



# Master of Architecture—Track I

## DEGREE REQUIREMENTS—144 CREDITS

Individual requirements are determined by the transcript evaluation. Exact core courses taken will depend on the program of study by each student.

This degree is typically completed in 10 terms. This includes 64 credits in design studios. The remaining 80 credits are distributed among required professional course work and professional electives, which include the seminar, advanced study, and history requirements.

### Architectural Design

ARCH 680	Introduction to Graduate Design (6)
ARCH 681	Introduction to Graduate Design (6)
ARCH 682	Introduction to Graduate Design (6)
ARCH 584	Architectural Design (five repetitions) (6 each)
ARCH 585	Advanced Architectural Design I (8)
ARCH 586	Advanced Architectural Design II (8)

### Core Courses

#### Media and Process

ARCH 523	Media for Design Development (3)
ARCH 611	Graduate Design Process (3)
ARCH 610	Introduction to Architectural Computing (2)

#### Design Arts

ARCH 530	Architectural Contexts: Place and Culture (4)
ARCH 540	Human Context of Design (4)
ARCH 550	Spatial Composition (4)

### Design Technology

ARCH 561	Structural Behavior (4)
ARCH 562	Wood and Steel Building Systems (4)
ARCH 570	Building Construction (4)
ARCH 571	Building Enclosure (4)
ARCH 591	Environmental Control Systems I (4)
ARCH 592	Environmental Control Systems II (4)

### Professional Practice

ARCH 517	Context of the Architectural Profession (4)
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### Architectural History

Three 500-level courses covering three areas: Ancient (ARH), Renaissance (ARH), Modern (ARCH 610 20th-Century Architectural History)

### Subject Area Electives

This is a sample curriculum guide. Most required courses are only offered in certain terms as shown. Your core course requirements are determined by transcript evaluation.

	FALL	WINTER	SPRING	SUMMER
				<b>ARCH 680 Introduction to Graduate Design</b> 6 ARCH 610 20th-Century Architectural History 4 ARCH 611 Graduate Design Process 3 <b>Total Credits</b> 13
<b>YEAR 1</b>	<b>ARCH 681 Introduction to Graduate Design</b> 6 ARCH 550 Spatial Composition 4 ARCH 570 Building Construction 4 *ARCH 610 Introduction to Computing 2 <b>Total Credits</b> 16	<b>ARCH 682 Introduction to Graduate Design</b> 6 ARCH 540 Human Context of Design 4 ARCH 591 Environmental Control Systems I 4	<b>ARCH 584 Architectural Design</b> 6 ARCH 530 Architectural Contexts 4 ARCH 592 Environmental Control Systems II 4	Optional studio in Eugene, Portland, or abroad.
<b>YEAR 2</b>	<b>ARCH 584 Architectural Design</b> 6 ARCH 523 Media for Design 3 ARCH 561 Structural Behavior 4 Subject Area Elective 3 <b>Total Credits</b> 16	<b>ARCH 584 Architectural Design</b> 6 ARCH 562 Wood and Steel Bldg Systems 4 Architectural History (elective) 4	<b>ARCH 584 Architectural Design</b> 6 Advanced Technology 4 Architectural History 4 Seminar (elective) 3	Optional studio in Eugene, Portland, or abroad.
<b>YEAR 3</b>	<b>ARCH 584 Architectural Design</b> 6 ARCH 571 Building Enclosure 4 Subject Area Elective 4 <b>Total Credits</b> 14	<b>ARCH 585 Advanced Arch Design</b> 8 ARCH 517 Context of Arch Prof Seminar (elective) 3	<b>ARCH 586 Advanced Arch Design II</b> 8 Subject Area Elective 3	

64 Credits of architectural design studio (includes five ARCH 584 studios, of which one can be IARC or LA).

80 Credits of nonstudio architectural courses, including advanced study requirement.

Most students graduate in spring of their third year. Portland can only accommodate spring degree completion.

\* ARCH 610 Introduction to Computing may be waived for students with appropriate background in design computing.

Note: Subject area electives and seminars may be taken any term and in any order.



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## PROFESSIONAL CORE COURSE DESCRIPTIONS

### MEDIA AND PROCESS

**ARCH 523. Media for Design Development: [Topic].** 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 611.

**ARCH 610. Experimental Course: Introduction to Architectural Computing.** 2 Credits.  
Foundation knowledge, concepts, and skills fundamental to architectural computing within three software families: three-dimensional modeling, two-dimensional drafting, and image processing.

**ARCH 611. Graduate Design Process.** 3 Credits.  
Foundation knowledge, concepts, and skills fundamental to design process and media subject areas. Taken concurrently with ARCH 680.

### DESIGN ARTS

**ARCH 530. Architectural Contexts: Place and 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. Prerequisite: ARCH 680 or 683.

**ARCH 540. 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 680 or 683.

**ARCH 550. 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 680.

### DESIGN TECHNOLOGY

**ARCH 561. Structural Behavior.** 4 Credits.  
Develops basic understanding of structural systems or elements and their implications for architectural form. Lectures, laboratories, and case studies investigate structure in historical and contemporary buildings. Prerequisite: passing score on diagnostic examination.

**ARCH 562. Wood and Steel Building Systems.** 4 Credits.  
Historical development of materials. Analyzes elements, connections, and systems of wood, steel, and concrete structures from the perspective of construction process, spatial and structural design. Prerequisite: ARCH 461 or 561.

**ARCH 570. 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 680.

**ARCH 591. Environmental Control Systems I.** 4 Credits.  
Influence of energy source, climate, heating, cooling, lighting, acoustics, and water and waste systems on design of buildings and sites. Architectural and mechanical means to manipulate thermal environment. Sequence. Prerequisite: ARCH 680 or 683.

**ARCH 592. 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 680 or 683.

### PROFESSIONAL PRACTICE

**ARCH 517. 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.