CIHAN UNIVERSITY/SULIMANIA, ARCHITECTURAL DEPT.

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# Logic and Design Methodology

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# Structure



## Goals

- To clear architecture as a cognitive process and how can architect solve their problems.
- To construct a adequate information base for understanding the architectural decision making.
- To formulate the science bases of architectural profession
- To know different methods that architect use to do their work.
- ▶ To be familiar with term deal with the subjects.

## Nature of the subject

#### Theoretical

#### Argumentative

# Logic 6 Lectures

- Definitions, tools, types, cognitive cycle, interpretation of thinking processes.
- ► Thinking in architecture
- Logic, logical thinking (reasoning), tools and procedures.
- Logical inference types Deduction and Induction
- Analogy in logic and analogy in architecture
- Logical thinking in architecture

# Design Methodology 6 Lectures

- Philosophy, Epistemology, and Methodology
- ► The role of methodology in architecture
- Black box methods
- Glass box methods
- Mixed methods
- Concept in architecture

## Outcome

#### Think reasonably

#### Concept generation

#### Analyses, Synthesis, Evaluation

### To know how to:

Understand what we are reading

- Understand what we are hearing
- Understand what we are seeing

# comprehension

# To apply our comprehension into:

- Life
- Work
- Abilities
- Skills

# Knowledge

### Assessment and marks breakdown

