Architecture (ARC)

Architecture (ARC) Courses

ARC 1113. Introduction to the Built Environment. (3-0) 3 Credit Hours. (TCCN = ARCH 1311)
Prerequisites: Completion of or concurrent enrollment in ARC 1213 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).

ARC 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).

ARC 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 1213. Design I. (0-8) 3 Credit Hours. (TCCN = ARCH 1303)
Introduction to design through a focus on design literacy, the creative conceptualization through direct engagement with materials and processes of making. Introduction to architectural design processes, materials, precedents, and architectural ideas. Projects investigate basic issues fundamental to design and experience of human environments. May be applied toward the core curriculum requirement in Creative Arts. (Formerly ARC 1214 and COA 1213. Credit cannot be earned for more than one of the following: ARC 1214, ARC 1213, or COA 1213).

ARC 1224. Design II. (1-8) 4 Credit Hours.
Prerequisites: ARC 1213 and ARC 1313. Introduction to design as a broadly creative process that stresses creative and conceptual development through representational visualization. Explores the role of spatial experience, context, program, architectural form, circulation, elements, materials, human factors, color, and light in the design of human environments. Introduction to spatial types and ordering systems, architectural precedents, architectural conventions, and critical thought pertaining to design of the built environment. Includes a weekly lecture. (Formerly ARC 1223. Credit cannot be earned for both ARC 1223 and ARC 1224).

ARC 1313. Design Visualization. (0-8) 3 Credit Hours.
Prerequisites: Completion of or concurrent enrollment in ARC 1113 and ARC 1213. 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. (Formerly COA 1313. Credit cannot be earned for both ARC 1313 and COA 1313).

ARC 1413. Architecture and Culture. (3-0) 3 Credit Hours.
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.
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 focuses on the design of buildings (including consideration of structure, material, space, and form) responsive to the site and context.

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 focuses on the design of buildings (including consideration of structure, material, space, and form) responsive to the site and context.

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 2413. 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. Generally offered: Fall, Spring.

ARC 2423. 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. Generally offered: Spring.

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. Generally offered: Fall.
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. Generally offered: Fall, Spring.

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. Generally offered: Fall, Spring.

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. Generally offered: Fall, Spring.

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 4246. Systems Studio. (0-14) 6 Credit Hours.
Prerequisite: ARC 4156 (taken twice). Advanced architectural design studio addressing the theoretical and practical issues of considerate and responsible design and detailing of a small building from the ground up. Addresses the whole building in terms of its integration with the site and climate, its structural, environmental, daylighting, and envelope systems as well as accessibility, life safety, and vertical circulation.

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. Generally offered: Summer.

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.) Generally offered: Fall, Spring.

ARC 4823. International Studies Theory Seminar. (3-0) 3 Credit Hours.
Prerequisites: ARC 2156 and ARC 2166 or consent of instructor. 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 4833. International Studies Drawing 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. (Formerly titled "Study Abroad: History/Theory."). (Same as IDE 4823. Credit cannot be earned for both ARC 4823 and IDE 4823.) Generally offered: Spring.

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.) Generally offered: Fall, Spring.

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.