**Master of Interior Architecture – Track II**

**DEGREE REQUIREMENTS – 87 CREDITS**

_Individual requirements are determined by the transcript evaluation._

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.

### Interior Architecture Design Studios
- **IARC 584**  Interior Design (two 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 607 Option II Seminar is optional)

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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.

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<th>Fall</th>
<th>Winter</th>
<th>Spring</th>
<th>Summer</th>
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<tr>
<td><strong>Year 1</strong></td>
<td><strong>15</strong></td>
<td><strong>16</strong></td>
<td><strong>16</strong></td>
<td>Optional studio in Eugene, Portland, or abroad.</td>
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<tr>
<td>IARC 584 - Interior Design</td>
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<td>IARC 586 - Furniture Design</td>
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<td>ARH 574 - Hist of Interior Arch I Seminar</td>
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<td><strong>Year 2</strong></td>
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<td>IARC 584 - Interior Design</td>
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<td>IARC 545 - Comp Project Prep Seminar</td>
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<td>IARC 588 - Interior Design Comp I</td>
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<td>IARC 589 - Interior Design Comp II</td>
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<td>total credits</td>
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(40) Credits of architectural design studio (includes 5 ARCH 584 studios, of which one can be ARCH or LA).
(47) Credits of non-studio architectural courses, including advanced study requirement.

**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).
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)

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