

## **Talk Scaffold for CRIT PRESENTATIONS**

Every student will be allocated approximately 15 minutes.

You will have 5/6 minutes to present your work verbally to the group and your tutor.

Make notes, practice and time the talk so you can cover all you want to say in the time available. Use the drawings to engage your audience.

Following your presentation 5/6 minutes of questions for clarification and feedback will be given

### **SETTING THE SCENE**

- Introduce yourself – Hi, I am.....
- Introduce your ISLAND and the location of your architecture describing the qualities and characteristics of this site

### **CONCEPTUAL STRATEGY**

- What is the underpinning idea and how does this relate to whenua?
- How do material choices and 3D, 2D, 1D configurations enable the 3 programmes of Inhabitation?
- How did the project change and develop through the various iterations?

### **THRESHOLD**

- How do you Approach the structure and what are the various external and internal thresholds as you circulate through it?
- How do these relate to the programmes?

### **APERTURE**

- How do apertures facilitate light and views in relation to the programmes of inhabitation?

### **CONCLUSION**

- Provide a closing statement to summarise the key points
- Request feedback – Do you have any questions?

