DEGREE REQUIREMENTS – 144 CREDITS

Individual requirements are determined by the transcript evaluation.

This degree is typically completed in 10 terms. This includes 64 credits in design studios. The remaining 80 credits are distributed among required professional course work and professional electives, which include the seminar, advanced study, and history requirements.

### Architecture Design
- ARCH 680: Intro to Graduate Design (6)
- ARCH 681: Intro to Graduate Design (6)
- ARCH 682: Intro to Graduate Design (6)
- ARCH 584: Architecture Design (five repetitions) (6 each)
- ARCH 585: Advanced Architecture Design I (8)
- ARCH 586: Advanced Architecture Design II (8)

### Design Technology
- ARCH 561: Structural Behavior (4)
- ARCH 562: Wood and Steel Building Systems (4)
- ARCH 570: Building Construction (4)
- ARCH 571: Building Enclosure (4)
- ARCH 591: Environmental Control Systems I (4)
- ARCH 592: Environmental Control Systems II (4)

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

### Architectural History (3 courses minimum)
Three 500 level courses covering areas: Ancient (ARH), Renaissance (ARH), Modern (ARCH 610 20th Century Architecture History)

### Subject Area Electives
(64) Credits of architectural design studio (includes 5 ARCH 584 studios, of which one can be IARC or LA).
(80) 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.

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<thead>
<tr>
<th>Year 1</th>
<th>Year 2</th>
<th>Year 3</th>
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<tbody>
<tr>
<td>Fall</td>
<td>Winter</td>
<td>Spring</td>
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<tr>
<td>ARCH 680 - Intro Grad Design 6</td>
<td>ARCH 682 - Intro Grad Design 6</td>
<td>ARCH 584 - Arch Design 6</td>
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<tr>
<td>ARCH 681 - Intro Grad Design 6</td>
<td>ARCH 540 - Human Context 4</td>
<td>ARCH 530 - Arch Contexts 4</td>
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<td>ARCH 682 - Intro Grad Design 6</td>
<td>ARCH 591 - ECS I 4</td>
<td>ARCH 592 - ECS II 4</td>
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<td>ARCH 584 - Arch Design 6</td>
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<tr>
<td>ARCH 585 - Arch Design 6</td>
<td>ARCH 562 - Wood &amp; Steel Sys 4</td>
<td>ARCH 584 - Adv Arch Design 8</td>
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<td>ARCH 570 - Bldg Construction 4</td>
<td>ARCH 561 - Structural Behavior 4</td>
<td>ARCH 517 - Prof Context 4</td>
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<td>ARCH 610 - Intro to Computing 2</td>
<td>Subject Area Elective 3</td>
<td>Seminar 3</td>
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<td>total credits 16</td>
<td>total credits 14</td>
<td>total credits 15</td>
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<th>Summer</th>
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<tr>
<td>ARCH 680 - Intro Grad Design 6</td>
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<tr>
<td>ARCH 611 - Design Process 3</td>
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<td>total credits 13</td>
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Optional studio in Eugene, Portland, or abroad.

Students who have taken a design studio during the summer may be able to finish their degree in the winter term of their third year.

Most students graduate in spring of their third year. Portland can only accommodate spring degree completion.
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
ARCH 530 Architectural Contexts: Place & Culture
How the design of buildings interacts with physical and cultural contexts of human traditions, landscape, settlements, cities and suburbs. Historical and contemporary examples. (4)

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 561 Structural Behavior
Developing a basic understanding of structural systems or elements and their implications for architectural form. Pre-requisite: PHYS 201 and 202. (4)

ARCH 562 Wood, Steel and Concrete Systems
Analyzes elements, connections, and systems of wood and steel structures from the perspective of the construction process, spatial and structural design. Prerequisite: ARCH 461. (4)

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

ARCH 571 Building Enclosure
Selection, design, detailing, and performance evaluation of building envelopes: wood, metals, glass, concrete, and masonry veneers and roofing. (4)

ARCH 591 Environmental Control Systems I
Architectural and mechanical means to manipulate thermal environment. (4)

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

PROFESSIONAL CONTEXT
ARCH 417 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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