DEGREE REQUIREMENTS – 147 CREDITS

This degree is typically completed in 10 terms. This includes 64 credits in design studios. The remaining 83 credits are distributed among required professional course work and professional electives, which include the seminar, advanced study, and history requirements.

### Interior Architecture Design Studios
- **ARCH 680** Intro to Graduate Design (6)
- **ARCH 681** Intro to Graduate Design (6)
- **IARC 584** Interior Design (four repetitions) (6)
- **IARC 586** Furniture Design (6 each)
- **IARC 587** Working Drawings in Interior Architecture (6)
- **IARC 588** Interior Design Comprehensive Project I (8)
- **IARC 589** Interior Design Comprehensive Project II (8)

### Media and Process Skills
- **ARCH 611** Graduate Design Process (3)
- **ARCH 610** Introduction to Architectural Computing (2)

### Intermediate Media
- **ARCH 523** Media for Design Development (3)

### Design Arts
- **IARC 545** Comprehensive Project Preparation (3)
- **IARC 547** Color Theory (3)
- **ARCH 540** Human Context of Design (4)
- **ARCH 550** Spatial Composition (4)

### Furniture
- **IARC 544** Furniture: Theory and Analysis (3)

### Design Technology
- **ARCH 570** Building Construction (4)
- **IARC 571** Interior Construction Systems (3)
- **ARCH 592** Environmental Control Systems II (4)
- **IARC 572** Interior Finishes and Design Application (3)
- **IARC 592** Electric Lighting (3)
- **IARC 573** Working Drawings in Interior Architecture (4)

### Professional Practice (4 credits)
- **ARCH 517** Context of the Architecture Profession (4)

### Architectural History (5 courses minimum)
- **ARCH 610** 20th Century Architecture and Theory (4)
- **ARH 574** History of Interior Architecture I (3)
- **ARH 575** History of Interior Architecture II (3)
- **ARH 576** History of Interior Architecture III (3)

### Subject Area Electives (includes 6 credits of seminar)

---

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

Note: Subject Area Electives and Seminars can be taken any term and in any order.

One 3-credit (min.) subject area elective must be an approved Design Arts course (not technology or media).

---

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.

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Year 2</th>
<th>Year 3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fall</strong></td>
<td><strong>Winter</strong></td>
<td><strong>Spring</strong></td>
</tr>
<tr>
<td><strong>ARCH 681</strong> - Intro Grad Design</td>
<td><strong>IARC 584</strong> - Interior Design</td>
<td><strong>IARC 584</strong> - Interior Design</td>
</tr>
<tr>
<td><strong>ARCH 550</strong> - Spatial Comp</td>
<td><strong>IARC 571</strong> - Interior Const Sys</td>
<td><strong>IARC 547</strong> - Color Theory</td>
</tr>
<tr>
<td><strong>ARCH 570</strong> - Bldg Construction</td>
<td><strong>ARCH 540</strong> - Human Context</td>
<td><strong>IARC 572</strong> - Finish &amp; Design</td>
</tr>
<tr>
<td><em>ARCH 610</em> - Intro to Computing</td>
<td>Subject Area Elective</td>
<td><strong>ARCH 592</strong> - ECS II</td>
</tr>
<tr>
<td><strong>total credits</strong></td>
<td><strong>16</strong></td>
<td><strong>16</strong></td>
</tr>
<tr>
<td>**Year 2</td>
<td>**Year 2</td>
<td>**Year 3</td>
</tr>
<tr>
<td><strong>Fall</strong></td>
<td><strong>Winter</strong></td>
<td><strong>Spring</strong></td>
</tr>
<tr>
<td><strong>IARC 584</strong> - Interior Design</td>
<td><strong>IARC 586</strong> - Furniture Design</td>
<td><strong>IARC 587</strong> - Working Drawings</td>
</tr>
<tr>
<td><strong>IARC 544</strong> - Furniture Theory</td>
<td><strong>IARC 592</strong> - Electric Lighting</td>
<td><strong>IARC 573</strong> - Wkg Drawings in IArch</td>
</tr>
<tr>
<td><strong>ARH 574</strong> - Hist of Interior Arch I</td>
<td><strong>ARCH 517</strong> - Prof Context</td>
<td><strong>ARCH 523</strong> - Media for Design</td>
</tr>
<tr>
<td>Subject Area Elective</td>
<td>Subject Area Elective</td>
<td><strong>ARCH 576</strong> - Hist of Interior Arch III</td>
</tr>
<tr>
<td><strong>total credits</strong></td>
<td><strong>16</strong></td>
<td><strong>16</strong></td>
</tr>
<tr>
<td>**Year 3</td>
<td>**Year 3</td>
<td>**Year 3</td>
</tr>
<tr>
<td><strong>Fall</strong></td>
<td><strong>Winter</strong></td>
<td><strong>Spring</strong></td>
</tr>
<tr>
<td><strong>IARC 584</strong> - Interior Design</td>
<td><strong>IARC 588</strong> - Interior Design Comp I</td>
<td><strong>IARC 588</strong> - Interior Design Comp II</td>
</tr>
<tr>
<td><strong>IARC 545</strong> - Comp Project Prep</td>
<td><strong>ARH 575</strong> - Hist of Interior Arch II</td>
<td><strong>Seminar</strong></td>
</tr>
<tr>
<td><strong>ARH Elective</strong></td>
<td><strong>Seminar</strong></td>
<td>Subject Area Elective</td>
</tr>
<tr>
<td><strong>total credits</strong></td>
<td><strong>12</strong></td>
<td><strong>14</strong></td>
</tr>
</tbody>
</table>

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

(83) Credits of non-studio architectural courses, including advanced study requirement.

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

Note: Subject Area Electives and Seminars can be taken any term and in any order.

One 3-credit (min.) subject area elective must be an approved Design Arts course (not technology or media).
Master of Interior Architecture

PROFESSIONAL CORE COURSE DESCRIPTIONS

INTRODUCTORY MEDIA AND PROCESS
ARCH 610 Introduction to Architectural Computing
Foundation knowledge, concepts, and skills fundamental to architectural computing within three software families: three-dimensional modeling; two-dimensional drafting; and, image processing. (2)

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

INTERMEDIATE MEDIA
ARCH 523 Media for Design Development
Students must be capable of using a full range of manual media in design scheming and development: contour, light and shadow, measured drawing, perspective, and digital applications. Pre-requisite: ARCH 611. (3)

DESIGN ARTS
IARC 544 Furniture: Theory and Analysis
Analysis of furniture and cabinetry with emphasis on theories of use, ergonomics, design development, methods of manufacture and materials. (Open to non-majors with instructor's consent.) (3)

IARC 545 Comprehensive Project Preparation
Formulating proposals and documentation of project issues and programming. (3)

IARC 547 Color Theory and Application
Color theory and application for the built environment. (3)

ARCH 540 Human Context of Design
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. (4)

ARCH 550 Spatial Composition
Architectural space as a means to measure existence and expand awareness. Focus on compositional principles of design and methods for analyzing and generating spatial organizations. (4)

DESIGN TECHNOLOGY
ARCH 570 Building Construction
Foundation knowledge, concepts and skills fundamental to structure, construction and materials. (4)

IARC 571 Interior Construction Elements
Properties, basic codes, manufacture, and application of materials used in construction for interior design. (3)

ARCH 592 Environmental Control Systems II
Implications of lighting, acoustics, and water and waste for architectural design. (4)

IARC 572 Interior Finishes and Design Application
Properties, basic codes, manufacture, and cost analysis, sustainability and application of materials applied in interior design. (3)

IARC 592 Electric Lighting
Principles of lighting with focus on integration of electric illumination and space. (3)

IARC 573 Working Drawings in Interior Architecture
Preparation of working drawings for project designed in interior architecture studio. (4)

PROFESSIONAL CONTEXT
ARCH 517 Context of the Architecture Profession
Introduction to the professional practice of architecture and related careers. Examines marketing; the professional, legal, and regulatory environment; firm organization and management; contractual issues; and the construction process. (3)