

Real' 'Live' Architectural Projects at the University of Portsmouth

Martin Andrews, Tod Wakefield, David Goodman, Emma Travers, Amy Walker

University of Portsmouth/ The Project Office

'Core Curriculum', 'Extracurricular', 'Quasi Live', 'Non-hypothetical', 'Real'; with so many terms being used to describe 'Live' projects situated within the context of architectural education, what makes a 'Live' project truly 'Live'? The Case Study: The Project Office 'Field Trip' 2009 to 2014. Many (if not all) Schools of Architecture advocate the educational benefits to students of travelling, whether internationally or within the United Kingdom. In addition to the usual 'Field Trips' offered by the Portsmouth School of Architecture, the Project Office invites students from across the School to engage with a 5-day 'Live' project working with a 'Real' Client located within Portsmouth or Hampshire. Judged by the Client, prizes are awarded at the end of the week to the best design projects. Year-on-year, what attracts students to this type of 'Field Trip'? Why choose a 'Field Trip' that requires hard work, tight time constraints, group working and presenting to a lay-client?