Master of Landscape Architecture

Graduates of the Master of Landscape Architecture will be able to:

- 1. demonstrate their understanding of landscape architectural design principles and methods; and the histories, technologies, precedents, and communications that have shaped the discipline.
- describe how design decisions within a spatial scale can impact and inform strategies at other scales.
- describe the application of sustainability or resiliency principles to a range of topics and scales from materials selection to strategic planning.
- 4. describe the role of licensure to the profession of Landscape Architecture, with reference to ethics, responsibilities, and liabilities.
- 5. interpret a variety of landscape precedents and literature, to perform a review of a technique, theory, or topic of interest.
- **6.** aggregate information from many disciplines to achieve a holistic view of a landscape project.
- 7. develop a problem statement through research of the historical, ecological, cultural, and geographical influences on a site.
- 8. employ both manual and computational tools for artistic research and design development.
- 9. undertake independent research to produce a body of work which addresses a problem statement.
- 10. undertake iterative design processes and make decisions which account for multiple dimensions and perspective.
- envision and critically evaluate design scenarios to address constraints and opportunities for synergy.
- 12. critique their own design work regarding economic, physical, and political feasibility.
- articulate complex ideas verbally, accommodating the needs of specialist and non-specialist audiences.
- 14. produce clear drawn and rendered graphics to communicate ideas, systems, and processes.
- produce digital or fabricated work to communicate design in three spatial dimensions or show sequential change over time.
- demonstrate active listening, recognise the expertise of other professionals and alternative ways of knowing, including Traditional Ecological Knowledge.
- advocate persuasively for integrated design practices to account for the needs of all human and non-human stakeholders to a development project.
- **18.** produce written work about design and landscape issues, of a suitable quality for publication or public exhibition.
- 19. formulate strategies for fostering and satisfying intellectual curiosity in technical and creative aspects of their field.
- 20. design landscape as a continuum, including systems and networks that extend beyond site boundaries.
- design to account for the inherent uncertainties associated with systems which evolve in form and function over decades.
- 22. develop effective working relationships and show interdisciplinary understanding and cooperation.