

Master of Architecture—Track II

DEGREE REQUIREMENTS—87 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 six terms. This includes 40 credits in design studios. The remaining 47 credits are distributed among required professional course work and professional electives, which include the seminar, advanced study, and history requirements.

Architecture Design Studios

ARCH 683	Introduction to Graduate Design (6)
ARCH 584	Architectural Design (three repetitions) (6 each)
ARCH 585	Advanced Architectural Design I (8)
ARCH 586	Advanced Architectural Design II (8)

Core Courses

Introductory Media and Process

ARCH 611	Graduate Design Process (3)
ARCH 610	Introduction to Architectural Computing (2)

Intermediate Media

ARCH 523	Media for Design Development (3)
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Design Arts

ARCH 530	Architectural Context: 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 (includes ARCH 607 Seminar)

This sequence serves as a sample guide for how a student might progress toward candidacy over a two-year period. The exact sequence of courses taken will depend on the program of study by each student, course availability, and teaching commitments.

	FALL	WINTER	SPRING	SUMMER
YEAR 1	ARCH 683 Introductory Graduate Design 6 ARCH 607 Seminar: Option II 3 ARCH 561 Structural Behavior 4 Total Credits 13	ARCH 584 Architectural Design 6 ARCH 562 Wood & Steel Building Systems 4 Core Course 4	ARCH 584 Architectural Design 6 Core Course 4 Subject Area Elective 4	Optional studio in Eugene, Portland, or abroad.
YEAR 2	ARCH 584 Architectural Design 6 ARCH 517 Building Enclosures 4 Subject Area Elective 4 Total Credits 14	ARCH 585 Advanced Architectural Design 8 ARCH 517 Context of the Arch Prof 4 Subject Area Elective 4	ARCH 586 Advanced Architectural Design 8 Subject Area Elective 4 Subject Area Elective 4 Total Credits 16	

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

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

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



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CORE COURSE DESCRIPTIONS

INTRODUCTORY MEDIA AND PROCESS

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.

INTERMEDIATE MEDIA

ARCH 523. 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 611.

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 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.

ARCH 561. Structural Behavior. 4 Credits.

Developes 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.

IARC 571. Building Enclosures. 4 Credits.

The properties and detailing of materials used in interior design construction. Code issues that affect interior construction field trips to supply sources and projects. Prerequisite: ARCH 570.

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.