	1.Fall	1.Spring		2.Summer	2.Fall	2.Spring	3.Summer	3.Fall	3.Spring	4.Summer	4.Fall		4.Spring	5.Summer	5.Fall	5.Spring
Building Tech					**ARCH2351 : CONSTRUCTION 1** - Building materials and construction practices	**ARCH2355 : ENVIRONMENTAL CONTROLS** - HVAC, Electrical, Lighting, Plumbing, Acoustical		**ARCH3350 : CONSTRUCTION 2** - Quantitative (Statics and Strength of Materials) & Qualitiative Analysis (Structural Systems Design)	**ARCH3355 : CONSTRUCTION 3** - Structural analysis of concrete, steel, and timber		**ARCH4354 : INTEGRATIVE SYSTEMS** - Integrating building systems into comprehensive building model		**ARCH5334 : CONSTRUCTION 4** - Topical, centered on faculty area of interest / research			
History & Criticism	**ARCH1311: DESIGN ENVIRONMENT & SOCIETY** Large format intro to architecture course		S		**ARCH2311: ARCHITECTURAL HISTORY 1** -Ancient to Renaissance & Early Baroque Architecture	**ARCH2315: ARCHITECTURAL HISTORY 2** - 18TH, 19TH, & Early 20th c. Architecture to 1950			**ARCH3314: HISTORY 3** - 20th c. Architecture & contemporary issues		**ARCH4363 : ARCHITECTURAL THEORY** Survey of theoretical issues in architecture from Vitruvius to Present	S				
Media	**ARCH1341: DELINEATION 1** Freehand drawing, sketching & contour drawing	**ARCH2353 : DIGITAL MEDIA** - Computer modeling & introduction to BIT (bldg info tech)	T			**ARCH2342 : DELINEATION 2** - Analytical drawing techniques w/ integration of color		**ARCH3341: DIGITAL MEDIA2** Advanced software applications	**ARCH3352 : BUILDING INFORMATION TECHNOLOGY** - Gain understanding of construction drawing process & integration into building modeling thru BIM		**ARCH4341 : MEDIA ELECTIVE** - Analog or digital media options chosen from approved list	T				
Design Studio		**ARCH1412 : STUDIO 1** - w/ 2D & 3D fundamental design through exploration in architectural drawing & models	A		**ARCH2501 : STUDIO 2** - Design skills internal to architecture w/ drawing as inquiry, form, transformations, compositions, spatial modulation	**ARCH2502 : STUDIO 3** - Design skills external to architecture w/ drawing as analysis, integration of building elements		**ARCH3501 : STUDIO 4** - Design skills centered on the technology of enclosure of buildings & economy	**ARCH3502 : STUDIO 5** - Design skills centered on the building as a technological system & ecological device	**ARCH4601 : STUDIO 6** (option a) - Design skills centered on urban aggregates of buildings, Infrastructures and land (study abroad, practicums, ateliers)	**ARCH4602 : STUDIO 6** (option b) - Multi disciplinary collaboration, team-building, leadership (with Interior Design & Landscape Architecture)	A	**ARCH5604/5 : STUDIO 7** - Advanced Topical Studio centered on faculty area of interest / research or community design	**ARCH5604/5 : STUDIO 8** - Advanced Topical Studio centered on faculty area of interest / research or community design	**ARCH5691 : STUDIO 9** - MDS 1 - Comprehensive Building Studio	**ARCH5692 : STUDIO 10** - MDS 2 - Comprehensive Building Studio
Professional Practice			G					**ARCH3373 : SITE DESIGN** - Techniques and principles of site design				G	**ARCH5365 : RESEARCH METHODS & PROGRAMMING** - Survey of research methods for analysis of theoretical constructs, site & functional relationships in the design of a building		**ARCH5392 : PROFESSIONAL PRACTICE** Principles and practices of architectural business. Examination of processes of delivery of architecture	
Elective		General (3)			Comms (3)			Writing (3)		Architecture (3)					Architecture (3)	General (3)
2nd Elective					Diversity (3)					General (3)			Architecture (3)			
General Studies	Rhetoric 1 (3)	Rhetoric 2 (3)		Physics (4)		Poli Sci 2 (3)										
2nd General Studies	Trigonometry (3)	Analyt Geom (3)		Poli Sci 1 (3)												
3rd General Studies	Lab Science (4)			US Hist 1 (3)												
4th General Studies				US Hist 2 (3)												
Credit Hours	16	16		13	17	17	0	17	14	12	9		15	6	12	9
										Undergrad Hours	**131**				**Graduate Hours**	**42**
															Total Hours	**173**

Proposed BScArch/MArch Curriculum (v5.4P)

Description Change
New Course
Changed Position
Credit Hour Change

BIT Content Sequencing

	place	*course*	*tonality*	*description*
	pre-professional	**Studio 1**	Foundation	Overview of design skills & critical thinking - conceptualization / problem-solving / craft / scale / space
	core 1	**Studio 2**	Basic- Internal	Introducing design skills that are core & internal to architectural practice- drawing as inquiry / form / transformation / composition / spatial modulation
Studio Tonalities	core 2	**Studio 3**	Basic- External	Introducing design skills that are situational & external to architectural practice - drawing as analysis / event / integration / site / program / economy
	core 3	**Studio 4**	Building- Frame & Skin	Teaching design skills centered on the technologies of enclosure in building design
	core 4	**Studio 5**	Building- Systems	Teaching design skills centered on underst&ing the building as a technological system & ecological device
	one of these options	**Studio 6a**	Urbanism	Teaching design skills centered on urban aggregates of buildings. Infrastructures, & l& (study-abroad, practica, & ateliers)
		Studio 6b	Collaboration	Teaching design skills for multi-disciplinarypractice as team-building (collaboration studios held in conjunction w/ interiors & i&scape)
	graduate 1	**Studio 7**	Topical	Open. Advanced studio drawn from faculty research, creative activity, & service in the community
	graduate 2	**Studio 8**	Topical	Open. Advanced studio drawn from faculty research, creative activity, & service in the community
	professional capstone	**MDS 1 & 2**	Comprehensive	Two semester comprehensive building studio

place	*course*	*description*
preparational	**Digital Media**	Digital modeling of buildings and introduction to model traslating for BIT studyand processing.
core theory & practice	**Bldg Info Tech**	Introducing theories & practices of making, recording, and manipulating Building Information databases.
secondary elaboration	**Construction 3**	Structural analysis in this course will utilize BIT modeling in learning construction principles and conditions
primary elaboration	**Integrative Systems**	In the IS course students will take a rudimentarydesign process for a very simple building through a broad range of BIM modules with professional BIT softwares.
final demonstration	**MDS 2**	A key part of the MDS comprehenive building studio is that BIT is the technlogy used to make the project comprehensive in scope and elaboration.