

CAMPUS

DURBANVILLE
(CAPE TOWN)

DESCRIPTION

The Bachelor of Architecture is a professionally oriented undergraduate degree that prepares students for a career in the built environment. The programme focuses on the development of design thinking, technical competence, spatial awareness, and critical engagement with social and environmental contexts.

Students will engage in studio-based learning, supported by theoretical and technical modules, to develop integrated architectural solutions. The programme provides a strong foundation in the principles, theory, and practice of architecture, enabling graduates to apply their knowledge in both academic and professional contexts.

This qualification is aligned with the competencies required for registration as a Candidate Architectural Technologist with the South African Council for the Architectural Profession (SACAP). *

The programme also offers a pathway for further postgraduate study in architecture or related disciplines, supporting students who wish to continue their studies towards becoming professional architects or to pursue broader design-oriented careers.

**The curriculum has been endorsed by SACAP. A pre-validation process will take place prior to the first intake, and full validation will occur after the first cohort graduates, as part of the professional accreditation process.*

ADMISSION REQUIREMENTS

- A National Senior Certificate with Bachelor's pass, certified by Umalusi
- A minimum of 50% in English Home Language or First Additional Language
- A minimum of 50% in Mathematics or 65% in Mathematical Literacy

ADDITIONAL ADMISSION REQUIREMENT

HCAP Graduates

Applicants holding a Higher Certificate of Architectural Practice from STADIO will be accepted into the Bachelor of Architecture without any of the above requirements, subject to meeting the Math requirement for the BArch and to their performance in the Higher Certificate in Architectural Practice Programme, which must be an average of 60%.

HCAP graduates who meet the module performance requirement but do not meet the mathematics requirement may complete the SOEAA Mathematics bridging programme to qualify for admission.

RPL

Applicants who do not meet the stated admission criteria but have relevant work experience/prior learning may apply for admission under the Recognition of Prior Learning (RPL) policy. STADIO admits up to 10% of the cohort via RPL. The implementation of RPL is context-specific, in terms of discipline, programme and level.



SPECIFIC REQUIREMENTS

EQUIPMENT REQUIREMENTS

Registered students will be required to have access to:

- A laptop suitable for architectural software (see specifications below)
- A phone/ tablet suitable for online learning and communication
- Basic drawing and model-making tools (see required stationery below)

ACCESS TO TECHNOLOGY

Students will make use of online learning platforms for access to:

- Learning materials and resources
- Assessments and submissions
- Communication and feedback

Continuous access to these systems is essential for academic success.

ADDITIONAL EXPENSES:

Additional costs may include:

- Drawing equipment, model-making materials and stationery (see list below)
- Printing and presentation materials
- Portfolio development costs (anticipate two portfolio presentations each year)
- Site visits and excursions

REQUIRED MATERIALS AND EQUIPMENT:

The following are the essential tools you will need at the start of the course:

- HB, 2B and 4B pencil
- Eraser (preferably PVC free)
- Sharpener
- 0.9mm mechanical pencil (with 2B, B and HB leads)
- Black drawing pens (0.5, 0.8, 0.2)
- Black Pilot Fine Liner
- A4 notebook for notes
- A5 sketchbook
- A3 plain paper
- A2 cartridge paper
- A2 bumph/butcher/trace paper (or a 420 mm wide, or larger, roll)
- A2 student portfolio/A2 flip file

The following items will be needed as the year progresses:

- Coloured pencils or markers (for presentation work)
- Copic markers / similar [light grey (NG2), neutral grey #2], mid-grey (NG4), dark grey (NG 7), light beige (or vanilla), black]
- Craft knife (with spare blades)
- 60 cm steel ruler
- 12 mm masking tape
- Black board (various thicknesses)
- Foam board (various thicknesses)
- Malgrey (various thicknesses)
- Triplex (various thicknesses)
- A2 cutting mat
- Bostik/UHU
- Black / white pins
- A2 student portfolio/A2 flip file

This list is the base of what will be needed for this year. Some materials that are needed can only be determined once you are busy with a specific project. This, however, is a very good starting point.

Students will receive a small starter kit during the first weeks of their first year, which will include selected discipline-specific items.

During the first week, lecturers will guide students on the recommended materials, so there is no need to have all the stationery on the first day.

SYSTEM REQUIREMENTS

Students should have access to:

- Reliable internet access
- A web browser such as Chrome, Edge, or Firefox
- Microsoft Word and PDF viewing software
- The ability to scan and upload documents
- Email and mobile communication tools

LAPTOP REQUIREMENTS [MIN. SPECIFICATIONS]:

Operating System:

- Processor: Intel Core i7/i9 (14th gen+) or AMD Ryzen 7/9 (7000/9000 series). High single-core clock speed is critical.
- Memory: 32 GB minimum. 64 GB if possible.
- Graphics: NVIDIA RTX 4070/4080 or 5070/5080 with 12–16 GB VRAM. Ray-tracing capable
- Storage: 1 TB NVMe SSD (2 TB preferred).
- Display: 15.6"–16" Full HD or higher, IPS, 100% sRGB colour accuracy
- Operating System: Windows 11 (64-bit) only.

Software requirements are a moving target, and the software will only ever get more demanding. A laptop purchased today should ideally be expected to last the full duration of the qualification - three years for a degree. Buying slightly above the minimum specification today is almost always cheaper in the long run than replacing a laptop that cannot keep up.

CURRICULUM OUTLINE

SEMESTER 1	1st YEAR	2nd YEAR	3rd YEAR
Compulsory (All)	Architecture, Design and Theory ADT152 (20 credits)	History, Theory and Culture HTC262 (20 credits)	Design and Technology Studies DTS372 (20 credits)
	Design-One Studio DOS152 (20 credits)	Housing and Settlement Studio HSS262 (20 credits)	Experiential Studio EXS372 (20 credits)
	Visualisation Studio VST152 (20 credits)	Regenerative Building REGB262 (20 credits)	Theory and Conceptual Studio TCS372 (20 credits)
SEMESTER 2	1st YEAR	2nd YEAR	3rd YEAR
Compulsory (All)	Design-For-Life Studio DFLS152 (20 credits)	Community Studio COMS262 (20 credits)	Design and Documentation Studio DDS372 (20 credits)
	Making Studio MST152 (20 credits)	Design-build Studio DBS262 (20 credits)	Professional Practice PRP372 (20 credits)
	The Making of Buildings TMB152 (20 credits)	Documentation Studio DOCS262 (20 credits)	Urban Design Studio UDS372 (20 credits)
CREDITS PER YEAR	120	120	120

ARTICULATION POSSIBILITIES

Graduates may progress to:

- Postgraduate studies in Architecture
- Honours or professional degrees in related built environment disciplines

Please note that articulation into other programmes, whether at STADIO or at other institutions, is subject to the specific admission requirements of those programmes. Admission cannot be guaranteed based on this qualification alone.

CAREER OPPORTUNITIES

The programme is aligned with the competencies required by the South African Council for the Architectural Profession (SACAP) for the Architectural Technologist category.

Graduates will be able to work in architecture, spatial planning, or related professional environments, including architectural and design offices.

PROFESSIONAL REGULATION

The programme is aligned with the requirements of the South African Council for the Architectural Profession (SACAP), and the curriculum has been endorsed by the council. A pre-validation process will take place prior to the first intake, and full validation will occur after the first cohort graduates, as part of the professional accreditation process. Graduates will be able to work in architecture, spatial planning, or related professional environments, including architectural and design offices.

PORTFOLIO REQUIREMENTS

Applicants are required to submit a short video recording as part of the application process.

This should take the form of a 5- to 10-minute video, recorded on a phone or another suitable recording device, in which the applicant takes the Programme Coordinator on a tour of a building that inspires them. The building must be one that the applicant can physically visit.

The video must clearly feature the applicant's face and voice, as this forms part of the assessment of communication skills and engagement.

A note before you begin

Do not worry if some of the ideas below feel new or unfamiliar. You are applying to study architecture, not arriving as an expert in it. We are far more interested in your honest curiosity, careful observation, and willingness to think out loud than in whether you already know architectural language. Speak in your own voice, and trust your own eye.

The prompts below are a guide to help you look and think, not a checklist to tick off. A video that explores three or four ideas thoughtfully is much stronger than one that rushes through every point. Choose the things that really interest you about your building and spend time with them.

Choosing the right building

Take some time to choose a building that genuinely interests or moves you. It does not need to be famous, grand, or designed by an architect. A childhood home, a local church, a school hall, a market, a railway station, a museum, a corner shop, or a building you have walked past your whole life can all be excellent choices. What matters is that the building means something to you, and that you can visit it in person and spend real time looking at it.

Required (please make sure these appear in your video)

• Introduce yourself and the building

Begin by telling us who you are, where we are, and what we are looking at. Share the basics: the building's name (if it has one), where it is, roughly when it was built, who built or designed it (if you know), and what it is used for now. If you know any stories about the building, share them in your own words.

• Explain why you chose this building

Tell us honestly why you chose it. Is it linked to a memory, a feeling, a person, a moment? Is there something about it that always catches your eye? "It feels like home" or "I have always loved this place" is a good starting point, but try to push a little further and explain what makes you feel that way.

Encouraged (choose the ones that feel most relevant to your building)

You do not need to cover all of these. Pick the ones that best fit your building and explore them:

• What the building is made of (materiality and structure)

Walk us through the materials. Is it brick, stone, concrete, plaster, wood, metal, glass, corrugated iron, thatch? Are the materials rough or smooth, old or new, worn or freshly finished? Has the building aged well? Have parts been patched, repainted, or replaced over the years? Describe how the materials make the space feel, not only how they look.

• Layout and Spatial Organisation

Help us understand how the building is laid out. Where do you enter? Where does it lead you next? Which rooms or spaces are big and open, and which are small or tucked away? Which parts feel public and welcoming, and which feel private?

• The experience of the space

As you move through the building, describe how it feels. Where does it feel tight, and where does it feel open? Where is it dark, and where is it bright? Is it noisy or quiet? What do you hear, smell, sense?

• Elements of the design that stand out

Pick two or three specific things about the building that catch your attention and explain why they appeal to you. These could be small details or larger features, for example: a window, a doorway, a staircase, a particular view, the way two materials meet, a worn spot on a handrail, or the shape of a roof.

Practical filming notes

- Hold your phone sideways (landscape) for a better-looking video.
- Film during the day if you can, so there is plenty of natural light.
- Wind and traffic can drown out your voice, so try to find sheltered spots when speaking.
- Plan a rough route through the building before you start, but leave room to pause and respond to things you notice along the way.
- Make sure your face appears on camera at the start, at a few points during the tour, and at the end.
- Speak a little slower than feels natural, and don't be afraid of short silences while you look at something carefully - pausing to think on camera is a good thing.

Most importantly, relax and be yourself. We are not looking for a polished film or expert knowledge. We want to meet you, hear how you speak, and see how you notice the world around you.

HCAP Graduates

Applicants who have successfully completed the Higher Certificate in Architectural Practice at STADIO and meet the admission requirements are not required to submit the video.