UF UNIVERSITY of FLORIDA

URP 6871 - Planning and Design 1

3 Credit Hours, FALL 2025

INSTRUCTOR

- **Instructor**: Zhaoxi Zhang, Ph.D.
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- **Office hours**: 12-1pm, Wednesdays, during campus hours above or by appointment
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TIME AND LOCATION

- **Meeting Time:** update later
- **Location:** update later

COURSE INFORMATION

Course Description:

This course offers a comprehensive introduction to urban design, emphasizing both theoretical foundations and practical applications. It explores core urban design values and principles, six dimensions of city form (i.e., Morphological Dimension, Visual Dimension, Functional Dimension, Perceptual Dimension, Social Dimension, Temporal Dimension), the design process, design patterns, and a range of strategies. Meanwhile, this course also covers the contemporary urban design issues by introducing five themes (Urban Metabolism, urban health, Urban Resilience, 15-Minute City and Tactical Urbanism, Smart and generative design), to help students understand the challenges and tasks of today's urban designers. The course is structured in two integrated parts:

1. **Part I (Weeks 1–8)** focuses on building a strong theoretical foundation. Through a series of structured lectures and in-class exercises, students will explore the fundamental principles, key concepts, and essential knowledge of urban design. Individual assignments will allow students to practice and reflect on the design principles discussed each week. A short case study presentation will allow students to apply what they have learned to analyze real-world urban design scenarios.
2. **Part II (Weeks 9–16)** emphasizes application. Each week will introduce a specific urban theme, enabling students to examine how design principles are adapted to today's rapidly evolving urban challenges. Students will collaborate in teams to conduct a six-week design project: analyze a real-world urban site and propose design interventions using the concepts learned in the first half of the semester.

   To support hands-on design work, the course will introduce digital tools such as SketchUp for 3D modeling and DepthMapX for 2D spatial analysis. In addition, systems thinking methods—including Causal Loop Diagrams (CLDs) and power-interest grids for stakeholder analysis—

will be incorporated to help students grasp the complexity and interconnectivity of urban design processes.

Multimedia resources (e.g., videos) and serious games will further enhance learning by demonstrating real-world applications and encouraging students to critically explore the social, environmental, and technological drivers of urban development. Ultimately, this course equips students with the theoretical insight and practical skills necessary to understand and contribute to contemporary urban design practices.

Prerequisite Knowledge and Skills: None

Course Purpose:

The purpose of this course is to introduce students to the theoretical foundations of urban planning and design, and to guide them in applying these principles to urban design practice. First, students will develop a strong understanding of how cities are structured and organized, considering both physical and non-physical attributes. Second, they will apply systems thinking to address the complexity of urban design and explore a variety of strategies for tackling contemporary urban development challenges. Third, students will learn to improve urban environments using fundamental design principles that shape how individuals perceive, experience, and navigate urban spaces. In addition to theoretical content, the course will introduce graphic communication methods to help students better comprehend, evaluate, and effectively convey concepts and ideas related to city planning and design.

Course Goals/Objectives:

By the end of this course, students will:

- Be equipped with knowledge of urban design values, principles, and strategies, and be able to apply this knowledge in design practice.
- Learn to effectively analyze the various components that shape cities—past, present, and future—by examining system organization and visual elements across different scales.
- Demonstrate research and critical thinking skills that reflect an understanding of the various dimensions and aspects relevant to urban and regional planning.
- Apply knowledge of urban design theories, both historical and contemporary, as well as organizational, institutional, and policy-related data and processes relevant to urban and regional planning.
- Understand and discuss cultural sensitivity, teamwork, professional conduct, and the importance of communication skills in relation to presentations and the final design project.

How this course relates to the student learning outcomes in the department of urban and regional planning:

Students taking this course will (1) gain an understanding of the evolution of urban design from historical to contemporary contexts, (2) improve their critical thinking and system-thinking in regards of planning design, for example, using Causal Loop Diagrams to analyse their design feedback loops, (3) enhance their 3d modelling and graphical skills level, (4) learn

basic design principles, design strategies and skills from theory introduction lectures, in-class exercise and design practice projects, (5) understand modern urban design ideologies and todays' urban design challenges, (6) develop practical presentation and team collaboration skills. All these skills are necessary to support research and professional practice understanding and presentation. Furthermore, these skills will help students to learn literacy design necessary to collaborate with other professionals in the design field (landscape architects and architects). Each student's work will be reviewed based upon the department's student learning outcomes as those relate to urban design theories.

COURSE WEBSITE

All material will be posted on Canvas, eLearning website. Canvas could be accessed at: https://elearning.ufl.edu. (update later). For any assistance with eLearning website, contact UF Computing Help Desk (http://helpdesk.ufl.edu/).

COURSE COMMUNICATIONS

- In person: in campus or during office hours.
- Online: office hours (via Zoom only by appointment), email communication through Canvas. All email communication should be through Canvas. Use UF email address only if you have an emergency and/or are unable to access the Canvas email.

COURSE MATERIALS

Required textbook:

- American Planning Association. (2006). *Planning and urban design standards* (F. Stout, Ed.). John Wiley & Sons.
- Bahrainy H. and Bakhtiar A. (2016) *Toward an Integrative Theory of Urban Design*. Springer International Publishing.
- Carmona, M., Heath, T., Oc, T., & Tiesdell, S. (2010). *Public places urban spaces: The dimensions of urban design (2nd ed.)* Elsevier Science.
- Farrelly, L. (2011). *Drawing for Urban Design*. Laurence King Publishing Ltd.

Optional References (several references might be used for assignments):

- Alexander, C., Ishikawa, S., & Silverstein, M. (1977). *A pattern language: Towns, buildings, construction.* New York: Oxford University Press.
- English Partnerships & The Housing Corporation. (2007). *Urban design compendium 2: Delivering quality places* (Llewelyn-Davies, Ed.).
- Gehl, J. (1987). *Life between buildings: Using public space*. New York: Van Nostrand Reinhold.
- Gehl, J. (2010). *Cities for people*. Washington, DC: Island Press.
- Global Designing Cities Initiative. (2016). *Global street design guide*. Island Press.
- Jacobs, J. (1961). *The death and life of great American cities*. New York: Random House.
- Long, Y., & Zhang, E. (2021). *Data augmented design: Embracing new data for sustainable urban planning and design*. Springer International Publishing.
- Lynch, K. (1960). *The image of the city*. Cambridge, MA: Technology Press.
- Lynch, K. (1971). *Site planning* (2nd paperback ed.). Cambridge, MA: MIT Press.

- UN-Habitat & World Health Organization. (2020). *Integrating health in urban and territorial planning: A sourcebook*. World Health Organization.

*(*Digital copies of the above books will be provided.)*

Supplementary References:

- Antoniades, A. C. (1980). *Architecture and allied design: An environmental design perspective. Dubuque*, Iowa: Kendall/Hunt Pub. Co.
- Barnett, J. (1982). *An introduction to urban design (1st ed. ed.)*. New York: Harper & Row.
- Bacon, E. N. (1976). Design of cities (Rev. 6th ed.). New York: Penguin Books.
- Collins, G. R. (1986). Camillo Sitte: The birth of modern city planning. New York: Rizzoli.
- Hes, & Hernandez-Santin, C. (2019). Placemaking fundamentals for the built environment (Hes & C. HernandezSantin,Eds.). Palgrave Macmillan.
- Jacobs, A. B. (1993). Great streets. Cambridge, Mass: MIT Press.
- Kostof, S. (1991). *The city shaped: Urban patterns and meanings through history.* Boston: Little, Brown.
- Laurie Olin (2008), *OLIN: Placemaking.* The Monacelli Press
- Lynch, K. (1984). *Good city form (1st paperback ed. ed.).* Cambridge, Mass: MIT Press.
- Madanipour, A. (1996). *Design of urban space: An inquiry into a socio-spatial process.* Chichester; New York: Wiley.
- Montgomery, C. (2013). *Happy city: Transforming our lives through urban design.* Farrar, Straus and Giroux.
- Project for Public Spaces. (2000). *How to turn a place around: A handbook for creating successful public spaces*. New York, NY: Project for Public Spaces.
- Trancik, R. (1986). *Finding lost space: Theories of urban design.* John Wiley and Sons.
- Watson, D., Plattus, A., & Shibley, R. (Eds.). (2003). *Time-saver standards for urban design*. McGraw-Hill.
- Whyte, W. H. (1980). *The social life of small urban spaces*. Washington, D.C: Conservation Foundation.

ADDITIONAL RESOURCES

Computer and Software:

Students are required to have a computer. The following software is expected to be used in this class for presentation and visualization needs.

- **SketchUp Make** (free version): Downloads for free at http://www.sketchup.com/download/all
- **Image/ photo editing tools** (choose one you are comfortable to use): 1) Gimp : Downloads for free at http://www.gimp.org/ ; 2) Corel Draw suite available for free via UFApp. 3) Adobe Illustrator and Photoshop.
- **Microsoft Office** (Word, Powerpoint): Downloads for free at http://www.it.ufl.edu/gatorcloud/free-office- 365-downloads/
- **ArcGIS Desktop** Request a Student Copy at http://www.geoplan.ufl.edu/software/student_license.php

- **DepthmapX:** https://www.spacesyntax.online/software-and-manuals/depthmap/
- **Serious game:** https://gamesforcities.com/database/

*Some software is also available in UF Apps (https://apps.ufl.edu). For any assistance with UF Apps, contact UF Computing Help Desk (https://it.ufl.edu/helpdesk/). **UF Libraries and Labs (links and web addresses to facilitate your access):**

- University of Florida (Library homepage): http://cms.uflib.ufl.edu/
- VPN connection (Off campus access): https://it.ufl.edu/get-help/infrastructure/network-infrastructure/vpn/

TEACHING PHILOSOPHY

In this course, I view teaching as a collaborative effort between the instructor and students, where mutual support, curiosity, and open dialogue are essential to growth. I encourage students to take an active role in their learning by reviewing assigned readings before class, engaging fully in in-class exercises and discussions, and thoughtfully completing homework assignments.

A minimum grade of B is required for general education credit. Achieving an "A" in this course requires more than just meeting minimum expectations. It reflects **high-quality performance**, **depth of understanding**, and the ability to **synthesize ideas into practical solutions or design actions**. I value initiative, critical thinking, and creativity—skills that are central to both academic and professional success in urban design.

Learning is a sustainable process - it evolves as we interact with the world around us. You learn as you go along. The most important things are maintaining an open mindset and your enthusiasm.

INSTRUCTIONAL METHODS

The course objectives will be achieved through **lectures, visual media/essay assignments, readings, cases studies, design practices and class presentations** as well as class discussions. All assignments, including the final project will have a weight in the final grade. Submitted assignments are required to meet scheduled deadlines and delivery dates. The evaluation and grading of assignments will include willingness to conduct effective and meaningful research, exploration of design options and alternatives, development and depth of visualization methods and techniques, and the ability to work independently.

Attendance (total 10 points):

- Attendance is mandatory, and punctuality is expected. Advanced notification of your absence via email is preferred. Students will be excused for missing class only if they provide valid medical or emergency documentation substantiating their absence. While in class, playing an active role during lectures and class discussions is encouraged. Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies. If you cannot make a class, you are still responsible for the material covered. Please review the materials before the next class. There will be 10 attendances taken, 1 point for each; being more than 30 minutes late will result in a 0.5-point deduction.

*Please review: Attendance Policies at UF: https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/#absencestext

Assignments (total 55 points):

There will be 6 assignments in the Part 1 (35 points). Each assignment is designed to help students review the concepts covered in the previous weeks. Assignment 1 to 6 are individual works.

- Assignment #1: City Collage: Understanding urban design (5 points)
- Assignment #2: DepthmapX practice (7 points)
- Assignment #3: Essay: roles of public space (5 points)
- Assignment #4: 3D visualization (7 points)
- Assignment #5: Stakeholder analysis practice (5 points)
- Assignment #6: Drawing: Causal Loop Diagrams for design practice (6 points)

Another 4 assignments in the Part 2 (20 points). Students will work in groups for the design practices. The assignments are intended to help them document and reflect on their design process. Specific requirements for the design drafts will be provided at the start of the project.

- Assignment #7: Problem definition and concept design (5 points)
- Assignment #8: Design Draft 1 (Strategy design) (5 points)
- Assignment #9: Design Draft 2 (Spatial design) (5 points)
- Assignment #10: Design Draft 3 (5points)

Presentations (total 35 points):

There will be two in-person presentations to assess students' learning. Students are required to submit their slides or reports after each presentation. Failure to present or to submit the required materials will result in a 10-point deduction. Specific requirements for the presentations will be provided on the class.

- Mid-evaluation: Case studies of urban design (15 points)
- Final evaluation: Final design projects (20 points)

Submission (Assignments, Exercises, and Projects):

- Unless otherwise arranged, the submission link in Canvas is the only accepted method of submission. Each assignment, exercise, and project will have its own submission link and should be submitted in a PDF format. Assignments must be submitted to Canvas by 11:59

pm on the day before the class to be counted on time unless otherwise specified. *Oral presentations and reports are due the day of the presentation.* Deadline extension will not be granted without prior approval by the instructor. Please use the following naming convention when submitting files:
Lastname_URP6871_Assignment_number#_YYYY_MM_DD

Student Workload

The federal definition of the credit hour as the equivalent to one hour of in-person instruction and at least two hours of out-of-class work per week in a 15 week semester. This course is 3 credit course, so it requires nine hours per week. Please use the following tables as reference to manage your engagement time.

Work	**Hours/week**
Lectures or talk	1.5-2 hours
In-class exercise	1.5-1 hours
Reading per week	1hour
Assignment	3 hours
Mid evaluation	1 hours
Final evaluation	1 hours
In total	9 hours

Late Submissions and Make-up policy:

- Late Submissions will lead to point reduction. For assignments/project submitted late *there will be a 2 points deduction for each day late for the first two days following the due date.* The assignment will not be accepted after two days late and a grade of 0(zero) will be issued. Exceptions could be made for extraordinary circumstances consistent with university policies
- Students with a valid reason will be permitted to submit assignments late, provided they present a suitable justification. However, it is essential for students to adhere to the designated deadlines for both presentation and submission of assignments; failure to do so will result in a deduction of grades.

Grading of Assignments

The grade for this course will be determined according to the following formula:

	Assignments/Activities	% of Final Grade
Participation (10%)	Attendance (Class participation)	10%
Theory building (50%)	Assignments from Part 1	35%
	Mid-Term Exam: Case studies	15%
Design Practice (40%)	Assignments from Part 2	20%
	Final Exam: Design project	20%

UF Grading scale:

Letter Grade	A	A-	B+	B	B-	C+	C	C-	D+	D	D-	S
Range	>92	90-92	87-89	83-86	80-82	77-79	73-76	70-72	67-69	63-66	60-62	<60

UF POLICIES

Academic policies and campus resources

For any needs, students can find the access to academic policies and resource through this website: https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/

Class attendance

Requirements for class attendance and make-up exams, assignments, and other work in the course are consistent with university policies. See UF Academic Regulations and Policies for more information regarding the University Attendance Policies.

University Policy on Accommodating Students with Disabilities

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the Disability Resource Center. See the "Get Started With the DRC" webpage on the Disability Resource Center site. It is important for students to share their accommodation letter with their instructor and discuss their

access needs, as early as possible in the semester.

Grading policies

Information on current UF grading policies for assigning grade points. This may be achieved by including a link to the University grades and grading policies.

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online. Students can complete evaluations in three ways:

The email they receive from GatorEvals

Their Canvas course menu under GatorEvals

The central portal at https://my-ufl.bluera.com

Guidance on how to provide constructive feedback is available at https://gatorevals.aa.ufl.edu/students/ . Students will be notified when the evaluation period opens. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/ .

The University's Honesty Policy regarding cheating, plagiarism, etc.

UF students are bound by The Honor Pledge which states "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Conduct Code specifies a number of behaviors that are in violation of this code and the possible sanctions. See the UF Conduct Code website for more information. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Netiquette: Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats to meet UF's policy.

In-class Recoding

Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal education use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. A "class lecture" is an educational presentation intended to inform or teach enrolled students about a particular subject, including any instructor-led

discussions that form part of the presentation, and deliver by an instructor hired or appointed by the University, or by a guest instructor, as part of a University of Florida course.

A class lecture does not include lab sessions, student presentations, clinical presentation such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or guest lecturer during a class session.

Publication without permission of the instructor is prohibited. To "publish" means to share, transmit, circulate, distribute, or provide access to a recording, regardless, of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third-party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040 Student Honor Code and Student Conduct Code.

GETTING HELP:

For issues with technical difficulties for the Canvas, please contact the UF Computing Help Desk at:

- http://helpdesk.ufl.edu/
- helpdesk@ufl.edu
- (352) 392-4357 - select option 2

Any requests for make-up due to technical issues **MUST** be accompanied by the ticket number received from helpdesk when the problem was reported to them. The ticket number will document the time and date of the problem. You **MUST** e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make- up.

Academic Resources

- Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.

- Library Support: Various ways to receive assistance with respect to using the libraries or finding resources. Call 866-281-6309 or email ask@ufl.libanswers.com for more information.

- Academic Resources: 1317 Turlington Hall, Call 352-392-2010, or to make a private appointment: 352- 392-6420. Email contact: teaching-center@ufl.edu. General study skills and tutoring.

- Writing Studio: Daytime (9:30am-3:30pm): 2215 Turlington Hall, 352-846-1138 | Evening (5:00pm-7:00pm): 1545 W University Avenue (Library West, Rm. 339). Help brainstorming,

formatting, and writing papers.

- Academic Complaints: Office of the Ombuds; Visit the Complaint Portal webpage for more information.

- Enrollment Management Complaints (Registrar, Financial Aid, Admissions): View the Student Complaint Procedure webpage for more information.

- UF Student Success Initiative: Visit https://studentsuccess.ufl.edu/ for resources that support your success as a UF student.

Campus Health and Wellness Resources

UF Whole Gator Resources: Visit https://one.uf.edu/whole-gator/discover for resources that are designed to help you thrive physically, mentally, and emotionally at UF.

UF UNIVERSITY of FLORIDA

TENTATIVE COURSE SCHEDULE:

Topics and Assignments

Week/ Date	Topic	Lecture/Exercise/ Activity	Reading/Preparation	Assignment Due
Part 1				
Week 1,	*Module 1:* **Introduction to Urban Design**	1. Introductions 2. Course and Syllabus review 3. Understand urban design 4. What is system thinking in urban design? 5. **Discussion:** video	Bahrainy H. and Bakhtiar A. (2016) *Toward an Integrative Theory of Urban Design* Hördur V. Haraldsson (2004) *Introduction to System Thinking*	Complete the pre-course survey before week 1 *Install SketchUp*
Week 2, *(attendance will be taken)*	*Module 2:* **Urban Design Development and Value**	1. Contemporary Movements 2. Urban Design today 3. Value of Urban Design 4. **Exercise:** introduction to 3D visualization	Bahrainy H. and Bakhtiar A. (2016) *Toward an Integrative Theory of Urban Design* Cabe UCL and DETR (2001). *The value of Urban Design*	**#1 Assignment:** City Collage: Understanding urban design: What does urban design mean to you? *Install DepthmapX*
Week 3, *(attendance will be taken)*	*Module 3:* **The Dimensions of Urban Design** I	1. Morphological Dimension 2. Visual Dimension 3. **Exercise:** Introduction to DepthmapX	Carmona, Matthew, et al. (2003) *Public Places – Urban Spaces: The Dimensions of Urban Design*	**Due of #1** **#2 Assignment:** DepthmapX practice
Week 4, *(attendance will be taken)*	*Module 3:* **The Dimensions of Urban Design** II	1. Functional Dimension 2. Perceptual Dimension 3. **Exercise:** Street building https://streetmix.net/	Carmona, Matthew, et al. (2003) *Public Places – Urban Spaces: The Dimensions of Urban Design* *Global Street design*	**Due of #2** **#3 Assignment:** Roles of public space
Week 5, *(attendance will be taken)*	*Module 3:* **The Dimensions of Urban Design** III	1. Social Dimension 2. Temporal Dimension 3. **Exercise:** advanced 3D visualization	Carmona, Matthew, et al. (2003) *Public Places – Urban Spaces: The Dimensions of Urban Design*	**Due of #3** **#4 Assignment:** 3D visualization *Register Miro*
Week 6, *(attendance will be taken)*	*Module 4:* **Urban Design Process**	1. Stakeholder collaboration 2. Approaches in process 3. Public participation 4. **Exercise:** stakeholder network, power-interest grid, influence-impact matric	Carmona, Matthew, et al. (2003) *Public Places – Urban Spaces: The Dimensions of Urban Design.*	**Due of #4** **#5 Assignment:** Stakeholder analysis practice

			https://miro.com/templates/impact-effort-matrix/	*Register Visual Paradigm*
Week 7, *(attendance will be taken)*	*Module 5* **Pattern, Language and Strategies for Design**	1. Principle and pattern language 2. Design strategies 3. Causal Loop Diagrams (CLD) for Design 4. **Workshop:** negative/positive loops between design and behavior	Daniel H. Kim (1992) *Guidelines for Drawing Causal Loop Diagrams* Hördur V. Haraldsson (2004) *Causal Loop Diagrams* https://kumu.io/	**Due of #5** **#6 Assignment:** CLD for design practice
Week 8, *(attendance will be taken)*	*Module 6:* **Urban Design in the Informative Age**	1. New tools and applications 2. Introduction to Data Augmented Design (DAD) 3. Urban design policy 4. **Exercise:** AI-generated design intervention	Long Y. and Zhang. E. (2020) *Data Augmented Design*	**Due of #6**
Week 9,	**Mid-evaluation**	**Student presentation: Case studies**	English Partnerships & The Housing Corporation. (2007). Urban design compendium 2: Delivering quality places (Llewelyn-Davies, Ed.).	**Due of #Mid-evaluation**
Part 2				
Week 10, *(attendance will be taken)*	*Theme 1:* **Urban Metabolism** *Final project Concept Review*	1. Agents and roles 2. Energy-efficiency 3. **Activity:** review the concept of the final project	American Planning Association. (2006). *Planning and urban design standards (F. Stout, Ed.).* John Wiley & Sons. Farrelly, L. (2011). *Drawing for Urban Design.* Laurence King Publishing Ltd.	**#7 Assignment:** problem definition and concept design
Week 11, *(attendance will be taken)*	*Theme 2:* **Integrate health into urban design and planning** *Final project Design Draft 1*	1. Walkability and bikeability 2. Healthy cities 3. **Activity:** review the design draft of final project (stage 1)	American Planning Association. (2006). *Planning and urban design standards (F. Stout, Ed.).* John Wiley & Sons. Farrelly, L. (2011). *Drawing for Urban Design.* Laurence King Publishing Ltd.	**Due of #7** **#8 Assignment:** Design Draft 1 (strategy design)

Week 12, *(attendance will be taken)*	*Theme 3:* **Urban Resilience** *Final project Design Draft 2*	1. Resilient cities 2. Micro-climate analysis 3. Environmental impact of urban design 4. **Activity:** review the design draft of final project (stage 2)	American Planning Association. (2006). *Planning and urban design standards (F. Stout, Ed.).* John Wiley & Sons. Farrelly, L. (2011). *Drawing for Urban Design.* Laurence King Publishing Ltd.	**Due of #8**
Week 13,	*Theme 4:* **15-Minute City and Tactical Urbanism** *Design Draft 2 and 3D Model Review*	1. Accessibility design 2. Livable cities 3. Playful cities 4. **Activity:** review the design draft of final project (stage 2)	American Planning Association. (2006). *Planning and urban design standards (F. Stout, Ed.).* John Wiley & Sons. Farrelly, L. (2011). *Drawing for Urban Design.* Laurence King Publishing Ltd.	**#9 Assignment:** Design Draft 2 (spatial design)
Week 14	**Holiday**			
Week 15	*Theme 5:* **Smart and generative design** *Design Draft 3 and 3D Model Review*	1. Digitalization 2. Generative design 3. AI chatbot for urban service 4. **Activity:** review the design draft of final project (stage 3)	American Planning Association. (2006). *Planning and urban design standards (F. Stout, Ed.).* John Wiley & Sons. Farrelly, L. (2011). *Drawing for Urban Design.* Laurence King Publishing Ltd.	**Due of #9** **#10 Assignment:** Design Draft 3
Week 16	**Final project presentations (online poster showcase)**			**Due of #Extra Assignment** **Due of #10** **Due of #Final-evaluation**