Bachelor of Architecture

DEGREE REQUIREMENTS—231 CREDITS

- **69 credits** in general education courses (see below)
- **64 credits** in architectural design (Includes four repetitions of ARCH 484—one can be IARC or LA)
- **80 credits** in nonstudio architectural courses (includes a minimum of four architectural history courses)

GENERAL INFORMATION

It is the student's responsibility to review their degree audit for accuracy and track their progress toward meeting degree requirements.

The curriculum charts in this handbook outline the general education, group, and professional course requirements. These charts are examples and should not be viewed as definitive guides.

The general group requirements are monitored by the Office of the Registrar. Each student can access a progress report, called a degree audit, on DuckWeb.

The general requirements are intended to ensure each student receives an education rich in the liberal arts tradition. Undergraduate students should complete most of the general and group requirements prior to entry into their first ARCH/IARC 484 studio.

REQUIRED GRADED CREDITS

The University of Oregon requires that all undergraduate students complete a minimum of 168 credits taken with a letter-grade option or as P* (P* = courses offered only Pass/No Pass). The University of Oregon requires a minimum of 45 credits taken for a letter grade, which must be completed in residence.

RESIDENCE REQUIREMENTS

Undergraduate students are typically in residence for five years. A bachelor of architecture student may enter the program with transfer credits from another accredited undergraduate degree program. Transfer students must complete the minimum residence requirements.

GENERAL EDUCATION REQUIREMENTS

**Group Requirements—36 credits**

Architecture students must complete a minimum of 12 credits in each of the three groups:
- Sciences (symbols SC and >3)
- Social sciences (symbols SSC and >2)
- Arts and letters (symbols A&L and >1)

  - **Rule A**—Two groups must include at least two courses in one subject.
  - **Rule B**—Each group must include courses in at least two subjects.
  - **Rule C**—No more than three courses with the same subject code may be used to fulfill the total 36-credit requirement.

**Multicultural Requirements—8 credits**

All students must complete one course in two of the following areas:
- American cultures (AC)
- Identity, pluralism, and tolerance (IP)
- International cultures (IC)

These courses can either be taken as part of the university group requirements, or as upper-division electives.

**Upper Division General Electives Requirements—17 credits**

Non-ARCH/IARC upper-division courses (numbered 300 and above) in residence. Service and studio courses and weekend seminars are not accepted.

Any ARH courses taken beyond the ARH requirement may be applied toward the upper-division requirements. Many upper-division courses have prerequisites.

**English Composition—8 credits**

Two courses in English composition. Most students take WR 121 and WR 122 or 123. You may also take a waiver exam or challenge these courses. If you received advanced placement credits, they are generally listed on the admission statement.
### Subject Area Requirements

**General Theory**
- ARCH 201  Intro to Architecture  4 credits

**Design Media (10 Credits)**
- ARCH 202  Design Skills  3 credits
- ARCH 222  Introduction to Architectural Computer Graphics  4 credits
- ARCH 423  Media for Design Development: [Topic]  3 credits

**Design Arts (12 Credits)**
- ARCH 430  Architectural Contexts: Place & Culture  4 credits
- ARCH 440  Human Context of Design  4 credits
- ARCH 450  Spatial Composition  4 credits

**Design Technology (28 Credits)**
- ARCH 461  Structural Behavior  4 credits
- ARCH 462  Wood, Steel and Concrete Systems  4 credits
- ARCH 470  Building Construction  4 credits
- ARCH 471  Building Enclosure  4 credits
- ARCH 491  Environmental Control Systems I  4 credits
- ARCH 492  Environmental Control Systems II  4 credits
- ARCH 4XX  Advanced Technology  4 credits

**Professional Context (8 Credits)**
- ARCH 417  Context of the Architectural Profession  4 credits
- ARCH 201  Intro to Architecture  4 credits

**Architectural History - 4 Courses/16 Credits Minimum**
- ARH  Ancient History  4 credits
- ARH  Renaissance History  4 credits
- ARH  Modern History  4 credits

**Subject Area Electives (6 Credits Minimum)**
One 3-credit (min.) subject area elective must be an approved Design Arts course (not technology or media)

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<th>Subject Area Elective 1</th>
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### Bachelor of Architecture

#### TOTAL ARCHITECTURAL DESIGN—64 CREDITS

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<th>FALL</th>
<th>WINTER</th>
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<tr>
<td><strong>YEAR 1</strong></td>
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<tr>
<td>ARCH 201 Intro to Arch</td>
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<td>ARCH 383 Architectural Design III</td>
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<td>ARCH 490 Spatial/Composition</td>
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<td>ARCH 470 Building Construction</td>
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<td><strong>YEAR 3</strong></td>
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<td>ARCH 484 Architectural Design</td>
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<td>ARCH 462 Wood &amp; Steel Systems</td>
<td>ARCH 484 Architectural Design IV</td>
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<td>ARH 461 Structural Behavior</td>
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<td>Social Science</td>
<td>ARCH 423 Media for Design</td>
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<td>ARCH 484 Architectural Design</td>
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<td><strong>YEAR 5</strong></td>
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<td>ARCH 471 Building Enclosure</td>
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**Note:** General education and subject area electives may be taken any term and in any order. One 3-credit (minimum) subject area elective must be an approved design arts course (must not be technology or media).

*Note: Some terminal studios require a prep seminar be taken this term*
Bachelor of Architecture

PROFESSIONAL CORE COURSE DESCRIPTIONS

GENERAL THEORY

ARCH 201 Intro to Architecture. 4 Credits.
Offer a structure of principle for making places for people. Examines places, design procedures, and the use of architectural principles in general.

DESIGN MEDIA

ARCH 202. Design Skills. 3 Credits.
Introduction to basic design processes, methods, and media. Prerequisite: ARCH 201 or IARC 204; coreq: ARCH 283.

ARCH 222. Intro to Architectural Computer Graphics. 4 Credits.
Introduces basic skills and literacy with the computer for architectural illustration, drafting, and design. Prerequisite: ARCH 202.

ARCH 423. Media for Design Development. 3 Credits.
Instruction in media for design process. Techniques for problem and context analysis, generating concepts, developing form, and testing proposals. Subject emphasis varies with instructor. Repeatable. Prerequisite: ARCH 202.

ARCH 430. Architectural Contexts: Place & Culture. 4 Credits.
How the design of buildings interacts with physical and cultural contexts of human traditions, landscape, settlements, cities, and suburbs. Historical and contemporary examples.

ARCH 440. Human Context of Design. 4 Credits.
Theoretical principles, case studies, and technical skills for assessing user needs, developing building programs, applying research findings to design, and evaluating performance of the built environment. Prerequisite: ARCH 284 or architectural minor status.

ARCH 450. Spatial Composition. 4 Credits.
Architectural space as a means to measure existence and expand awareness. Focus on compositional principles in architecture and methods for analyzing and generating spatial organizations. Prerequisite: ARCH 284 or architectural minor status.

ARCH 461. Structural Behavior. 4 Credits.
Developing a basic understanding of structural systems or elements and their implications for architectural form. Prerequisite: PHYS 201 and 202.

ARCH 462. Wood, Steel and Concrete Systems. 4 Credits.
Analyzes elements, connections, and systems of wood and steel structures from the perspective of the construction process, spatial, and structural design. Prerequisite: ARCH 461.

ARCH 470. Building Construction. 4 Credits.
Provide an understanding of the basic materials and methods of architecture with emphasis on the design, construction and performance of primary structure. Prerequisite: ARCH 284.

ARCH 471. Building Enclosure. 4 Credits.
Selection, design, detailing, and performance evaluation of building envelopes: wood, metals, glass, concrete, and masonry veneers and roofing.

ARCH 491. Environmental Control Systems I. 4 Credits.
Architectural and mechanical means to manipulate thermal environment.

ARCH 492. Environmental Control Systems II. 4 Credits.
Influence of energy source, climate, heating, cooling, lighting, acoustics, and water and waste systems on design of buildings and sites. Implications of lighting, acoustics, and water and waste for architectural design. Prerequisite: ARCH 284 or architecture minor status.

ARCH 4xx. An approved advanced technology course. 4 Credits.
Advanced study in building technology, ECS, construction, or structural behavior. Prerequisites: ARCH 472, 470, 492.

PROFESSIONAL CONTEXT

ARCH 417. Context of the Architectural Profession. 4 Credits.
Introduction to the professional practice of architecture and related careers. Examines the professional, legal, and regulatory environment; firm organization and management; marketing; contractual issues; and the construction process. Prerequisite: ARCH 484 or IARC 484 or LA 489.

HISTORY

Architectural History Requirement. 16 Credits.
4 courses can be taken in one of the following sequences:

Sequence A: ARH 314 + 1 Renaissance & 2 Modern Architecture Courses
Sequence B: ARH 315 + 1 Prehistory-Gothic & 2 Modern Architecture Courses
Sequence C: ARH 315 + 1 Prehistory-Gothic, 1 Renaissance, & 1 Modern Architecture Course
Sequence D: ARH 314 & 315 + 1 Prehistory-Gothic & 1 Modern Architecture Course
Sequence E: ARH 314 & 315 + 1 Renaissance, & 1 Modern Architecture Course