

Course Title: **Wānanga/Studio III: Mauri Ora I**

Course Code: **ARCH600**

Descriptor Start Date: **01/01/2026**

POINTS: **30.00**

LEVEL: **6**

PREREQUISITE/S: **ARCH500, ARCH501**

COREQUISITE/S: **ARCH604**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 300

PRESCRIPTOR

Builds on knowledge of Te Aranga principles and skills acquired in previous Wānanga. This paper is organized around explorations of diverse social and familial relationships and notions of living together, differently, in future urban environments. Drawing on shared philosophical concepts of mauri ora (a state of well-being or living well), kaitaikitanga (long term protection) and eudemonia (the good life), the course explores historical and emerging conceptions of House/Whare, housing, hospitality and conviviality in urban social ecologies of varying scale and density.

LEARNING OUTCOMES

1. Apply key wānanga themes in relation to your architectural project.
2. Creatively and iteratively develop both manual and digital graphic and modelling techniques to generate three-dimensional form, material, spatial and ecological relationships.
3. The resolved outcomes show the development of relationships between three dimensional form, space, programme, inhabitation and ecological or social contexts.
4. Develop skills in communicating the spatial, ecological and/or social performance of your design project through the coordinated use of diverse media.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

A series of short design exercises, charrettes and a final design project. Further develops relational research methodologies to explore philosophical, historical and emerging ideas of mauri ora and well being. Students will study Te Aranga principles in relation to critical histories, typologies and diagrams of housing, habitation, hospitality, human relationships; structural, materials, fabrication and environmental performance. Develops architectural and syncretic ways of thinking across social, political, technical, psychological, cultural, legislative, aesthetic and other domains.

LEARNING & TEACHING STRATEGIES

Studio-based tasks requiring individual projects and/or individual contributions to team projects. On line content. Learning-by-doing and reflection. Integration of other semester courses and topics. Individual and group presentation and peer critique. Guest tutors, practitioners, and community partner inputs, briefs and consultation.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Pin-up with Specific Deliverables	40.00	1, 2, 4
Final Pin-up with Specific Deliverables	60.00	1, 2, 3, 4

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

To pass this course, students must achieve a minimum overall grade of C-.

LEARNING RESOURCES

Required readings will depend on the nature of the projects each semester and will be detailed in the course material.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK1337, Bachelor of Architecture and Future Environments

Related Programme/s: ICE1
INEXCH1
SABRD1

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