

Academic Statement and Teaching Portfolio:

Dr Graham Cairns

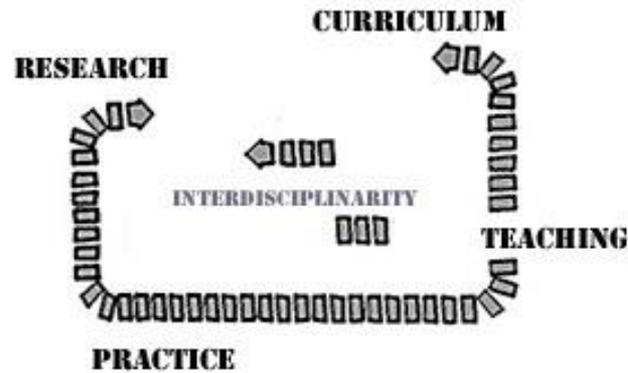


Pedagogy – Architecture and Interiors

RESEARCH - PRACTICE



HISTORY AND THEORY



STUDIO TEACHING



Graham Cairns has taught architecture and interiors at undergraduate and graduate levels on three continents. He has advised PhD students and post-doctoral scholars and worked across design and media disciplines.

Pedagogical Goals and Philosophy

In terms of teaching, Graham Cairns draws upon two pedagogical qualifications in higher education instruction and 20 years' experience in different teaching roles: in architecture and interiors; in history and theory, cultural studies, design studio and construction; and at undergraduate, masters and doctorate levels. He employs a collaged-coherence model of education that ensures students acquire and develop a wide range of skills, attributes, knowledge and critical capacities. However, it also allows them to develop their own specialist areas of interest and expertise as they progress through the curriculum, and when they continue their development as professionals.



There are three principle features of this model:

The first is concerned with the sequential and developmental nature of learning

The second deals with 'critical multiplicity' - the varied skills and attributes increasingly necessary to the world of work.

The third is concerned with interdisciplinarity as a prism through which students must naturally learn to think and work.

Teaching: **RESEARCH** and **PRACTICE**

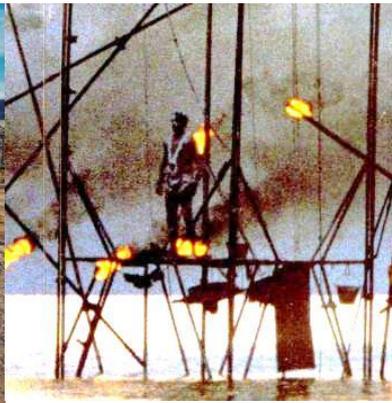
Diverse research areas are embedded into design projects, theoretical essays, historical analysis and construction projects



Film - Cinema



Socio-Political



Performing Arts



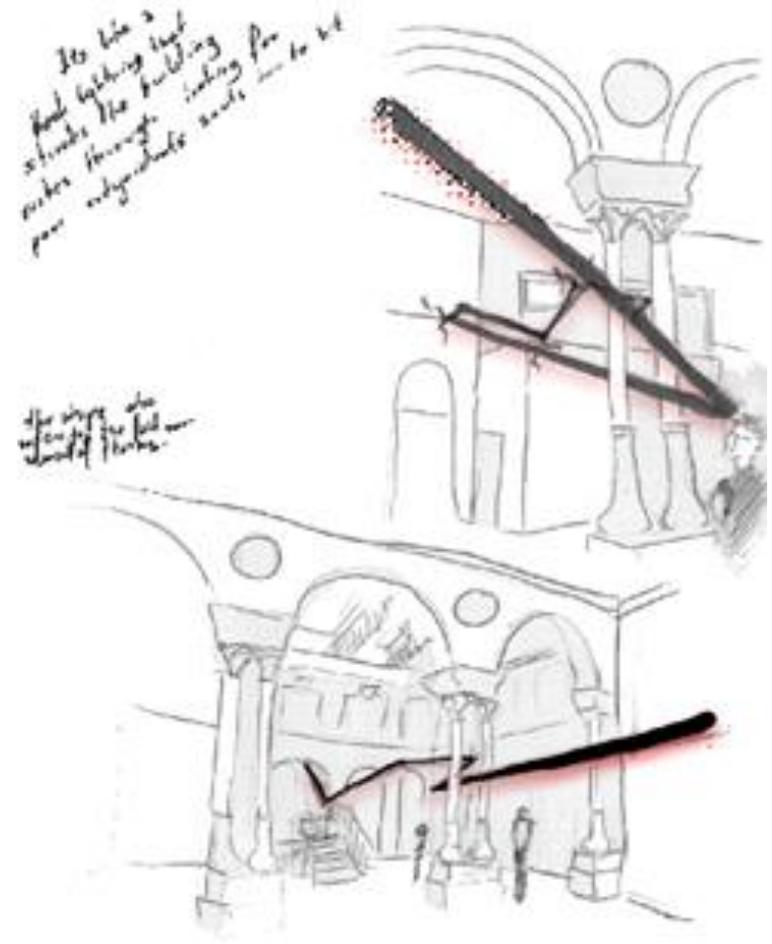
Visual Culture

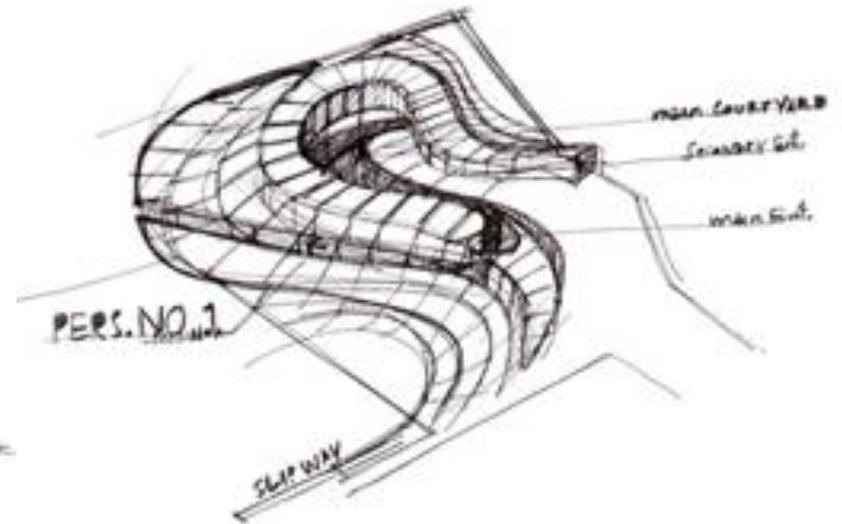
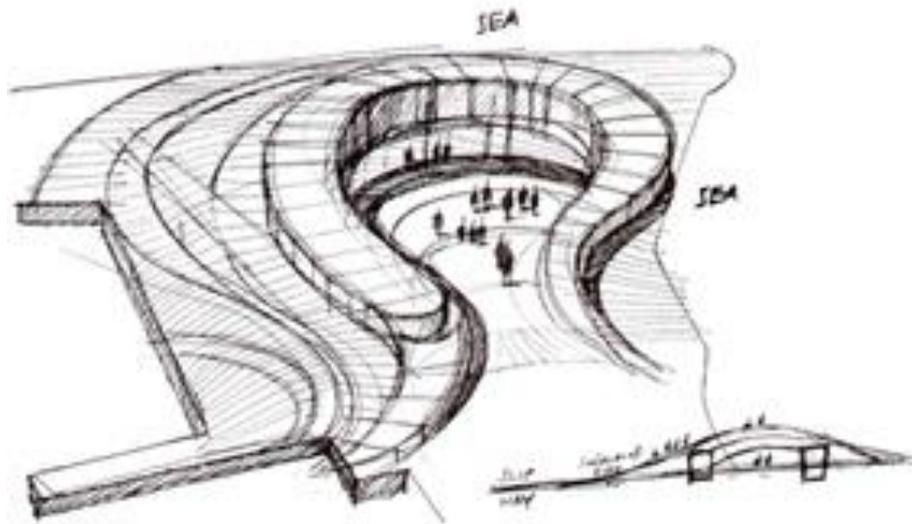


Advertising



Lectures, seminars, tutorials, visits, analytical drawing and critical analysis are all teaching tools used to develop a student's understanding and critical thinking of history and theory – and their relevance to contemporary design.





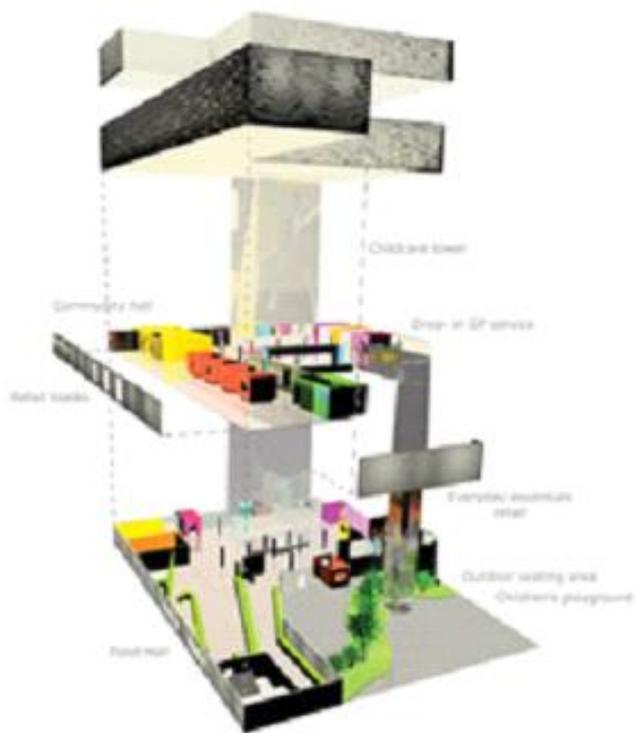
Teaching: **DESIGN STUDIO 1**

Thinking
Questioning
Challenging
Experimenting
Creating

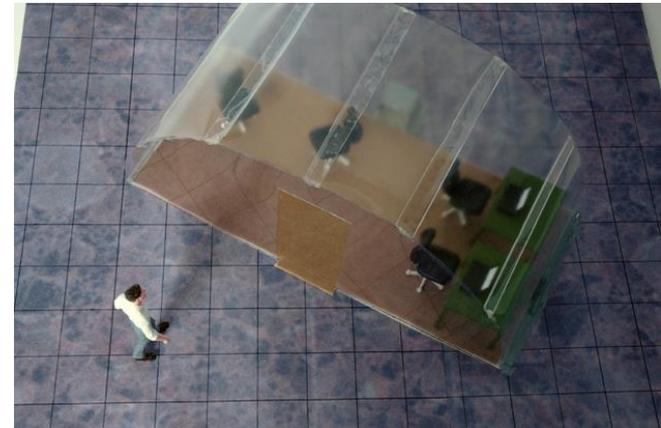
Quick model making, open ended debate, explorative sketching....

Techniques to initiate the project.





Teaching: **DESIGN STUDIO 2**



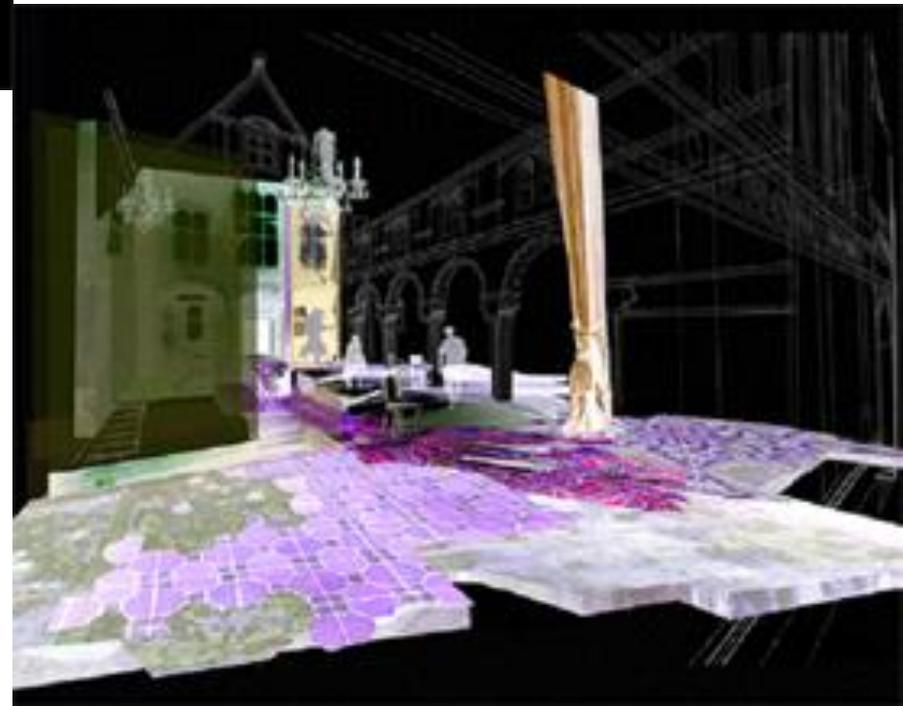
Techniques of working / presenting:

- Models
- Drawings
- Computer Visuals
- Sketches



Teaching: **DESIGN STUDIO 3**

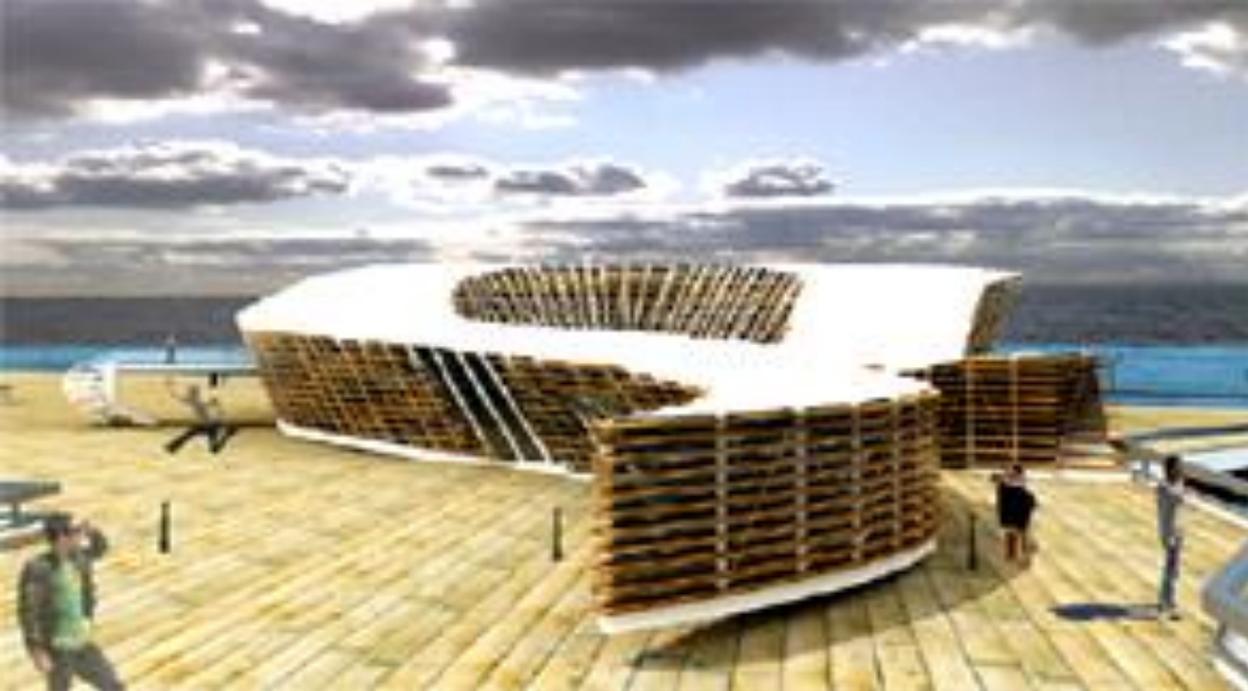
Design resolution
Presentation





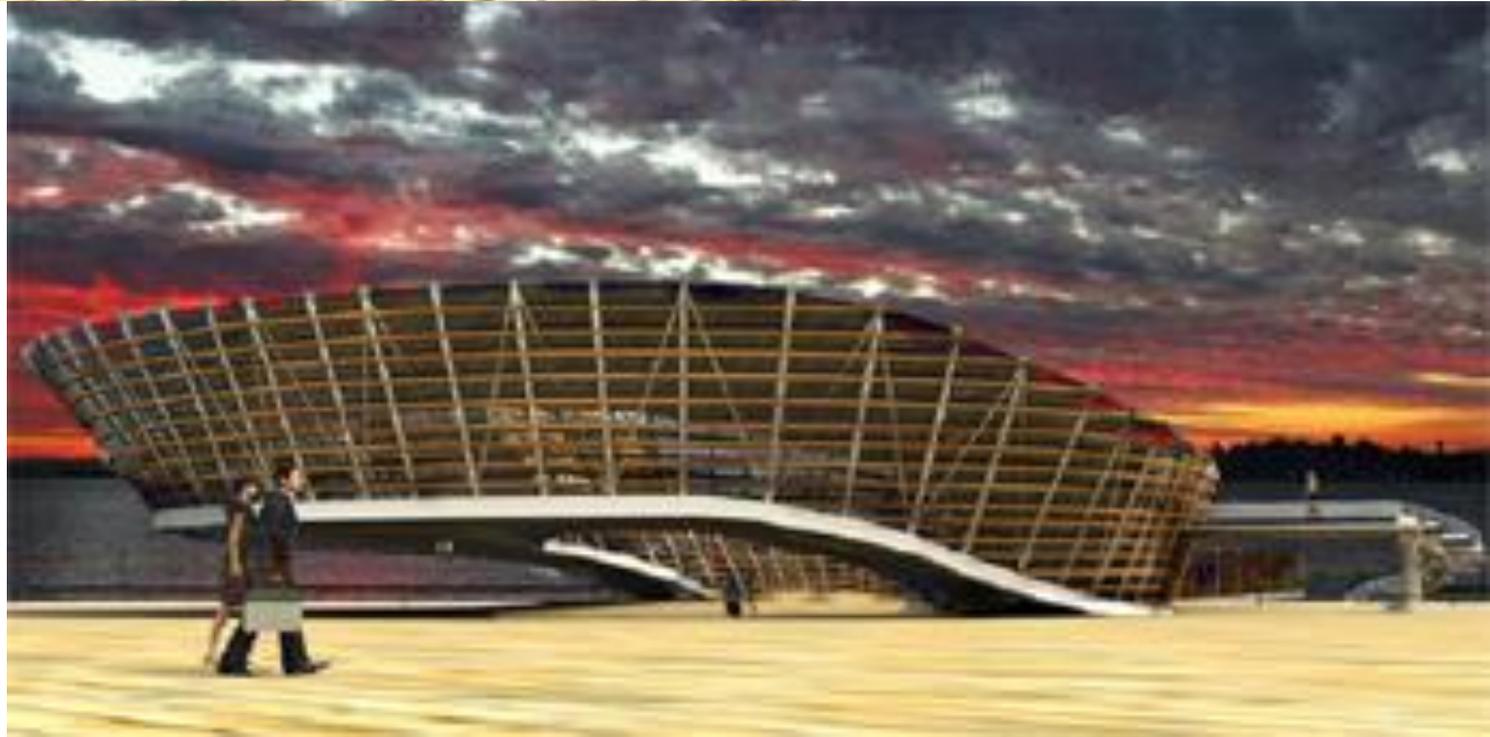
Design Resolution
and Presentation

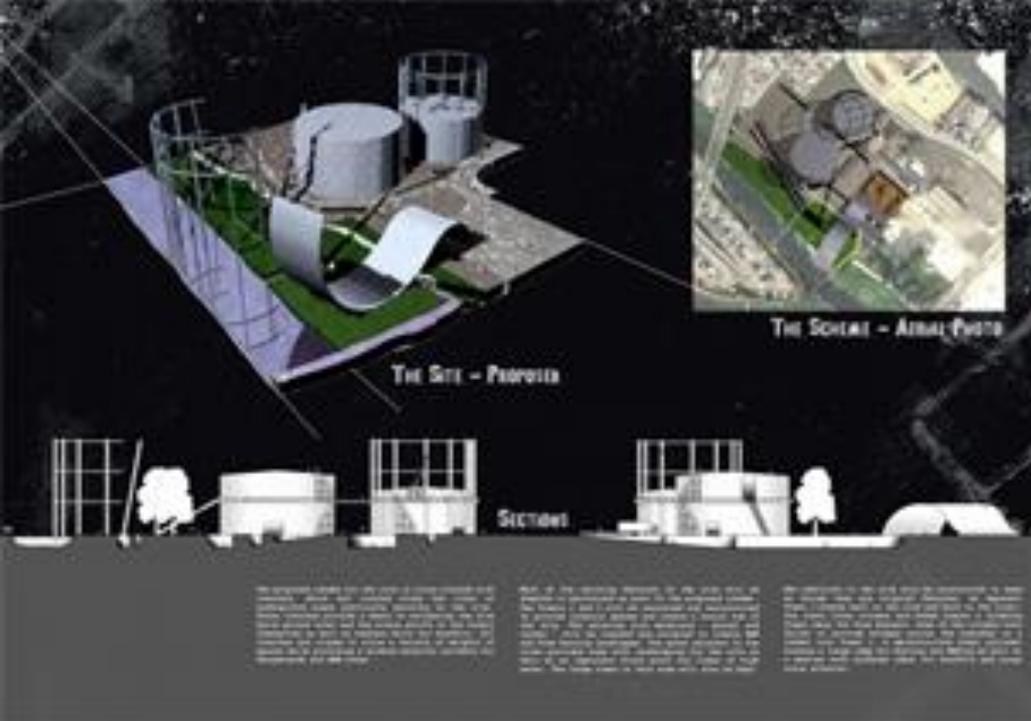
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Design Resolution
and Presentation

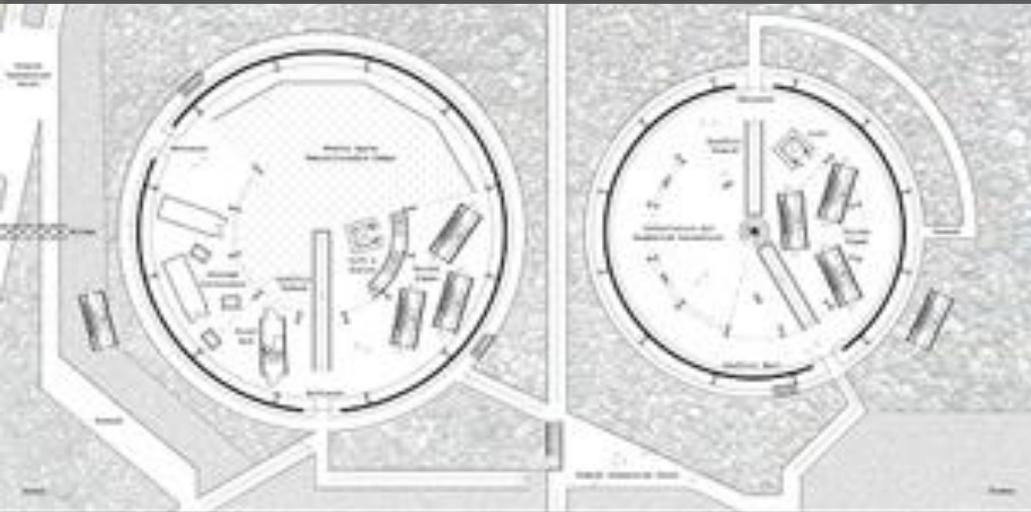
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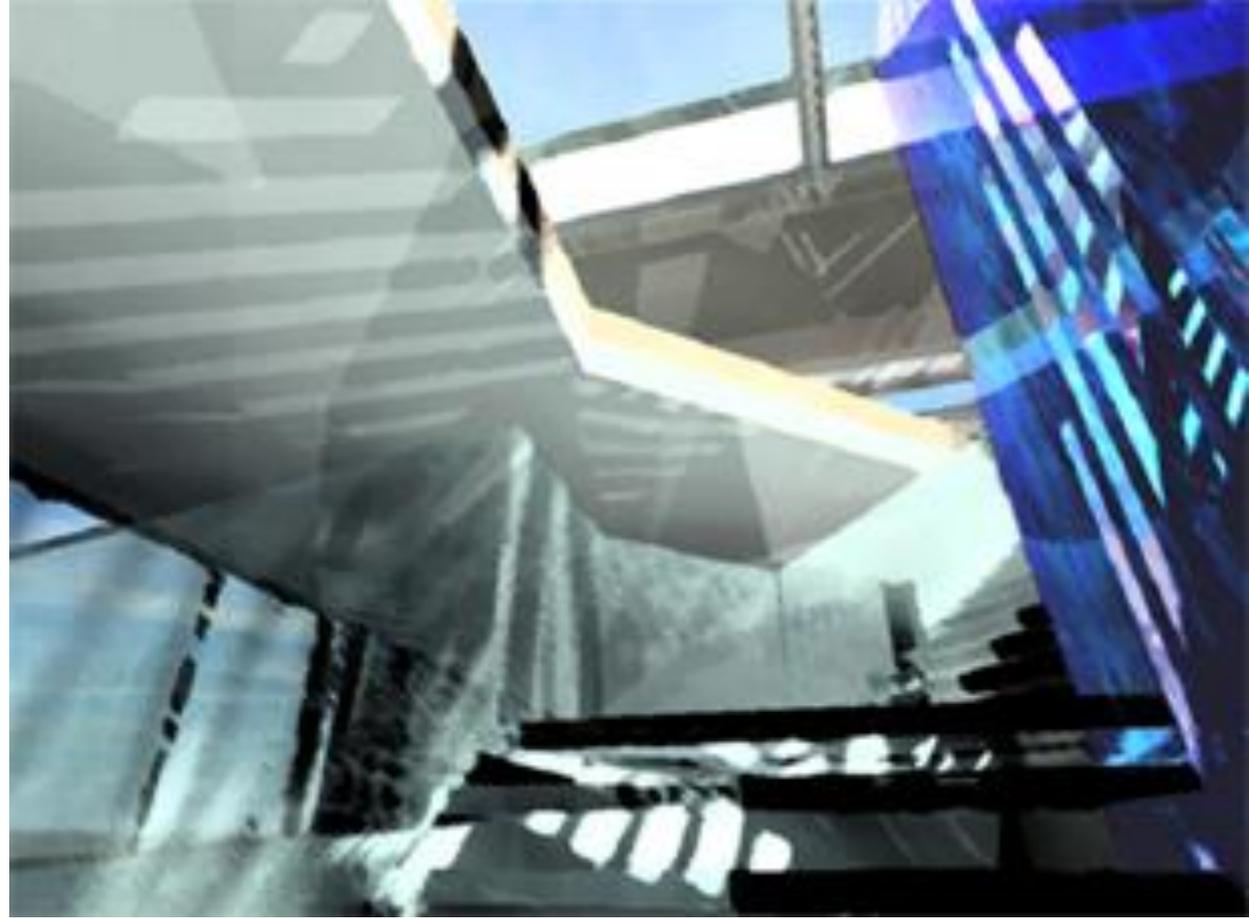


Design Resolution
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GROUND FLOOR AND TERRACES

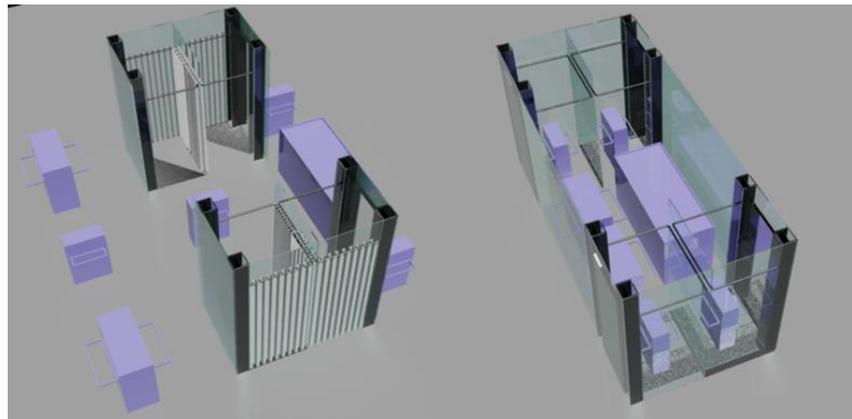


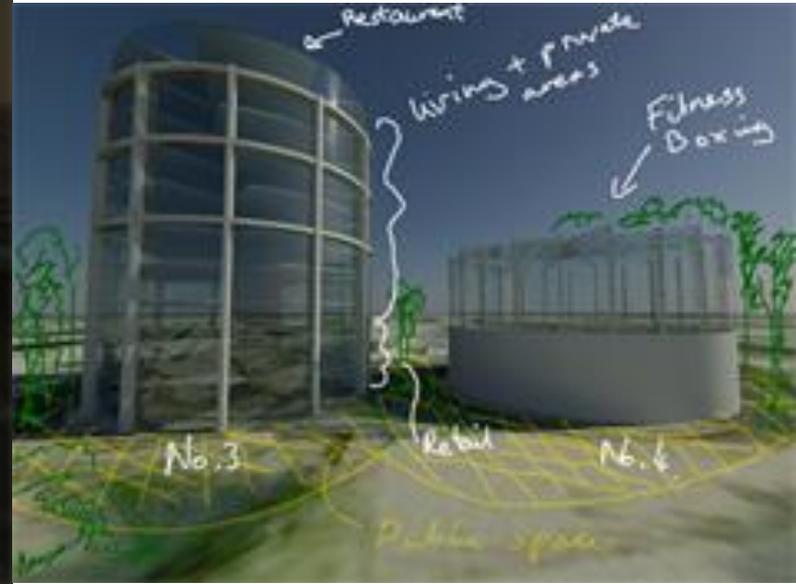
Design Resolution
and Presentation

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Design Resolution
and Presentation

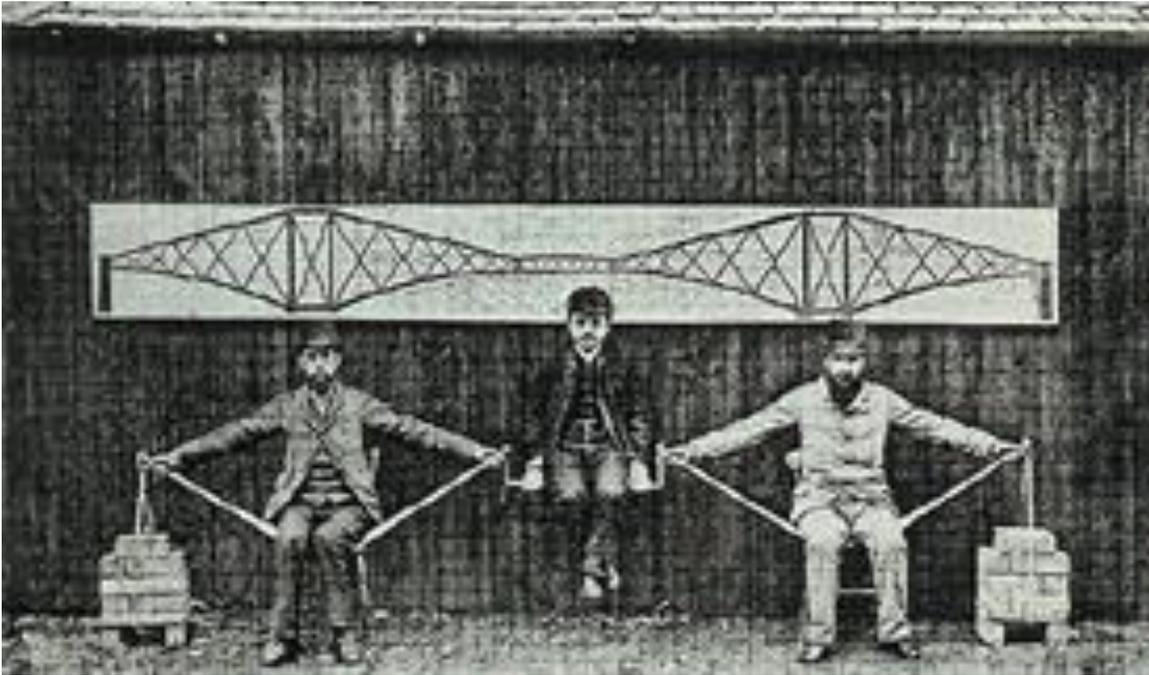
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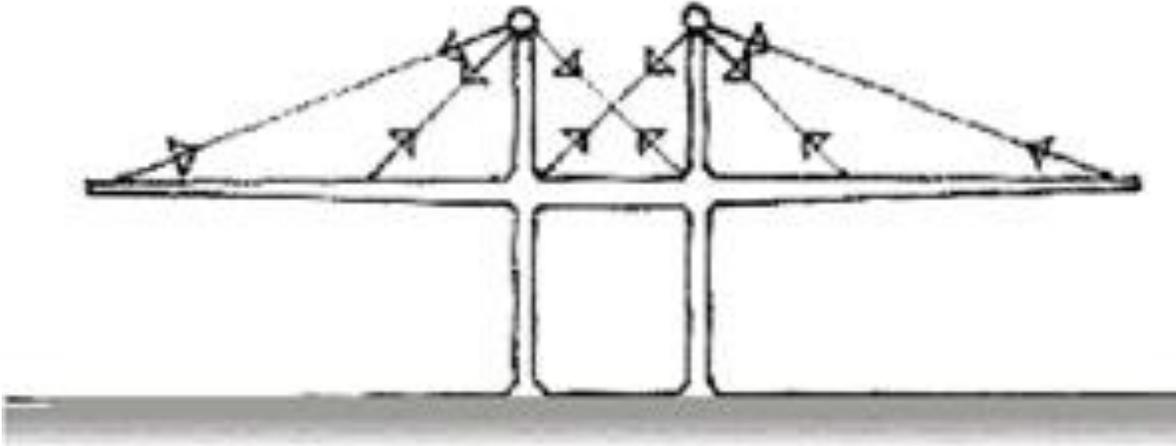
Design Resolution
and Presentation

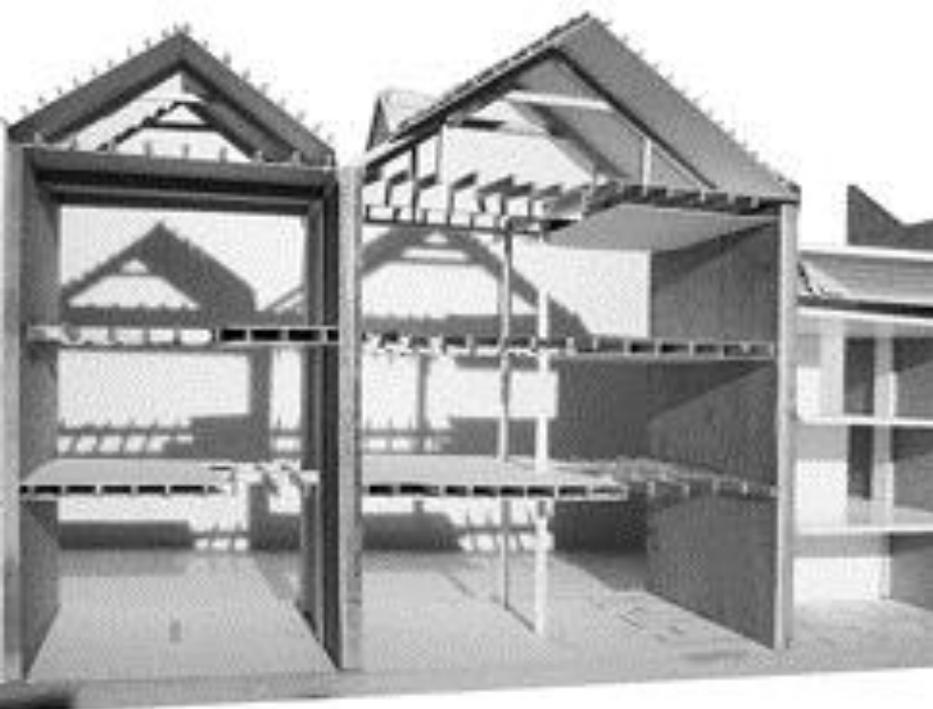
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Teaching: **CONSTRUCTION 1**

The principles of structures





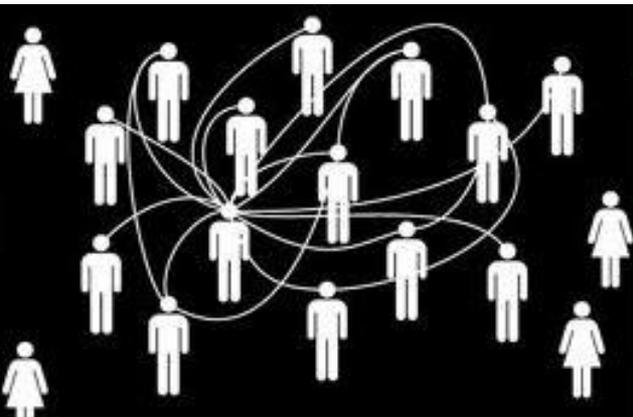
Teaching: **CONSTRUCTION / DESIGN STUDIO**

Construction and design in practice



Pedagogy – Architecture and Interiors

RESEARCH - PRACTICE



GLOBAL WORKPLACE



INTERDISCIPLINARITY



The pedagogical approach applied in the projects collected here is explained in the pedagogical description included in this application. It is intended to respond to a changing world of work in which students operate across borders and across disciplines.