48:505 THESIS MATRIX

	LEARNING OBJECTIVES	LEARNING STRATEGIES	PRODUCT + PROOF
CREATIVITY	Demonstrate creativity through fluid reasoning – to use the capacity to think logically and solve problems in novel situations	Studio practice and dialogue.	Creative synthesis, organizational logic and an understanding of an effective relationship between concept and form.
RESEARCH	Apply research and planning methods to a design project.	Tutorials and discussion of the use of gathered information and experimentation to explore a proposition.	Thoroughness of research in the project development.
TECHNICAL	Develop design prospects through modeling, scripting, simulation, fabrication or other media relative to the inquiry.	Discussion with other fields of expertise that bear relavence to the expanding definition of architecture.	Effective use of appropriate technical expertize.
CONTEXT	Utilize critical and contextual research to place the proposition in terms of historical and contemporary theoretical and cultural issues.	Explore literature, library, archives and web resources.	Referencing of pertinent social, theoretical, historical and cultural context.
COMMUNICATION	Communicate effectively through visual, verbal and written form.	Multiple modes of representation can be employed. Elicit response by presenting drawings, models (physical and digital), analysis mapping and prepare verbal presentations.	Quality of communication in visual verbal and written form, through discussions, essays, models, presentations and documentation of the process.
ORGANISATION	Demonstrate motivation by employing professional and organizational skills to work individually and collaboratively	Use planning tools, scheduling and consistant review of progress.	Personal initiative, meeting deadlines, attendance, communication, teamwork, managing of advisory committee.

5th March 2013