

WEEK	DATE	ACTIVITY	FORMAT
1	13-Aug-20	Thurs (am): Introduction - Studio Brief, Schedule, Studio and Safety Rep Thurs (pm): VR Project - BCA by Mitch Goh (https://t.me/bcacommunity)	F2F
2	20-Aug-2020 & 21 or 22-Aug-20	Thurs (am): Individual Presentations : Invisible Cities interpreted (2D / 3D) Thurs (pm): Immersive Environment Workshop Part 1 (VR/ MR demos) Fri/Sat (am): Immersive Environment Workshop Part 2 (continued?)	F2F
3	27-Aug-20	Thurs (am): Paired Project Consultations part 1 Thurs (am): Paired Project Consultations part 2 6-7pm: Zoom discussion on <i>Venice, An Odyssey</i> w Neal E. Robbins - TBC	Online
4	3-Sep-20	10-11am: Zoom lecture on 'We are Millennials, Mobilised' AY1920 studio for M.Arch 2 Contemporary Theories: Representation seminar 12-6pm: Pin-up - Paired Project proposals and Digital Tech Consults 1	F2F/Online
5	10-Sept-20 & 11 or 12-Sep-20	Thurs (am): Paired Project Studio Consultations Thurs (pm): Visit - Hothouse w Jake Tan (https://h0t.house/About) - TBC Fri/Sat (am): 1/2 Day workshop w Dr. Zdravko Trivic on <i>City and Senses</i>	Online Site Visit F2F
6	17-Sep-20	Interim Crit 1 (DOA TO INFORM TIME SLOTS) - Paired Project Prelims	F2F
Recess	19 - 27-Sept-20	NO STUDIO!	
7	1-Oct-20	Paired Project Studio Consultations	Online
8	8-Oct-20	Paired Project Studio Consultations and Digital Tech Consults 2	F2F/Online
9	15-Oct-20	Paired Project Studio Consultations	Online
10	22-Oct-20	Paired Project Studio Consultations	Online
11	29-Oct-20	Interm Crit 2 - Paired Project Intermediate; sharing session	F2F
12	5-Nov-20	Paired Project Studio Consultations	Online
13	12-Nov-20	Paired Project Studio Consultations (optional)	Online
Reading	20-Nov-20	FRIDAY: FINAL CRITS (DOA TO INFORM TIME SLOTS)	F2F
Exam Week	23 - 30-Nov-20	Final Crit feedback, Studio Report, Reflections by students and Documentation uploads to MNS website	F2F/Online

Imdentity Form,
Risk Assesmt,
5 max / group

TUTOR: Dr. Simone Shu-Yeng CHUNG

ASSISTED BY: Ms. Mary Ann NG

Author/ Editor	Year	Title	Deadline
Calvino, Italo	1972	Invisible Cities (PDF online https://designpendata.files.wordpress.com/2014/06/calvino_italo_invisible_cities.pdf)	Pre-W1
Howard, Deborah	2000	Venice and the East - Foreword, Chap 2, 4 and Conclusion (PDF excerpts from tutor)	Pre-W1
Robbins, Neal E.	2019	'Deep Trouble: can Venice hold back the tide?' (online in The Guardian newspaper, https://www.theguardian.com/environment/2019/dec/10/venice-floods-sea-level-rise-mose-project)	Pre-W1
Robbins, Neal E.	2020	Venice, an Odyssey: Hope and anger in the iconic city (students to purchase own Kindle copy on Amazon)	W1-W3
Lim, Jason	2020	'Augmenting the Creative Intellect', <i>The Singapore Architect</i> 18, pp.98-101 (https://issuu.com/thesingaporearchitect/docs/tsa18_experience_single)	Pre-W2
Ryan, Marie-Laure	2018	'Narrative in Virtual Reality', <i>Facta Ficta Journal of Narrative, Theory and Media</i> Issue 2 No 2, pp.92-111 (https://factafictajournal.files.wordpress.com/2019/10/facta-ficta-nr-2-2-2018-transmediality.pdf)	Pre-W2
Ryan, Marie-Laure, et al	2016	Narrating Space / Spatializing Narrative - Chaps 1, 2, 4 and 5 (e-book from NUS Library)	W2-W4
Chung, Simone Shu-Yeng and Douglass, Mike (eds)	2020	The Hard State, Soft City of Singapore (e-book from NUS Library)	W2-W4
Jason, Jerald	2016	The VR Book: Human-Centred Design for Virtual Reality (e-book from NUS Library)	Reference
Pallasmaa, Juhani	1996	The Eyes of the Skin: Architecture and the Senses	Supp
Zumthor, Peter	2006	Atmospheres: Architectural Environments, Surrounding Objects	Supp
Lynn, Greg and Kosinki, Joseph	2017	'Seeing the Digital, in Hollywood', <i>Canadian Centre for Architecture</i> (https://www.cca.qc.ca/en/articles/issues/4/origins-of-the-digital/49449/seeing-the-digital-world-in-hollywood)	Supp
Stokes, Benjamin	2013	'Civic Engagement and Game Design Thinking', <i>The Participatory Cultures Handbook</i> , ed. A. Delwiche and J. J. Henderson, pp.143-152 (e-book from NUS Library)	Supp