THE QUALITY OF DESIGN WITHIN THE BUILT ENVIRONMENT

ICE/IStructE/ACED Annual Conference 2nd May 2007

Colin Bailey



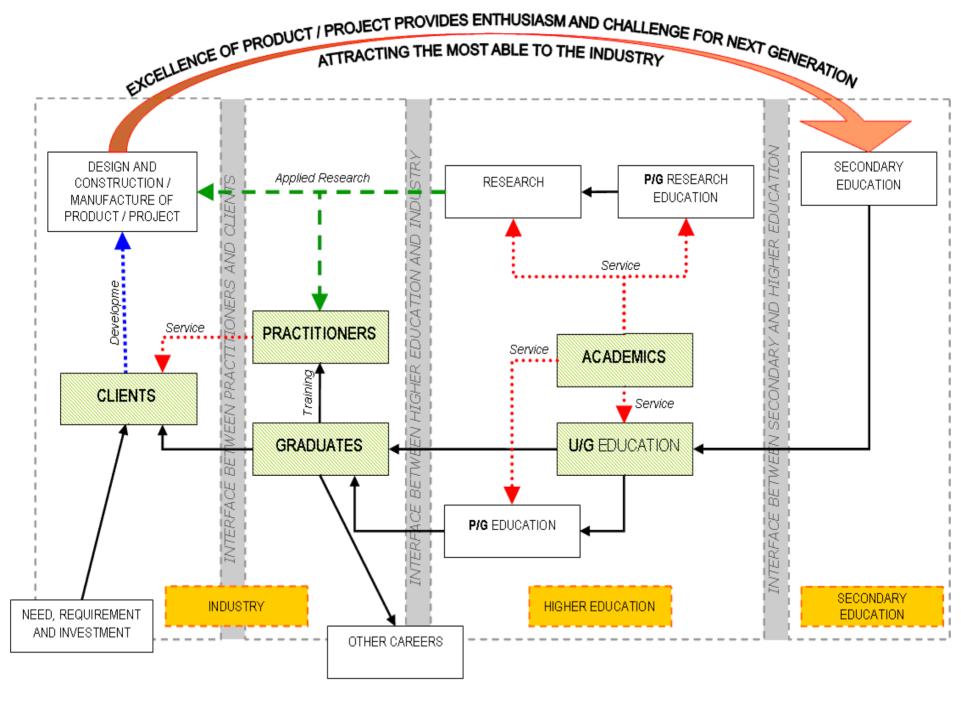
School of Mechanical, Aerospace & Civil Engineering







The Ove Arup Foundation



Questionnaires

Target stakeholders:

- Practitioners
- Graduates
- Students
- Academics
- Clients.

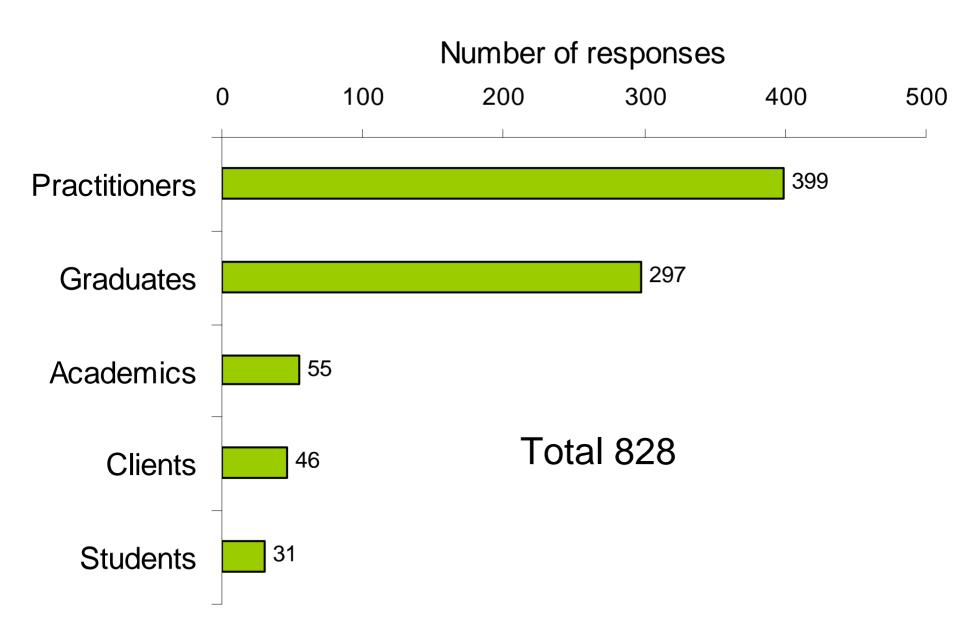
828 responses (Some very

detailed)

Aims of the questionnaires

To assess:

- The adequacy of undergraduate education programmes.
- The quality of graduates
- Good design practice.
- Level of design skills.
- Requirements for continuing professional development.
- The typical design process adopted.



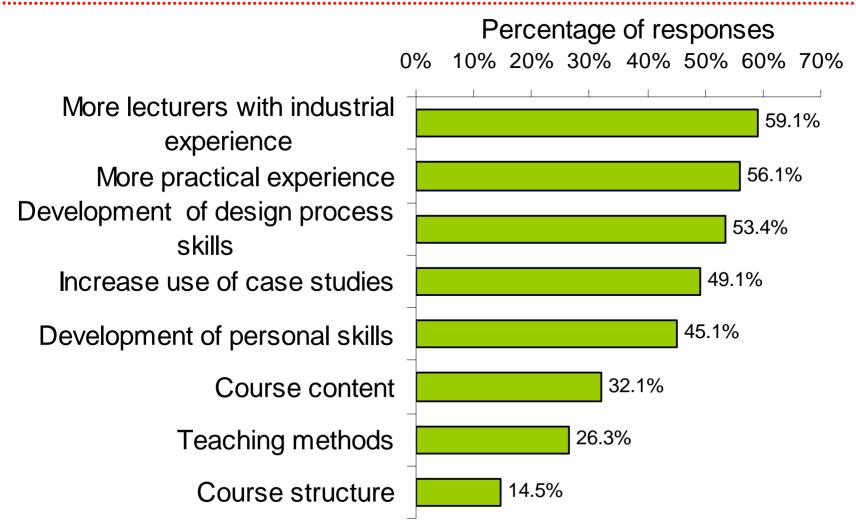
The breakdown of disciplines for both practitioners and graduates

Discipline	Practitioners	Graduates
Consultants	67%	72%
Contractors	13%	19%
Others	20%	8%

Majority of responses were civil and structural engineers

Practitioners response to undergraduate education:

Only 1.5% of the respondents stated that their education was adequate and they would <u>not</u> change it.



Practitioners response to undergraduate education:

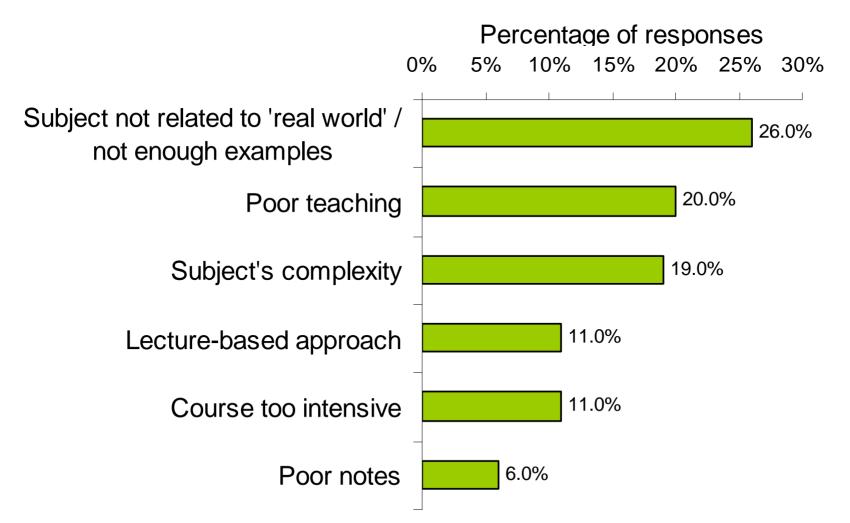
Asked how they would change it – written response

The main thrust – relate course to the 'real world'

- Lecturers with practical experience
- Strengthen links between academia and industry
- More problem solving/team-based projects
- Increasing the emphasis on commercial/management/communication skills.
- Improving competency of lecturers (adequate training and teaching qualifications)

Graduates: - written responses

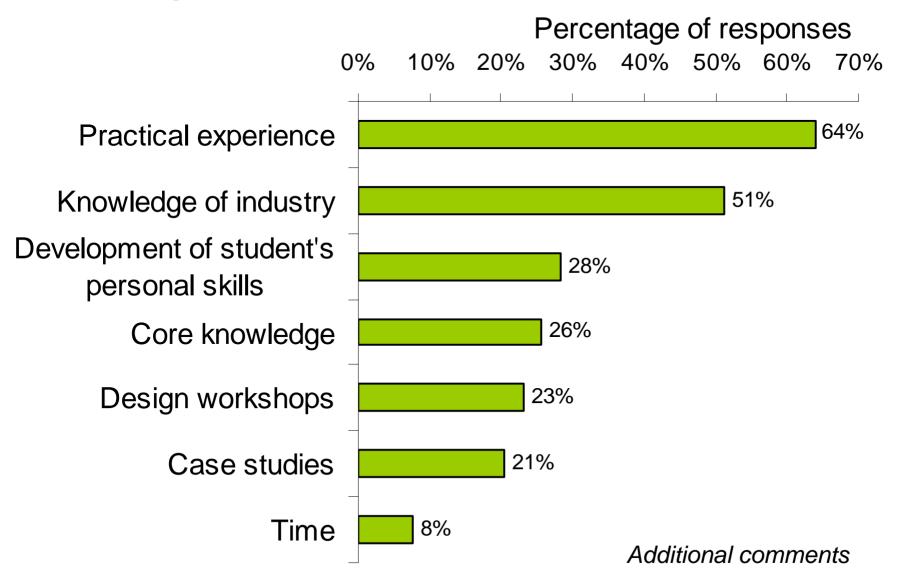
 difficulties with subjects during their university studies mainly due to due to the fact that the subject was not related to the 'real world' and 'poor teaching'



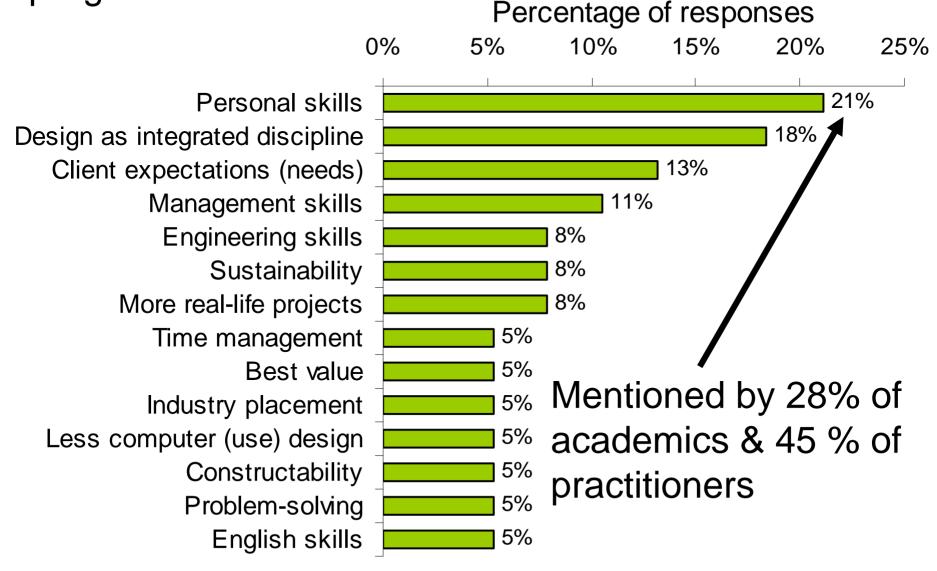
Relating course to the real world, more lecturers with practical experience and poor teaching has been an <u>on-going problem</u> and is not just a recent problem.

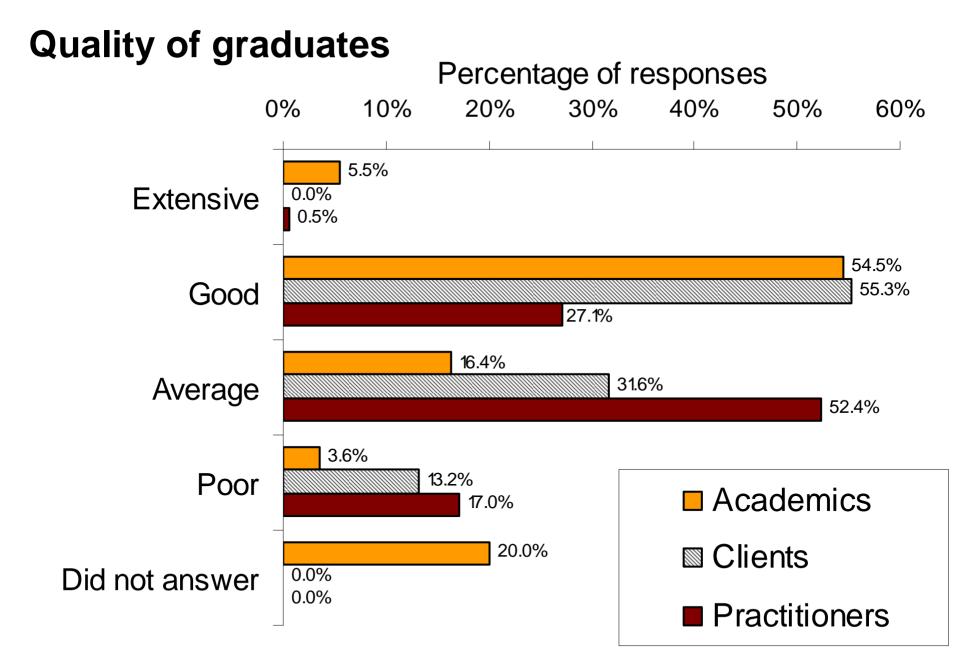
Based on answers from graduates and practitioners (most graduates are 21-25, most practitioners 46-60)

71% of academics felt that there were gaps/weaknesses in the programmes



Clients : what changes they would make to the programme





by practitioners, clients and academics

Comparison of graduates' strongest abilities

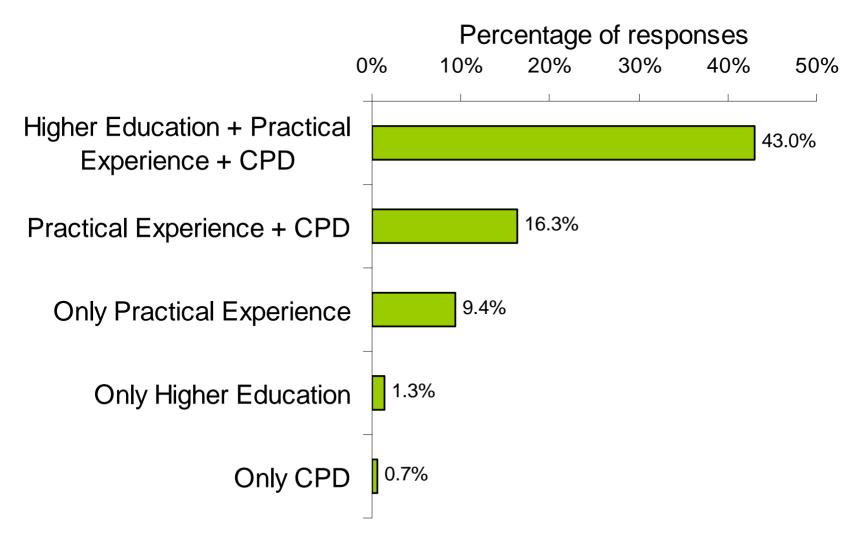
Practitioners	Clients	Graduates
Open minded	Calculations	Team-working
Calculations	Open minded	Problem-solving
Self confidence	Self confidence	Communication
Team-worker	Team-worker	Open minded

Comparison of graduates' <u>weakest</u> abilities

Practitioners	Clients	Graduates
Design skills	Design skills	Innovative
Communication	Communication	Self confidence
Problem solving	Job confidence	Job confidence
Innovative	Innovative	Design skills

Adequate Training

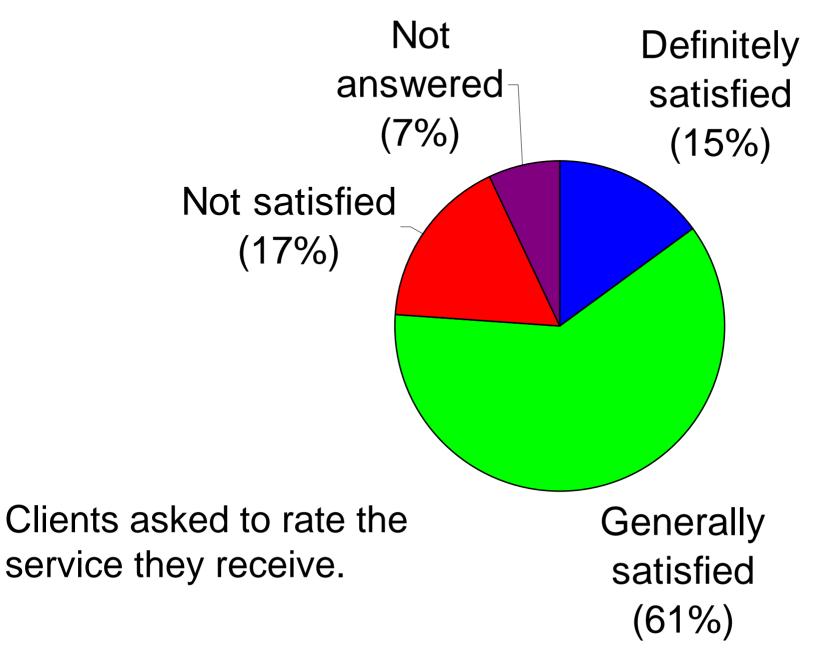
77% of the practitioners said they had received adequate design training



CPD workshops required by Practitioners, Graduates and Clients

- 1) Working in distributed teams
- 2) Design for minimizing energy use
- 3) Design for sustainability
- 4) Design for Health and Safety
- 5) Risk Assessment Methods (Business Project Strategy)
- 6) Design for Best Value
- 7) Promoting creativity and innovation
- 8) Working in multidisciplinary design teams
- 9) Increase use of ICT for management
- 10) Risk assessment methods (Design)
- 11) Managing the design process
- 12) Communication
- 13) Review and evaluation process
- 14) Presentation skills
- 15) Future maintenance and durability requirements

Defining Good Practice

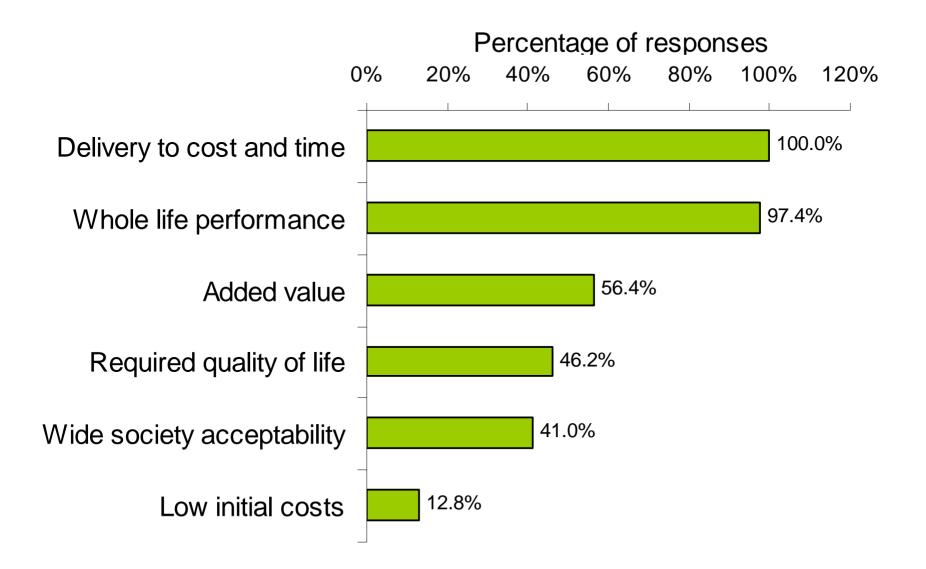


Defining Good Practice

Clients

50% of clients were <u>not</u> satisfied with methods of measuring the performance of completed projects

Clients' defined current best practice in design as:



Design Development process

Presented the four-stage design development process based on the template from the Royal Academy of Engineering and RIBA Plan of Work

- 1. Interpret (clarification of task)
- 2. Conceive (conceptual design)
- 3. Transform (embodiment design)
- 4. Converge (detail design)

Practitioners:

- In general follow the four-stage design process
- The stages may be referred to by different names
- Stages often overlap and merge (particularly stages 2 and 3)
- Stages can vary from project to project
- In many cases a detailed investigation of alternative designs does not take place (time and cost constraints):
 - Procurement methods and reliance on similar, previous projects
 - Designers move directly from stage 1 straight to stage 4
 - Designers rely on experience and 'gut' feel.

Most Clients were aware of the design process

Level of detail (& extent of work) of each stage was less than that highlighted by the practitioners

Some clients felt that they do not need to know the details of the design process.

54% of clients said that they have never been surprised by design team presenting non-standard solutions

Academics:

- 66% of academics encourage their students to follow the 4 stage design process
- 6% use different terminology
- 20% did not respond
- 15% did not encourage students, for the following reasons;

'The design process is not recognised by the department'

'Students should discover their own process'

'In early years students do not need this structure'.



Room for improvement in current design services and education base.

Need for improvement between the interfaces

Positive ! – in terms of education

Strongest capabilities of graduates are:

Calculations (detail design)

Being open-minded

Can contribute to detail design but lack appreciation of the holistic design process

Can be addressed

Concerns:

Education programmes are not linked to the real world with a lack of lecturers with practical experience and training

Ongoing problem

Suggestions: University/Industry links

- **RAEng Visiting Professor Scheme**
- Use of External lecturers
- Industrial advisory board
- In-house consultancies
- Industrial specified UG projects
- Industrial case studies
- RAEng industrial secondment schemes

Applied Research / Consultancy

Wealth of expertise/facilities within universities not utilised by Industry

Needs to be costed properly

FEC – minimum

Be commercial !

Institutions need to do more.

Work on improving the links between Industry and Universities.

Need to educate Clients (Increase fees)

Need to address the dissatisfaction of Clients

Benefits in defining terminology of the design process in relation to the BE

This Project?

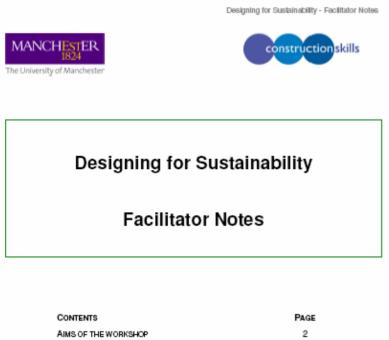
Improvement of the design spine through the course.

Development of CPD/UG workshops based on needs of industry

Network ?

Funding secured from CITB to develop CPD/UG workshops

- 1) Working in distributed teams
- 2) Design for minimizing energy use
- 3) Design for sustainability
- 4) Design for Health and Safety
- 5) Risk Assessment Methods
- 6) Design for Best Value
- 7) Promoting creativity and innovation
- 8) Working in multidisciplinary design teams
- 9) Increase use of ICT for management
- 10) Risk assessment methods
- 11) Managing the design process
- 12) Communication
- 13) Review and evaluation process
- 14) Presentation skills
- 15) Future maintenance and durability requirements



CONTENTS	PAGE
AIMS OF THE WORKSHOP	2
LEARNING OUTCOMES	2
МЕТНОО	з
TYPICAL PROGRAMME	з
REVIEW OF PERFORMANCE AND KEY ISSUES	4
ADDITIONAL NOTES	4

MANCHESTER 1824



Working in Distributed Teams - Facilitator Notes

Working in Distributed Teams

Facilitator Notes

CONTENTS	PAGE
AIMS OF THE WORKSHOP	2
LEARNING OUTCOMES	2
Метнор	3
TYPICAL PROGRAMME	3
ICEBREAKER	4
SOUTH GREEN NATURE PARK – DESIGN CHANGE	5
Award Criteria	5
REVIEW OF PERFORMANCE AND KEY ISSUES	6
ADDITIONAL NOTES	7
COST RECORD	9
INFORMATION FLOW DIAGRAM	10
GRID PAPER	11

Thank You