

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.

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.

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.

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TOTAL MINIMUM SUBJECT AREA CREDITS —80 CREDITS

SUBJECT AREA REQUIREMENTS

GENERAL THEORY

■ ARCH 201	Intro to Architecture	4 credits
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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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TOTAL ARCHITECTURAL DESIGN—64 CREDITS

Four Introductory Studios	ARCH 283, 284, 383, and 384
Four Intermediate Studios	ARCH 484 (one IARC or LA)
Two Advanced Studios	ARCH 485 and 486

This is a sample curriculum guide. Most required courses are only offered in certain terms as shown.

	FALL	WINTER	SPRING	SUMMER
YEAR 1	ARCH 201 Intro to Arch 4 ARH 314 Western Arch History 4 WR 121 College Composition 4 PHYS 201 Physics I 4	ARCH 283 Architectural Design I 6 ARCH 202 Design Skills 3 WR 122 or 123 College Comp II or III 4 PHYS 202 Physics II 4	ARCH 284 Architectural Design II 6 ARCH 222 Intro to Arch Comp 4 Social Science 4	If the Math series is required, Physics is recommended during summer term.
	Total Credits 16	17	14	
YEAR 2	ARCH 383 Architectural Design III 6 ARCH 450 Spatial Composition 4 ARCH 470 Building Construction 4	ARCH 440 Human Context of Design 4 ARCH 491 ECS 1 4 ARH 315 Western Arch History II Science 4	ARCH 384 Architectural Design IV 6 ARCH 430 Arch Contexts 4 ARCH 492 Environ Control Systems II 4	Optional studio in Eugene, Portland, or abroad.
	Total Credits 14	16	14	
YEAR 3	ARCH 484 Architectural Design 6 ARCH 461 Structural Behavior 4 Subject Area Elective 3 Social Science 4	ARCH 462 Wood & Steel Systems 4 ARH Elective 4 Social Science 4 Upper General Education Elective 4	Arch 484 Architectural Design 6 ARCH 423 Media for Design 4 Arts & Letters 4 Upper General Education Elective 4	Optional studio in Eugene, Portland, or abroad.
	Total Credits 17	16	17	
YEAR 4	ARCH 484 Architectural Design 6 ARH Elective 4 Elective 4	ARCH 484 Architectural Design 6 ARCH 417 Context of the Arch Profession 4 Subject Area Elective 3 Upper General Education Elective 4	Advanced Technology 4 Arts & Letters 4 Multicultural requirement 4 Upper General Education Elective 4	Optional studio in Eugene, Portland, or abroad.
	Total Credits 14	17	16	
YEAR 5	ARCH 471 Building Enclosure 4 Multicultural requirement 4 Upper General Education Elective 4 Upper General Education Elective* 4	ARCH 485 Adv Architectural Design I 8 Upper General Education Elective 3 Upper General Education Elective 4	ARCH 486 Adv Arch Design II 8 Upper General Education Elective 4	
	Total Credits 16	15	12	

231 Total minimum credits required

69 Credits in general education; includes writing, group, multicultural, and non-ARCH/IARC elective requirements

64 Credits in architectural design studio; includes four repetitions of ARCH 484 (one can be IARC, LA studio)

80 Credits in nonstudio architectural courses

18 Credits in elective courses

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

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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.

DESIGN ARTS

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.

DESIGN TECHNOLOGY

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