.

NOTE: Absences due to special and/or unforeseen circumstances must be discussed with the instructor as early as practically possible.

Missing three classes without an approved excuse will result in a letter grade reduction. Missing more than three classes, excused or unexcused, might result in a meeting with your instructor and the Architecture Program Office to determine a course of action, and can result in an incomplete grade (I) or a failing grade (F) in this course.

Students are highly encouraged to submit any class absence verification that is required due to documented illness, hospitalizations, accidents, death in the family, family emergencies, and lengthy illnesses to the dean of students.

(<https://studentlife.gatech.edu/request-assistance>)

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Approved Communication Platforms

https://gatech.service-now.com/home?id=kb_article_view&sysparm_article=KB0023604

Archiving

At the end of the semester, all students are required to submit physical and/or digital examples of their work to their instructors or administration for archiving no later than one week after the end of term. By enrolling, each student grants a license to reproduce and display their work online, in forthcoming print publications, and in public exhibitions.

College of Design Facility Rules and Guidelines

Please consult the [Georgia Tech Student Handbook](#) regarding the use of facilities and all Institute policies. Aerosol sprays of any kind are strictly banned from the studio and surrounding areas. A spray painting booth is now in operation in the College of Design shop on the ground floor of the East Architecture Building.

Course Expectations & Guidelines

Per the [GT Catalog](#), all work produced in the College of Design as part of a degree program becomes the property of the College; it may be retained or returned at the discretion of the faculty. The faculty of the School of Architecture also reserves the right to refuse credit for any project executed outside the precincts of the College or otherwise produced without proper coordination with the faculty.

Students are expected to work in studio, during and between class times. Each student is responsible for their own work. This applies to team projects as well as individual projects. Constructive criticism is central to the learning experience of the studio, whether in one-on-one scenarios or informal group discussions. To provide proper critique, students are expected to be prepared for desk critiques.

Creative production is a result of both personal initiative and time management. Students are required to participate in studio activity for the full duration of the scheduled class time. There will be periods of studio, and full studio sessions through the semester where you are expected to attend studio and work without direct instruction. You should always take advantage of this time! The two-day studio schedule allows for the studio to truly be treated as a research-endeavor.

Emergencies

In case of emergency (e.g., fire, accident, or criminal act), please call the Georgia Tech Police at 404-894-2500. Please note that Perry Minyard, IT Support Administrator for the College of Design, is also a firefighter and an Emergency Medical Technician (EMT) certified in performing CPR.

Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Extensions or late submissions will be allowed only for medical or family emergencies or for Institute-approved events and religious holidays documented in writing.

(According to a new policy, you must notify your instructor in writing during the first two weeks of the semester about any anticipated absences for religious holidays.) Late arrivals submission without prior notice or lack of participation for in-class assignments will automatically count as a letter grade deduction.

Library & Archives

Need to do research but don't know where to start? Contact your Architecture Library subject specialist, Catherine Mancini (catherine.mancini@library.gatech.edu), for research help and information on available resources.

Contact your Architecture Archives liaison, Jody Thompson (jody.thompson@library.gatech.edu), for assistance with archival research and collections.

Georgia Tech Library website: <https://library.gatech.edu/>

Georgia Tech Archives website: <http://library.gatech.edu/archives>

Georgia Tech Values Statement

At Georgia Tech, we see different backgrounds and perspectives as essential to learning, discovery, and creation. We strive to remove barriers to student success and to build a welcoming community where everyone has the opportunity to contribute to our mission. As outlined in our strategic plan (<https://strategicplan.gatech.edu/values>). We want to create an environment of holistic learning where all

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individuals can grow and learn to lead healthy, purposeful, impactful lives.

Ownership

For the purposes of continuous improvement efforts, such as accreditations and periodic program reviews, the School will select samples of student work submitted to satisfy course requirements. This includes digital files, papers, drawings, models, etc. Collected samples may be returned to students upon request.

Studio Housekeeping

Daily Workspace Maintenance

Keep Your Space Organized

Maintain an organized workspace that respects those around you. Avoid clutter that could distract others or create safety hazards.

Drawings and Models

Store drawings in designated areas and keep models and materials off the floor. Items left on the floor will be considered trash and discarded by cleaning staff.

Food Policy

No food is permitted in studio during class hours. Dispose of all food-related trash immediately in designated bins.

Desk Assignment

Use only your assigned desk unless you have prior permission to use another workspace.
Materials and Production

Surface Protection

Never use spray paint, spray adhesive, paint, stain, plaster, concrete, resin, or similar materials on unprotected surfaces. Conduct this work at the CoD shop or other designated facilities.

Cutting Materials

Always protect desk surfaces when cutting materials. Direct contact can cause permanent damage.

Daily Cleanup

Clean your workspace at the end of each day: organize your desk, dispose of trash, and return equipment to proper storage.

Shared Equipment

Clean up after using machinery in the CoD shop, DFL, laser cutter rooms, or other shared spaces. Neglected facilities will be closed until properly cleaned.

End-of-Semester Requirements

All personal belongings and materials must be removed by the announced deadline. Studios and lockers are completely cleared during winter break, summer break, and before the End-of-Year Show. Items remaining past the deadline will be discarded. Failure to comply may result in an Incomplete grade or grade reduction.

Review Space Protocol

- Remove your work immediately after presentations—others may discard items left behind
- Dispose of trash in designated bins
- Protect wall surfaces from damage or marks
- Return chairs to their original positions