

COCONINO COMMUNITY COLLEGE

COURSE OUTLINE

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A. Identification:

1. Subject Area: Construction Technology Management
2. Course Number: CTM 120
3. Course Title: Building the Human Environment
4. Credit Hrs: 3
5. Catalog Description:

Addresses architectural design and construction building practices, including aspects of their psychological and environmental impacts. Historical, current and projected solutions to the human need for shelter and infrastructure are explored. Three lecture.

B. Course Goals:

The goal of this course is to allow students to experiment with various needs in the constructed environment. Students will learn to balance aesthetics with practical design considerations and the needs for environmentally conscious design principles. By examining historical and cultural perspectives, students will gain insights into current design and building practices.

C. Course Outcomes:

Students will:

1. Identify and explain architectural and building practices in the United States.
2. Identify cultural communities in terms of the residential structures within those communities and explain cultural and climatic influences as they impact residential dwellings historically, currently and in the future.
3. Determine what might comprise an ideal personal environment, justifying choices and subsequently creating drawings that represent this environment.
4. Evaluate desirable patterns for regions, communities and individual dwellings by engaging in discussions of perception, future impact and positive/negative opinion.

D. Course Content:

Will include:

1. Defining environment
 - a. The language of choices
 - b. Interpreters/Pioneers of pattern development
2. Individual design activity
 - a. Pre-design composed of written submittals for project approval.
 - b. Design with written submittals on design decisions
 - c. Cost of construction

d. Construction

e. Related professions

3. Defending design decisions and choices.
4. Team project for the design of a public use structure.
5. Summarization and defense of design decisions.