Department of Architecture

The Department of Architecture offers the Bachelor of Science degree in Architecture and a Bachelor of Science degree in Interior Design. Both degree programs include a common Foundation Year of studies and students remain as pre-majors until the completion of the Foundation Year required coursework and successful passage through the Foundation Year Gateway.

Admission Criteria for Transfer Students

Students who wish to transfer from another institution into either of the two undergraduate degree programs (Architecture or Interior Design) in the Department of Architecture are required to submit an Application Package that includes their cumulative grade point average, and a letter of interest. Students with architectural or interior design coursework beyond the freshman level are required to submit a portfolio of studio work (bound, maximum size 8.5 inches by 11 inches) that will be used for studio placement. Students wishing to apply for transfer course substitutions will be required to submit course syllabi for those courses for Departmental review. Application packages and portfolios should be sent directly to the Department of Architecture. Transfer applicants placed into the first year will be required to complete the Foundation Year Program and apply for either the Architecture or Interior Design major as described below.

Change of Major

Students currently enrolled in UTSA who wish to change majors to one of the two undergraduate academic majors within the Department of Architecture must submit a Change of Major application to the Department of Architecture by the first Monday in May. Departmental application decisions are made at least once per year in June, but the Department reserves the right to render decisions at any time. Change of major students must include their grade point average and a letter of interest in their application package. Students with architectural or interior design coursework beyond the freshman level are required to submit a portfolio of studio work (bound, maximum size 8.5 inches by 11 inches) that will be used for studio placement. Students wishing to apply for course substitutions will be required to submit course syllabi for those courses for Departmental review. Portfolios should be sent directly to the Department of Architecture. Change of Major applicants placed into the first year will be required to complete the Foundation Year Program and apply for either the Architecture or Interior Design major as described below.

Foundation Year Program (FYP) / Admission to the Major in Architecture or Interior Design

Students must successfully complete the common Foundation Year Program (FYP), consisting of 16 semester credit hours, in order to be eligible to apply for the FYP Gateway review process and subsequent admission into either the Bachelor of Science in Architecture major (ARC) or Bachelor of Science in Interior Design major (IDE). Students are strongly advised to complete the additional 15 credit hours of Core Curriculum courses in their first year of studies as well. Students who have completed the FYP must submit a Gateway Application (an application to the major) by the first Monday in May for review and consideration for admission to the major of choice (ARC or IDE). Applications are available on the Department website. FYP Gateway reviews are conducted at the conclusion of each Spring semester. Available openings within both the ARC and IDE majors are limited and, therefore, entry into each is competitive. Students not accepted into either of the two majors within the Department of Architecture in their first year of application will remain in the University College and will be eligible to reapply the following year. A student may reapply only once.

The Foundation Year Program requires the completion of the following courses (16 semester credit hours):

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 1113</td>
<td>Introduction to the Built Environment</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1214</td>
<td>Design I</td>
<td>4</td>
</tr>
<tr>
<td>ARC 1223</td>
<td>Design II</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1313</td>
<td>Design Visualization</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1513</td>
<td>Great Buildings and Cities of the World</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Total Credit Hours</strong></td>
<td><strong>16</strong></td>
</tr>
</tbody>
</table>

The Foundation Year Program strongly recommends the completion of the following Core Curriculum courses (15 semester credit hours):

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIS 1203</td>
<td>Academic Inquiry and Scholarship</td>
<td>3</td>
</tr>
<tr>
<td>WRC 1013</td>
<td>Freshman Composition I (Q)</td>
<td>3</td>
</tr>
<tr>
<td>WRC 1023</td>
<td>Freshman Composition II (Q)</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics Core Course (MAT 1023 or MAT 1033)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Life and Physical Sciences Core Course (ES 2013, GEO 1013, GRG 2613, or PHY 1943)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Total Credit Hours</strong></td>
<td><strong>15</strong></td>
</tr>
</tbody>
</table>

Laptop Program

The Laptop program requires that students entering both the Bachelor of Science in Architecture and Bachelor of Science in Interior Design programs have their own laptop (notebook) computers and required software. Digital technology will be integrated into the studio work and will be necessary in order to fulfill project requirements. The computer should be upgradable in order to be of productive use for the duration of the academic program.

Student Work

The Department of Architecture reserves the right to retain, exhibit, and reproduce work submitted by students. Work submitted for grading is the property of the College of Architecture, Construction and Planning and remains such until it is returned to the student.

All candidates seeking this degree must fulfill the Core Curriculum requirements and the degree requirements, which are listed below.

- The Bachelor of Science degree in Architecture (p. 1)
- The Bachelor of Science degree in Interior Design (p. 3)

Bachelor of Science Degree in Architecture

The Bachelor of Science (B.S.) in Architecture is a four-year pre-professional degree. The minimum number of semester credit hours required for the degree, including Core Curriculum requirements, is 121,
at least 39 of which must be at the upper-division level. Students are advised to complete the B.S. in Architecture coursework in the order indicated in the “Recommended Curriculum” issued by the Department of Architecture for their catalog year.

The B.S. in Architecture is a program that provides students with the opportunity to prepare for the continuation of studies in a professional graduate program to earn a Master of Architecture (M. Arch.) degree. Completion of the B.S. in Architecture degree allows the graduate to pursue limited architectural practice but does not, in itself, fully prepare the graduate for architectural licensure. Students in the B.S. in Architecture program are advised that the certification for architectural registration and professional practice by the National Council of Architectural Registration Boards (NCARB) requires, in virtually all cases, an accredited professional degree and broad architectural education such as that provided by the Master of Architecture (M. Arch.) program at UTSA.

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may require a preprofessional undergraduate degree in architecture for admission. However, the preprofessional degree is not, by itself, recognized as an accredited degree.

University of Texas San Antonio, Department of Architecture offers the following NAAB-accredited degree programs:

M. Arch 2 (preprofessional degree + 52 graduate credits)

M. Arch 3 (non-preprofessional degree + 91 credits)

Next accreditation visit for all programs: 2016

Core Curriculum Requirements (42 semester credit hours)

Students seeking the Bachelor of Science degree in Architecture must fulfill University Core Curriculum requirements in the same manner as other students. The courses listed below satisfy both degree requirements and Core Curriculum requirements; however, if these courses are taken to satisfy both requirements, then students may need to take additional courses in order to meet the minimum number of semester credit hours required for this degree. For a complete listing of courses that satisfy Core Curriculum requirements, see below.

MAT 10231, MAT 1033, MAT 1073, or MAT 1093 may be used to satisfy the core requirement in Mathematics.

Two of the following courses should be used to satisfy the core requirement in Life and Physical Sciences: ES 2013, GEO 1013, GRG 2613, or PHY 1943.

In addition to AIS 1203, ARC 1113 should be used to satisfy the core requirement in Language, Philosophy and Culture. ARC 1214 should be used to satisfy the core requirement in Creative Arts. ARC 1513 should be used to satisfy the Component Area Option requirement.

ANT 1013, ECO 2003, EGR 1343, GRG 1013, GRG 2623, or SOC 1013 should be used to satisfy the core requirement in Social and Behavioral Sciences.

1  Students who may anticipate either a dual major with CSM or change of major to the CSM program should note that MAT 1023 will not count toward the CSM degree.

2  Students who may anticipate either a dual major with CSM or change of major to the CSM program should note that GRG 2613 will not count toward the CSM degree and PHY 1943 will be required.

Core Curriculum Component Area Requirements [http://catalog.utsa.edu/undergraduate/bachelorsdegree/requirements/education/curriculum/arequirements]

Gateway Courses

Students pursuing the Bachelor of Science degree in Architecture must successfully complete each of the following Gateway Courses with a grade of “C-” or better in no more than two attempts. A student who is unable to successfully complete these courses within two attempts, including dropping a course with a grade of “W” or taking an equivalent course at another institution, will be required to change his or her major.

ARC 2133 Principles of Architectural Structures
ARC 2156 Drawing and Modeling Studio
ARC 2166 Digital Design Studio
ARC 2233 Principles of Environmental Systems

Degree Requirements

A. Foundation Year Program

1. 16 semester credit hours of required courses completed with a grade of “C-” or better in each course

ARC 1113 Introduction to the Built Environment 3
ARC 1214 Design I 4
ARC 1223 Design II 3
ARC 1313 Design Visualization 3
ARC 1513 Great Buildings and Cities of the World 3

B. Architecture Program sequence

1. 42 semester credit hours of required architectural courses. Must be completed with a grade of “C-” or better in each course:

ARC 2133 Principles of Architectural Structures 3
ARC 2156 Drawing and Modeling Studio 6
ARC 2166 Digital Design Studio 6
ARC 2233 Principles of Environmental Systems 3
ARC 2413 History of Architecture I 3
ARC 2423 History of Architecture II 3
ARC 3433 Topics in Architecture and Thought 3
ARC 3553 Introduction to Architectural Theory 3
ARC 3613 History of Modern Architecture 3
ARC 4183 Environmental Systems 3
ARC 4283 Architectural Structures 3
CSM 2113 Construction Materials and Methods 3
The University of Texas at San Antonio

2. 24 semester credit hours of required upper-division design studios. Must be completed with a grade of "C-" or better in each course
   ARC 4156 Building Design Studio (repeated)

3. 6 semester credit hours of electives

It is recommended that these electives be satisfied as a part of the International Studies coursework

Total Credit Hours 88

B.S. in Architecture – Recommended Four-Year Academic Plan

<table>
<thead>
<tr>
<th>First Year</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foundation Year (Pre-Architecture/PRA)</td>
<td></td>
</tr>
<tr>
<td>AIS 1203 Academic Inquiry and Scholarship (core)</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1113 Introduction to the Built Environment (core and major)</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1214 Design I (core and major)</td>
<td>4</td>
</tr>
<tr>
<td>ARC 1313 Design Visualization</td>
<td>3</td>
</tr>
<tr>
<td>WRC 1013 Freshman Composition I (Q) (core)</td>
<td>3</td>
</tr>
<tr>
<td><strong>Spring</strong></td>
<td></td>
</tr>
<tr>
<td>ARC 1223 Design II</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1513 Great Buildings and Cities of the World (core and major)</td>
<td>3</td>
</tr>
<tr>
<td>WRC 1023 Freshman Composition II (Q) (core)</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics Core</td>
<td>3</td>
</tr>
<tr>
<td>Life &amp; Physical Sciences Core</td>
<td>3</td>
</tr>
<tr>
<td><strong>GATEWAY TO MAJOR (Requires Application and Acceptance)</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Second Year</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall</td>
<td></td>
</tr>
<tr>
<td>ARC 2133 Principles of Architectural Structures</td>
<td>3</td>
</tr>
<tr>
<td>ARC 2413 History of Architecture I</td>
<td>3</td>
</tr>
<tr>
<td>ARC 2156 or 2166 Drawing and Modeling Studio (or Digital Design Studio)</td>
<td>6</td>
</tr>
<tr>
<td>CSM 2113 Construction Materials and Methods</td>
<td>3</td>
</tr>
<tr>
<td><strong>Spring</strong></td>
<td></td>
</tr>
<tr>
<td>ARC 2166 or 2156 Digital Design Studio (or Drawing and Modeling Studio)</td>
<td>6</td>
</tr>
<tr>
<td>ARC 2233 Principles of Environmental Systems</td>
<td>3</td>
</tr>
<tr>
<td>ARC 2423 History of Architecture II</td>
<td>3</td>
</tr>
<tr>
<td>Social and Behavioral Sciences Core</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Third Year</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall</td>
<td></td>
</tr>
<tr>
<td>International Studies Semester (Fall or Spring)</td>
<td></td>
</tr>
<tr>
<td>ARC 4816 International Studies Studio</td>
<td>6</td>
</tr>
<tr>
<td>ARC 4823 International Studies Theory Seminar</td>
<td>3</td>
</tr>
<tr>
<td>ARC 4833 International Studies Drawing Seminar</td>
<td>3</td>
</tr>
<tr>
<td>ARC 4843 International Studies History Seminar</td>
<td>3</td>
</tr>
<tr>
<td><strong>Spring</strong></td>
<td></td>
</tr>
</tbody>
</table>

Non-International Studies Semester 1
- ARC 3613 History of Modern Architecture 3
- ARC 4156 Building Design Studio 6
- American History Core 3
- Government-Political Science Core 3

Non-International Studies Semester 2 (Fall or Spring)
- ARC 4156 Building Design Studio 6
- ARC 3553 Introduction to Architectural Theory 3
- Elective 3
- Elective 3

Fourth Year

| Fall | Credit Hours |
|------------------------------------------------|
| ARC 3433 Topics in Architecture and Thought | 3 |
| ARC 4156 Building Design Studio | 6 |
| ARC 4183 Environmental Systems | 3 |
| Government-Political Science Core | 3 |
| **Spring** | |
| ARC 4156 Building Design Studio | 6 |
| ARC 4283 Architectural Structures | 3 |
| American History Core | 3 |
| Life & Physical Sciences Core | 3 |

Total Credit Hours: 121.0

1 Non-International Studies Semester 2 is only for students who receive a waiver from the International Studies Requirement.

Bachelor of Science Degree in Interior Design

The Bachelor of Science (B.S.) in Interior Design is a four-year Council for Interior Design Accreditation (CIDA) accredited professional degree. The minimum number of semester credit hours required for the degree, including Core Curriculum requirements, is 124, at least 42 of which must be at the upper-division level. Students are advised to complete the B.S. in Interior Design degree coursework in the order indicated within the “Recommended Curriculum” issued by the College of Architecture, Construction and Planning for their catalog year.

Core Curriculum Requirements (42 semester credit hours)

Students seeking the Bachelor of Science degree in Interior Design must fulfill University Core Curriculum requirements in the same manner as other students. The courses listed below satisfy both degree requirements and Core Curriculum requirements; however, if these courses are taken to satisfy both requirements, then students may need to take additional courses in order to meet the minimum number of semester credit hours required for this degree. For a complete listing of courses that satisfy Core Curriculum requirements, see below.

- MAT 1023, MAT 1033, MAT 1043, MAT 1073, or MAT 1093 may be used to satisfy the core requirement in Mathematics.
- Two of the following courses should be used used to satisfy the core requirement in Life and Physical Sciences: ES 2013, GEO 1013, GRG 2613, or PHY 1943.
In addition to AIS 1203, ARC 1113 or ARC 1413 should be used to satisfy the core requirement in Language, Philosophy and Culture. ARC 1214 should be used to satisfy the core requirement in Creative Arts. ARC 1513 should be used to satisfy the Component Area Option requirement.

ANT 1013, ECO 2003, EGR 1343, GRG 1013, GRG 2623, or SOC 1013 should be used to satisfy the core requirement in Social and Behavioral Sciences.

Students who may anticipate either a dual major with CSM or change of major to the CSM program should note that MAT 1023 and MAT 1043 will not count toward the CSM degree.

Students who may anticipate either a dual major with CSM or change of major to the CSM program should note that GRG 2613 will not count toward the CSM degree and PHY 1943 will be required.

Core Curriculum Component Area Requirements (http://catalog.utsa.edu/undergraduate/bachelorsdegreeregulations/degreerequirements/corecurriculumcomponentarearequirements)

Gateway Courses

Students pursuing the Bachelor of Science degree in Interior Design must successfully complete each of the following Gateway Courses with a grade of “C-” or better in no more than two attempts. A student who is unable to successfully complete these courses within two attempts, including dropping a course with a grade of “W” or taking an equivalent course at another institution, will be required to change his or her major.

**Degree Requirements**

**A. Foundation Year Program**

16 semester credit hours of required courses completed with a grade of “C-” or better in each course:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 1113</td>
<td>Introduction to the Built Environment</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1214</td>
<td>Design I</td>
<td>4</td>
</tr>
<tr>
<td>ARC 1223</td>
<td>Design II</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1313</td>
<td>Design Visualization</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1513</td>
<td>Great Buildings and Cities of the World</td>
<td>3</td>
</tr>
</tbody>
</table>

**B. Interior Design Program sequence**

1. 69 semester credit hours of required courses completed with a grade of “C-” or better in each course:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 2133</td>
<td>Principles of Architectural Structures</td>
<td>3</td>
</tr>
<tr>
<td>ARC 2156</td>
<td>Drawing and Modeling Studio</td>
<td>6</td>
</tr>
<tr>
<td>ARC 2166</td>
<td>Digital Design Studio</td>
<td>6</td>
</tr>
<tr>
<td>ARC 2233</td>
<td>Principles of Environmental Systems</td>
<td>3</td>
</tr>
<tr>
<td>ARC 4183</td>
<td>Environmental Systems</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2143</td>
<td>Architecture and Interior Assemblies</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2153</td>
<td>Interior Materials and Assemblies</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2413</td>
<td>History of Interior Architecture I</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2423</td>
<td>History of Interior Architecture II</td>
<td>3</td>
</tr>
<tr>
<td>IDE 3133</td>
<td>Interior Design Topics</td>
<td>3</td>
</tr>
<tr>
<td>IDE 3203</td>
<td>Details and Construction Graphics</td>
<td>3</td>
</tr>
<tr>
<td>IDE 3236</td>
<td>Interior Design Studio I</td>
<td>6</td>
</tr>
<tr>
<td>IDE 3246</td>
<td>Interior Design Studio II (Alternative Signature Experience studio)</td>
<td>6</td>
</tr>
<tr>
<td>IDE 3433</td>
<td>Topics in Design Theory</td>
<td>3</td>
</tr>
<tr>
<td>IDE 4266</td>
<td>Systems Integration Studio</td>
<td>6</td>
</tr>
<tr>
<td>IDE 4513</td>
<td>Practice and Ethics</td>
<td>3</td>
</tr>
<tr>
<td>IDE 4816</td>
<td>International Studies Studio</td>
<td>6</td>
</tr>
</tbody>
</table>

2. 6 semester credit hours of electives

It is recommended that these electives be satisfied as a part of the International Studies coursework.

**Total Credit Hours**

91

**B.S. in Interior Design – Recommended Four-Year Academic Plan**

**First Year**

**Fall**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIS 1203</td>
<td>Academic Inquiry and Scholarship (core)</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1113</td>
<td>Introduction to the Built Environment (core)</td>
<td>3</td>
</tr>
<tr>
<td>ARC 1214</td>
<td>Design I (core and major)</td>
<td>4</td>
</tr>
<tr>
<td>ARC 1313</td>
<td>Design Visualization</td>
<td>3</td>
</tr>
<tr>
<td>WRC 1013</td>
<td>Freshman Composition I (Q) (core)</td>
<td>3</td>
</tr>
</tbody>
</table>

**Spring**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 2166</td>
<td>Digital Design Studio (or Drawing and Modeling Studio)</td>
<td>6</td>
</tr>
<tr>
<td>ARC 2233</td>
<td>Principles of Environmental Systems</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2143</td>
<td>Architecture and Interior Assemblies</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2413</td>
<td>History of Interior Architecture I</td>
<td>3</td>
</tr>
</tbody>
</table>

**Second Year**

**Fall**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 2133</td>
<td>Principles of Architectural Structures</td>
<td>3</td>
</tr>
<tr>
<td>ARC 2156 or 2166</td>
<td>Drawing and Modeling Studio (or Digital Design Studio)</td>
<td>6</td>
</tr>
<tr>
<td>IDE 2143</td>
<td>Architecture and Interior Assemblies</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2413</td>
<td>History of Interior Architecture I</td>
<td>3</td>
</tr>
</tbody>
</table>

**Spring**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 2166 or 2156</td>
<td>Digital Design Studio (or Drawing and Modeling Studio)</td>
<td>6</td>
</tr>
<tr>
<td>ARC 2233</td>
<td>Principles of Environmental Systems</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2153</td>
<td>Interior Materials and Assemblies</td>
<td>3</td>
</tr>
<tr>
<td>IDE 2423</td>
<td>History of Interior Architecture II</td>
<td>3</td>
</tr>
</tbody>
</table>

**Third Year**

**Fall**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC 4183</td>
<td>Environmental Systems</td>
<td>3</td>
</tr>
</tbody>
</table>
ARC 1214. Design I. (1-8) 4 Credit Hours. (TCCN = ARCH 1403) 
Introduction to design through a focus on design literacy and the 
creative conceptualization of issues fundamental to the design of 
human environments. Emphasis on the realization and experience 
of architectural ideas in materials. May be applied toward the core 
curriculum requirement in Creative Arts. (Formerly ARC 1213 and COA 
1213. Credit cannot be earned for more than one of the following: ARC 
1214, ARC 1213, and COA 1213.).

ARC 1223. Design II. (1-8) 3 Credit Hours. 
Prerequisites: ARC 1214 and ARC 1313. Introduction to design as 
a broadly creative process based on consideration of spatial 
experience, context, program, building form, representation, and design 
communication. (Formerly ARC 1226 and COA 1223. Credit cannot be 
earned for ARC 1223 and either ARC 1226 or COA 1223.).

ARC 1313. Design Visualization. (0-8) 3 Credit Hours. 
Prerequisites: Completion of or concurrent enrollment in ARC 1113 and 
ARC 1214. Introductory exploration of graphic processes and techniques 
utilized in the design and construction of the built environment for the 
representation, visualization, analysis, and presentation of the designed 
environment. Completion of or concurrent enrollment in this course is 
required in order to take COA 1213. (Formerly COA 1313. Credit cannot 
be earned for both ARC 1313 and COA 1313.).

ARC 1413. Architecture and Culture. (3-0) 3 Credit Hours. (TCCN = 
ARCH 1305) 
Introduces architecture by exploring its relation to culture and the 
dynamic interrelationship between humans and the environment. May be 
applied toward the core curriculum requirement in Language, Philosophy 
and Culture.

ARC 1513. Great Buildings and Cities of the World. (3-0) 3 Credit 
Hours. (TCCN = ARCH 1305) 
Introducing buildings and places that exemplify timeless architectural 
concepts and design strategies considered enduring contributions to the 
cultural heritage of the world. Examples from Africa, Asia, Europe, and 
the Americas are presented within the context of diverse cultures and 
express a variety of different aesthetic, political, and religious values. 
The course draws from diverse sources from high culture and vernacular 
sources span from antiquity to the present. May be applied toward the 
core curriculum requirement in Creative Arts.

ARC 2133. Principles of Architectural Structures. (3-0) 3 Credit 
Hours. 
Prerequisite: Enrollment as an ARC or IDE major. An introduction to the 
principles of architectural structures as related to architectural design. 
Includes consideration of spatial, structural, and aesthetic issues of 
building structural systems, and introduces structural behavior, forces and 
responses in structural systems.

ARC 2156. Drawing and Modeling Studio. (0-14) 6 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. Architectural design 
through the agency of model building and drawing. Course content 
includes the development of design skills for the conceptualization and 
informal design of buildings.

ARC 2166. Digital Design Studio. (0-14) 6 Credit Hours. 
Prerequisites: Enrollment as an ARC or IDE major. Architectural design 
through the agency of digital design media. Course content includes 
the development of design skills for the conceptualization and informed 
design of buildings.

Architecture (ARC) Courses

ARCH 1113. Introduction to the Built Environment. (3-0) 3 Credit 
Hours. (TCCN = ARCH 1311) 
Prerequisites: Completion of or concurrent enrollment in ARC 1214 
and ARC 1313. An introduction to the design and construction of the 
built environment. Includes consideration of professional practice, 
ethics, interior design, landscape architecture, planning, urbanism and 
construction. May be applied toward the core curriculum requirement in 
Language, Philosophy and Culture. (Formerly COA 1113. Credit cannot 
be earned for both ARC 1113 and COA 1113.).

ARCH 1133. Construction Material and Concepts. (3-0) 3 Credit Hours. 
Introduction to concepts and skills fundamental to structure, construction, 
building enclosure, sustainability, and interior environments. Analysis and 
selection of materials, components, and assemblies. Introduction to the 
historic role of materials in architectural and interior design. (Formerly 
ARC 2213 and COA 1133. Credit cannot be earned for ARC 1133 and 
either ARC 2213 or COA 1133.).

ARCH 1151. Introduction to Architecture and Design. (1-0) 1 Credit 
Hour. 
A lecture course introducing ideas and concepts associated with architectural and interior design.
ARC 2233. Principles of Environmental Systems. (3-0) 3 Credit Hours.
Prerequisite: Enrollment as an ARC or IDE major. Introduction to the design of environmentally responsive buildings and the natural and artificial systems that support them. Includes consideration of topics such as, embodied energy, active and passive heating and cooling, indoor air quality, solar orientation, daylighting and artificial illumination, acoustics, and building services systems.

ARC 2423. History of Architecture I. (3-0) 3 Credit Hours. (TCCN = ARCH 1301)
Introduction to the history of architecture, urbanism, and material culture from prehistory to the 15th century. Explores the varied ways in which architecture reflects and shapes social, religious, and political concerns in the Western and non-Western world.

ARC 2424. History of Architecture II. (3-0) 3 Credit Hours. (TCCN = ARCH 1302)
Introduction to the history of architecture, urbanism, and material culture from the 15th to the 20th century. Explores the varied ways in which architecture reflects and shapes social, religious, and political concerns in the Western and non-Western world.

ARC 2513. Digital Design Media. (2-2) 3 Credit Hours.
Prerequisite: Enrollment as an ARC or IDE major or consent of instructor. Introduction to 2-dimensional and 3-dimensional digital design media. Addresses design skills, principles, techniques, procedures, and knowledge of how digital media impacts the design process, profession, and design culture.

ARC 3113. Advanced Design Visualization. (0-6) 3 Credit Hours.
Prerequisite: Enrollment as an Architecture or an Interior Design major or permission of instructor. Advanced exploration of graphic processes and techniques utilized in the design and construction of built environment for the representation, analysis, visualization, and/or presentation of the designed environment. May be repeated for credit when topics vary.

ARC 3203. Housing Planning: Design and Development. (3-0) 3 Credit Hours.
Prerequisite: Enrollment as an ARC or IDE major or consent of instructor. Survey of the evolution of housing design, planning and development that encompasses the design, location, organization, and financing of housing and community development programs and the capital and labor markets that impact such development at the local level.

ARC 3433. Topics in Architecture and Thought. (3-0) 3 Credit Hours.
Prerequisite: Enrollment as an Architecture or Interior Design major or consent of instructor. A lecture/seminar course that provides students the opportunity to explore a variety of architectural ideas, concepts, theories, approaches, or topics related to architectural design. May be repeated for credit when topics vary.

ARC 3553. Introduction to Architectural Theory. (3-0) 3 Credit Hours.
Prerequisite: Enrollment as an ARC or IDE major or consent of instructor. A lecture/seminar course introducing theories that inform architectural design.

ARC 3613. History of Modern Architecture. (3-0) 3 Credit Hours.
Prerequisites: WRC 1013 and WRC 1023. Study of the social, aesthetic, theoretical, technical, cultural, and professional forces that form, shape, and communicate modern architecture. Completion of ARC 2413 and ARC 2423 is recommended for Architecture and Interior Design majors.

ARC 4143. Architecture Topics. (3-0) 3 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A course exploring issues in architecture. May be repeated for credit when topics vary.

ARC 4153. Topics in International Architecture. (3-0) 3 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. An examination of current international trends and issues in architecture and urbanism. May be repeated for credit when topics vary.

ARC 4156. Building Design Studio. (0-14) 6 Credit Hours.
Prerequisites: ARC 2133, ARC 2156, ARC 2166, and ARC 2233. Architectural design with emphasis on building technology, materials, assemblies, tectonics, structure, environmental systems, and the inter-relationship of building and environment. Course may be repeated for credit. No more than 24 credit hours of ARC 4156 may count towards the degree.

ARC 4183. Environmental Systems. (2-2) 3 Credit Hours.
Prerequisites: ARC 2156, ARC 2166, and ARC 2233. Advanced issues in the design of environmentally responsive buildings and the natural and artificial systems that support them, such as embodied energy, active and passive heating and cooling, indoor air quality, solar orientation, daylighting and artificial illumination, acoustics, and building services systems. Includes the use of appropriate performance assessment tools.

ARC 4213. Furniture Design and Construction. (0-8) 3 Credit Hours.
Prerequisite: ARC 2156, ARC 2166, or consent of instructor. Focuses on essential elements of furniture design and construction, emphasizing relations to architectural space, human factors, and the use of materials, connections, and finishes.

ARC 4223. Topics in Design Computing. (2-2) 3 Credit Hours.
Prerequisite: ARC 2513 or consent of instructor. Theory-based seminar course exploring critical, spatial and philosophical issues relative to the impact of digital technologies within the field of architecture. Involves some usage of 2-D and 3-D digital media.

ARC 4233. Computer Projects in Design. (2-2) 3 Credit Hours.
Prerequisite: ARC 2513 or consent of instructor. Project-driven lecture/laboratory course exploring advanced issues associated with 3-D modeling, animation, photo-realistic visualization, and computer-aided manufacturing. Considers the role these processes play in architectural and interior design. (Same as IDE 4233. Credit cannot be earned for both ARC 4233 and IDE 4233.)

ARC 4283. Architectural Structures. (2-2) 3 Credit Hours.
Prerequisites: ARC 2133, ARC 2156, and ARC 2166. Advanced study of architectural structures; considers the physical principles that govern classical statics and strength of materials. Graphical and mathematical design of structural systems. Consideration of the role of structural articulation in the design of buildings.

ARC 4333. Practicum/Internship. (0-0) 3 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. Offers students majoring in architecture or interior design a supervised professional practice experience with public agencies or private firms. Individual conferences and written reports required.

ARC 4816. International Studies Studio. (0-14) 6 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. An architecture or planning studio associated with a study abroad program. (Formerly titled “Study Abroad: Studio.”) (Same as IDE 4816. Credit cannot be earned for both ARC 4816 and IDE 4816.)

ARC 4823. International Studies Theory Seminar. (3-0) 3 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A lecture/seminar course associated with a study abroad program; involves field trips. (Formerly titled “Study Abroad: History/Theory.”) (Same as IDE 4823. Credit cannot be earned for both ARC 4823 and IDE 4823.)
ARC 4833. International Studies Drawing Seminar. (0-6) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A drawing course associated with a study abroad program; involves field trips. (Formerly titled “Study Abroad: Observational Drawing.”) (Same as IDE 4833. Credit cannot be earned for both ARC 4833 and IDE 4833.)

ARC 4843. International Studies History Seminar. (0-6) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A lecture/seminar course associated with a study abroad program; involves field trips. (Same as IDE 4843. Credit cannot be earned for both ARC 4843 and IDE 4843.)

ARC 4911. Independent Study. (0-0) 1 Credit Hour. 
Prerequisites: Permission in writing (form available) of the instructor, the student’s advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor’s degree.

ARC 4913. Independent Study. (0-0) 3 Credit Hours. 
Prerequisites: Permission in writing (form available) of the instructor, the student’s advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor’s degree.

ARC 4916. Independent Study. (0-0) 6 Credit Hours. 
Prerequisites: Permission in writing (form available) of the instructor, the student’s advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor’s degree.

ARC 4953. Special Studies in Architecture. (0-6) 3 Credit Hours. 
Prerequisite: Consent of instructor. An organized course offering the opportunity for specialized study not normally or often available as part of the regular course offerings. Special studies may be repeated for credit when the topics vary, but not more than 3 semester credit hours for ARC 4953 or 12 hours for ARC 4956, regardless of discipline, will apply to a bachelor’s degree.

ARC 4956. Special Studies in Architecture. (0-14) 6 Credit Hours. 
Prerequisite: Consent of instructor. An organized course offering the opportunity for specialized study not normally or often available as part of the regular course offerings. Special studies may be repeated for credit when the topics vary, but not more than 3 semester credit hours for ARC 4953 or 12 hours for ARC 4956, regardless of discipline, will apply to a bachelor’s degree.

**Interior Design (IDE) Courses**

IDE 2143. Architecture and Interior Assemblies. (3-0) 3 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. The study of building materials, assemblies, and construction processes as used in interior environments with an emphasis on system components qualities, characteristics, and standard installation practices.

IDE 2153. Interior Materials and Assemblies. (3-0) 3 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. Continued study of materials and assemblies as used in interior environments with an emphasis on ceiling, floor, and furniture systems, applied finishes, and specifications. (Formerly IDE 3153. Credit cannot be earned for both IDE 2153 and IDE 3153.)

IDE 2413. History of Interior Architecture I. (3-0) 3 Credit Hours. 
Prerequisites: WRC 1013, WRC 1023 and enrollment as an ARC or IDE major. Introduction to art, architecture, interior design, and decorative arts from antiquity to the Industrial Revolution. Explores the varied ways that design reflects and serves the social, religious, and political life in the Western and non-Western world.

IDE 2423. History of Interior Architecture II. (3-0) 3 Credit Hours. 
Prerequisites: WRC 1013, WRC 1023 and enrollment as an ARC or IDE major. Introduction to art, architecture, interior design, and decorative arts through the post–Industrial Revolution to the modern period. Explores the varied ways that design reflects and serves the social, religious, and political life in the Western and non-Western world. (Formerly titled “History of Design: Renaissance through Nineteenth Century.”)

IDE 3013. Color and Light. (3-0) 3 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. Studies of psychological and physiological effects of color and light in the built environment. Light as a form determinant of interior space. Introduction to artificial illumination design.

IDE 3133. Interior Design Topics. (3-0) 3 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. A study of current trends and issues in interior design.

IDE 3203. Details and Construction Graphics. (0-6) 3 Credit Hours. 
Prerequisite: Enrollment as an ARC or IDE major. Project driven course focusing on design and graphic documentation of interior architecture and construction.

IDE 3236. Interior Design Studio I. (0-14) 6 Credit Hours. 
Prerequisites: IDE 2143 and IDE 2423. Interior design as the application of building construction systems and materials as key components in the art of shaping interior volumes. Project research and programming methods are applied and furniture selections are explored and integrated within a spatial context.

IDE 3246. Interior Design Studio II. (0-14) 6 Credit Hours. 
Prerequisites: IDE 2143 IDE 2153, and ARC 4183. Interior design focused on integrating mechanical, acoustical, and lighting systems through a consideration of the relationship between human activities and various interior environments.

IDE 3433. Topics in Design Theory. (3-0) 3 Credit Hours. 
Prerequisite: IDE 2423. Introduction to design theories. May be repeated for credit when topics vary. (Formerly IDE 4423.)

IDE 4213. Furniture Design and Construction. (0-6) 3 Credit Hours. 
Prerequisite: IDE 3236. Focuses on the essential qualities of the elements of furniture design and construction, emphasizing human factors and the use of materials and connections.

IDE 4233. Computer Projects in Design. (2-2) 3 Credit Hours. 
Prerequisite: ARC 2513 or consent of instructor. Project-driven lecture/laboratory course exploring advanced issues associated with 3-D modeling, animation, photo-realistic visualization, and computer-aided manufacturing. Considers the role these processes play in architectural and interior design.
IDE 4266. Systems Integration Studio. (0-14) 6 Credit Hours. 
Prerequisites: IDE 2143, IDE 2153, IDE 3133, IDE 3246 or IDE 4816, and ARC 4183. Design and documentation of interior environments focusing on system integration and articulation of building assemblies. Includes complex programming, life safety issues, thermal control, lighting, electrical, acoustics, and water and waste management systems. (Formerly titled “Interior Design Systems Studio.”)

IDE 4333. Practicum/Internship. (0-0) 3 Credit Hours. 
Prerequisite: IDE 3236 or consent of instructor. Offers students majoring in Interior Design participation in a variety of design development concerns. Students work under supervision in an approved internship to gain knowledge of their respective professional fields.

IDE 4513. Practice and Ethics. (3-0) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166. A study of the currently applied ethical, legal, and professional criteria for the practice of interior design. Issues investigated include forms of practice, client relationships, team leadership, office organization, and project management.

IDE 4816. International Studies Studio. (0-14) 6 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. An interior architecture studio associated with a study abroad program. (Formerly titled “Study Abroad: Studio.”) (Same as ARC 4816. Credit cannot be earned for both IDE 4816 and ARC 4816.)

IDE 4823. International Studies Theory Seminar. (3-0) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A lecture/seminar course associated with a study abroad program; involves field trips. (Formerly titled “Study Abroad: History/Theory.”) (Same as ARC 4823. Credit cannot be earned for both IDE 4823 and ARC 4823.)

IDE 4833. International Studies Drawing Seminar. (0-6) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A drawing course associated with a study abroad program; involves field trips. (Formerly titled “Study Abroad: Observational Drawing.”) (Same as ARC 4833. Credit cannot be earned for both IDE 4833 and ARC 4833.)

IDE 4843. International Studies History Seminar. (0-6) 3 Credit Hours. 
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. A lecture/seminar course associated with a study abroad program; involves field trips. (Same as ARC 4843. Credit cannot be earned for both IDE 4843 and ARC 4843.)

IDE 4911. Independent Study. (0-0) 1 Credit Hour. 
Prerequisites: Permission in writing (form available) of the instructor, the student’s advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor’s degree.

IDE 4913. Independent Study. (0-0) 3 Credit Hours. 
Prerequisites: Permission in writing (form available) of the instructor, the student’s advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor’s degree.

IDE 4953. Special Studies in Interior Architecture. (0-6) 3 Credit Hours. 
Prerequisite: Consent of instructor. An organized course offering the opportunity for specialized study not normally or not often available as part of the regular course offerings. Special Studies may be repeated for credit when topics vary, but not more than 6 semester credit hours for IDE 4953 or 12 hours for IDE 4956, regardless of discipline, will apply to a bachelor’s degree.

IDE 4956. Special Studies in Interior Architecture. (0-14) 6 Credit Hours. 
Prerequisite: Consent of instructor. An organized course offering the opportunity for specialized study not normally or not often available as part of the regular course offerings. Special Studies may be repeated for credit when topics vary, but not more than 6 semester credit hours for IDE 4953 or 12 hours for IDE 4956, regardless of discipline, will apply to a bachelor’s degree.

Urban and Regional Planning (URP) Courses

URP 3123. Introduction to Community and Regional Planning and Urban Design. (3-0) 3 Credit Hours. 
Introduction to basic practices in community planning and urban design issues, including theoretical/historical bases; developing neighborhood plans/projects; indicators and evaluation of neighborhood sustainability; community patterns; institutional framework, site planning analysis; zoning ordinances; subdivision ordinances; community services, circulation; mixed-use, and community development programming. (Formerly ARC 4123. Credit cannot be earned for both ARC 4123 and URP 3123.)

URP 3153. Comparative Urban and Regional Development. (3-0) 3 Credit Hours. 
A survey of the origin of the contemporary city and region, current conditions, and future trends.

URP 3163. Visual Communications for Community and Regional Planning. (3-0) 3 Credit Hours. 
Expressing planning data and geographic information in visual terms for land use planning projects. Application of related computer software including GIS. (Formerly ARC 4163. Credit cannot be earned for both ARC 4163 and URP 3163.)

URP 4113. Urban Project Development. (3-0) 3 Credit Hours. 
Introduction to a range of physical planning topics including land use planning, growth management, infrastructure planning, and urban design. Planning mechanisms such as codes and urban design guidelines that help regulate development of the built environment will be emphasized. Planning at different scales including municipal, comprehensive plans, specific area plans, site plans, and state and regional plans. (Formerly ARC 4113. Credit cannot be earned for both ARC 4113 and URP 4113.)

URP 4123. Sustainable Community Development. (3-0) 3 Credit Hours. 
Introduction to land use planning topics including new urbanism, growth management, sustainable infrastructure planning, and LEED Neighborhood Development.

URP 4213. Urban Planning and Public Health. (3-0) 3 Credit Hours. 
Survey of the interdependence of urban planning and public health to include the impact of physical environments on the health and quality of life of people in housing and neighborhoods.
URP 4913. Independent Study. (0-0) 3 Credit Hours.
Prerequisite: Permission in writing (form available) of the instructor, the student's advisor, the Department Chair, and the Dean of the College in which the course is offered. Scholarly research under the direction of a faculty member. May be repeated for credit, but not more than 6 semester credit hours of independent study, regardless of discipline, may apply to a bachelor's degree.

URP 4953. Special Studies in Urban and Regional Planning. (3-0) 3 Credit Hours.
Prerequisite: Consent of instructor. An organized course offering the opportunity for specialized study not normally or not often available as part of the regular course offerings. Special Studies may be repeated for credit when topics vary.