

What is Architecture

The art or practice of designing and constructing buildings.



An Architect Is...

Someone who is specifically trained and licensed to work on the planning and design of buildings.





SKILLS NEEDED

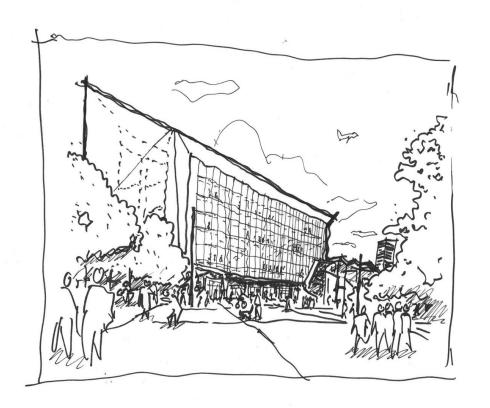
Design Thinking

STEAM

Sketching / Drawing

Organization

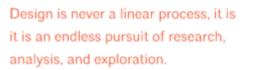
Communication - **Verbal and Visua**

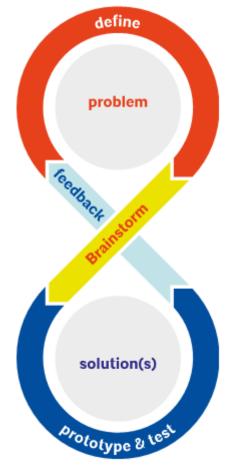


DESIGN THINKING

Process:

- 1. Identify Problem
- 2. Constraints Established
- 3. Brainstorm and discussion
- 4. Feedback
- **5.** Refinement and testing
- 6. Solution Discovered

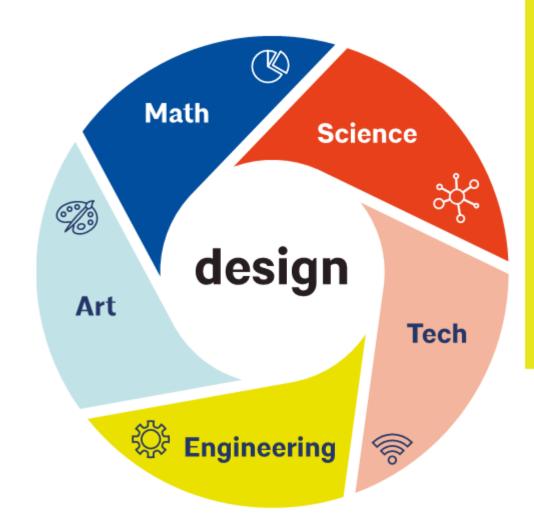






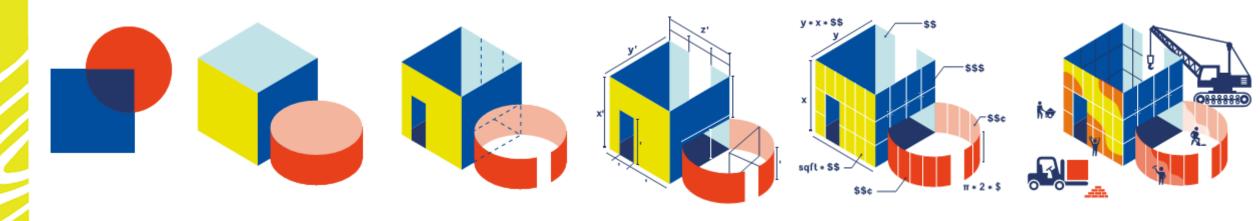
STEAM

Design is the creative side of STEAM which is very technically focused.



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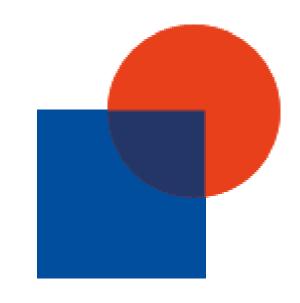
STAGES OF DESIGN







PROGRAMMING



Research • Gather Info • Summarize

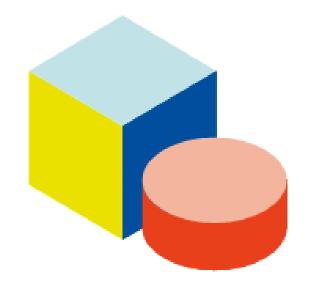
CONCEPT & IDEAS

The programming or the pre-design phase, is about problem-seeking. During this phase, the scope is determined for the work to be designed.





SCHEMATIC DESIGN



Form • Function • Choices

SPATIAL PLANNING

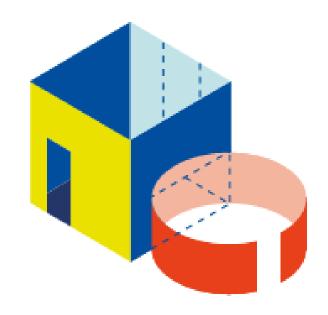
During the schematic design phase, the basic form of the building starts to take shape.







DESIGN DEVELOPMENT



Develop • Guide • Enhance

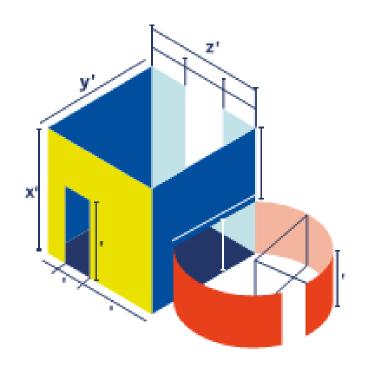
DECIDING ON THE DETAILS

The design development phase builds on the basic idea from schematic design and begins to refine and enhance the project.





CONSTRUCTION DOCUMENTS



Details • Refine • Collaborate

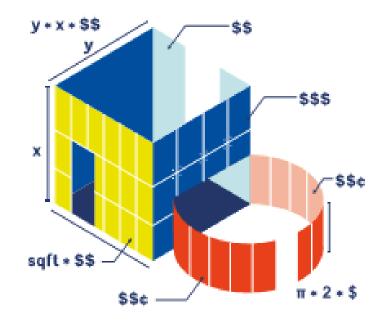
DETAILING TO BUILD

This phase is about preparing detailed drawings of the project and coordinating with multiple team members. These drawings will be used to build the project on-site.





BIDDING



Cost • Estimates • Dollars & Cents

PAYING FOR IT

This phase breaks the project into pieces that can be estimated and a cost can be applied to the project. This cost can range depending on the market at the time.





CONSTRUCTION ADMINISTRATION



Review • Observe • Build

OBSERVING CONSTRUCTION

This is where the project goes from a drawing to a real building. The architect ensures the built project matches the design drawings.





DAY IN THE LIFE



Present ideas to clients

Collaborate with consultants

Oversee construction







PATH TO BECOMING AN ARCHITECT

01 Education

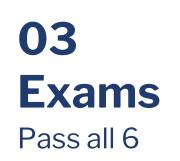
Finish School



02 Experience

Architectural Experience Program (AXP)













WHAT CAN YOU DO NOW?



Be Curious!

Keep learning and asking questions.





Visit an Architect.

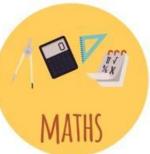
Tour buildings with them.













Check out your city!



Closing





Are you interested in learning more?

PLEASE CONTACT:

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NOMA Kansas City secretary.nomakc@gmail. com