

# Architectural Studies (ARCHST)

**ARCHST 1005: Topics in Architectural Studies - Humanities**

Organized study of selected topics in architectural studies. Particular topic and earnable credit may vary by semester. May be repeated for credit up to 6 credit hours.

**Credit Hour:** 1-99**Prerequisites:** instructor's consent**ARCHST 1100: Visual Design**

Design study as an introduction to basic design and visual composition with application to creating two- and three-dimensional abstract and /or functional design work. Studio exercises expressed through drawings and abstract models, using various media.

**Credit Hours:** 3**ARCHST 1200: Architectural Drafting and Working Drawings**

Beginning drafting including equipment and materials; lettering; floor plans, sections, elevations; orthographic and axonometric drawings; working drawings; and details.

**Credit Hours:** 4**ARCHST 1600: Fundamentals of Environmental Design**

Survey of the architectural environment emphasizing design fundamentals such as use, aesthetics, stability of structures and human relationships with places and time.

**Credit Hours:** 3**Prerequisites:** ENGLSH 1000**ARCHST 1600W: Fundamentals of Environmental Design - Writing Intensive**

Survey of the architectural environment emphasizing design fundamentals such as use, aesthetics, stability of structures and human relationships with places and time.

**Credit Hours:** 3**Prerequisites:** ENGLSH 1000**ARCHST 2005: Topics in Architectural Studies - Humanities**

Organized study of selected topics in architectural studies. Particular topic and earnable credit may vary by semester. May be repeated for credit up to 6 credit hours.

**Credit Hour:** 1-99**Prerequisites:** instructor's consent**ARCHST 2085: Problems in Architectural Studies**

Supervised independent work.

**Credit Hours:** 3**Prerequisites:** instructor's consent**ARCHST 2100: Understanding Architecture and the American City**

Multifaceted introduction to the architectural and social roots of urban form in the U. S.: historic precedents from around the world; growth, decline and revival of cities; rise of suburbia; tradition and transformation in campus communities; continuing housing challenges; sustainable design and the future of urbanism. Explores a diverse range of opportunities to improve communities available to professionals and general public. The course also explores the ways in which the history of immigration and migration, as well as access to geographies of work and health, has shaped the policy and geography of American cities.

**Credit Hours:** 3**ARCHST 2210: Understanding Visualization for Animated Films**

Provides a critical overview of design and visualization techniques in animated film-making. Emphasizes the role of the built environment and spatial design features.

**Credit Hours:** 3**ARCHST 2220: Introduction to CAD**

Introduction to computer-aided drafting and design with AutoCad software. Emphasis will be placed on development of skills and problem solving related to the professions of environmental and interior design.

**Credit Hours:** 3**Recommended:** ARCHST 1200**ARCHST 2230: Design Communication I**

A course introducing techniques and conventions of digitally-mediated graphic communication as aids in the design process.

**Credit Hours:** 3**Prerequisites:** ARCHST 2220**ARCHST 2310: Building Systems**

Integrated building systems: structure, construction, technology, comfort; including voice-data communication, safety, floor, wall, ceiling, mechanical, electrical, and plumbing systems; and project estimating.

**Credit Hours:** 3**ARCHST 2315: Introduction to Building Systems Laboratory**

Building system renovations, materials, processes, finishes, and applications testing: furniture design, fabrication, finishing, lighting, concrete and masonry, wood and steel light framing construction, and mock-up fabrication and testing. All equipment training and safety is covered in this introductory course.

**Credit Hour:** 1**ARCHST 2316: Advanced Building Systems Lab**

Advanced exposure to building system renovations, materials, processes, finishes, and applications testing: furniture design, fabrication, finishing, lighting, concrete and masonry, wood and steel light framing construction, and mock-up fabrication and testing. Graded on A-F basis only.

**Credit Hours:** 2**Prerequisites:** ARCHST 2315**ARCHST 2323: Sustainable Building Design Fundamentals**

Environmental concerns addressed by green building design practices for consumers and owners of homes and businesses. Overview of how green buildings improve prospects for ecology, economy, social equity, and human health. Hands-on lab experiments reference national performance standards for decision making in sustainable building projects. Emphasis on energy and water use, sustainable sites, environmentally friendly building products, indoor air quality, and design for sustainable behaviors. Graded on A-F basis only.

**Credit Hours:** 3**ARCHST 2620: People, Places and Design**

Understanding human behavior and interaction with environments; the influence of architectural design on built places. Practical application for design.

**Credit Hours:** 3**ARCHST 2811: Studio I**

Application of basic design and composition to built form. Studio exercises in two and three dimensions using various media relating to usable spaces. Formation of design concept, development of form and space, and application in built environment. Graded on A-F basis only.

**Credit Hours:** 5**Prerequisites:** ARCHST 1200**Corequisites:** ARCHST 2220**ARCHST 3100: Color and Light**

The theory, application, and specification of color and light for interior and architectural design. Includes assigned lab exercises for color and light portfolio.

**Credit Hours:** 3**ARCHST 3182: Studio II**

Application of basic design principles to built forms and functional spaces. Identification and manipulation of elements of design, understanding spatial relationships between human body and spatial enclosures related to built forms. Spatial organization and familiarity with role of immediate context. Graded on A-F basis only.

**Credit Hours:** 5**Prerequisites:** ARCHST 2310 and ARCHST 2811**Corequisites:** ARCHST 2230**ARCHST 3230: Advanced Design Communication Using BIM**

Advanced course in techniques and conventions of computer aided design (CAD) and Building Information Modeling (BIM) for contemporary design process.

**Credit Hours:** 3**Prerequisites:** ARCHST 2230**ARCHST 3860: Human Factors Programming**

Design Programming for Human Factors using a Case Study.

**Credit Hours:** 3**Recommended:** ARCHST 1600**ARCHST 3860W: Human Factors Programming - Writing Intensive**

Design Programming for Human Factors using a Case Study.

**Credit Hours:** 3**Recommended:** ARCHST 1600**ARCHST 4001: Topics in Architectural Studies**

Selected current topics in field of interest.

**Credit Hour:** 1-99**ARCHST 4085: Problems in Architectural Studies**

Supervised independent work.

**Credit Hour:** 1-99**Prerequisites:** instructor's consent

**ARCHST 4085W: Problems in Architectural Studies - Writing Intensive**

Supervised independent work.

**Credit Hour:** 1-12

**Prerequisites:** instructor's consent

**ARCHST 4320: Materials, Methods and Products**

(cross-leveled with ARCHST 7320). Inherent qualities of materials used in the design of interior environments. Manufacturing, application, and installation methods. Focus on environmentally sensitive materials.

**Credit Hours:** 3

**Recommended:** ARCHST 2310

**ARCHST 4323: Sustainable Technologies and Systems**

(cross-leveled with ARCHST 7323). An in-depth study of ecologically-sensitive and energy-efficient strategies used in building and interiors. Graded on A-F basis only.

**Credit Hours:** 3

**Prerequisites:** MATH 1050 or higher level of math

**ARCHST 4325: Energy-Efficient Building Design**

(cross-leveled with ARCHST 7325). Broad study of energy use and energy-efficient strategies for buildings. Course will cover the fundamentals of climate-based design, energy-efficient heating/cooling/daylighting strategies, alternative energy systems applicable to buildings, energy auditing/modeling/verification, applicable building energy codes, and high performance building technologies.

**Credit Hours:** 3

**Prerequisites:** MATH 1100

**ARCHST 4333: Compliance and Specifications**

(cross-leveled with ARCHST 7333). Application of laws, codes, regulations, standards in specifying for life safety, barrier-free and universal design, lighting, human factors, and contract documents. Graded on A-F basis only.

**Credit Hours:** 3

**Prerequisites:** ARCHST 4813 or ARCHST 4823

**ARCHST 4355: Recent Trends in Digital Media I**

Recent Trends in Digital Media I

**Credit Hour:** 1-99

**ARCHST 4411: Study Abroad in Architectural History**

Discovery of historic architecture through on-site tour of timeless cities and places. May be repeated for credit.

**Credit Hour:** 1-3

**Prerequisites:** instructor's consent

**ARCHST 4430: Guiding Design with Historic Preservation**

(cross-leveled with ARCHST 7430). Approaches to historic preservation; historic roots of architecture and interiors; regulations and design guidelines governing intervention; assessing significance of historic properties.

**Credit Hours:** 3

**Recommended:** American History or Government, or Art History

**ARCHST 4435: History of the Designed Environment to 1750**

An in-depth study of the designed environment including interiors, architecture, art, and the decorative arts within the major historical periods and cultural context from prehistory to the Industrial Revolution.

**Credit Hours:** 3

**ARCHST 4440: Design Precedents: Architecture, Interiors and Furniture since the Industrial Revolution**

(cross-leveled with ARCHST 7440). Analysis of historical exemplars of architecture, interiors and furniture design offering strategies for approaching contemporary design problems. Covers design precedents from industrial revolution to contemporary design.

**Credit Hours:** 3

**ARCHST 4555: Recent Trends**

(cross-leveled with ARCHST 7555). Upper-division students seeking additional knowledge in specific subject matter areas including digital media software.

**Credit Hour:** 1-99

**ARCHST 4710: Design Business Practices**

Analysis of basic professional, human, and business skills necessary for the successful design practice. Studio work in development of portfolio and self-marketing materials with refinement through critiques. Graded on A-F basis only.

**Credit Hours:** 3

**Prerequisites:** ARCHST 4813 or ARCHST 4823

**ARCHST 4760: Healthcare Facilities Design**

(cross-leveled with ARCHST 7760). Health care facilities design and planning course provides an in-depth investigation of best practice examples. Design and research methods include evidence-based design, simulation, and space syntax analysis leading to high-performance healthcare design. Graded on A-F basis only.

**Credit Hours:** 3**Recommended:** senior standing**ARCHST 4813: Interiors Studio III**

Spatial morphology, organization pattern, construction methods, materials, systems, and processes and integration with total design processes. Space planning and spatial manipulation in response to social, environmental, functional, and aesthetics specific to interiors.

**Credit Hours:** 5**Prerequisites:** ARCHST 3182**ARCHST 4814: Interiors Studio IV**

Continuation of ARCHST 4813. Manipulation of form and space responding to programmatic functions and activities, and constraints imposed by structure, building materials, spatial enclosure, and related factors. Projects may involve designing single-function space to multiple-function layered spaces--both vertically and horizontally.

**Credit Hours:** 5**Prerequisites:** ARCHST 4813**ARCHST 4815: Construction Documents and Building Information Modeling Studio**

Studio of how materials, systems, and assemblies reinforce and extend intentions of designers. Course teaches strategies and techniques for integration and coordination of the building components and details in construction documents and building information modeling. Graded on A-F basis only.

**Credit Hours:** 4**Prerequisites:** ARCHST 4333**ARCHST 4815H: Construction Documents and Building Information Modeling Studio - Honors**

Studio of how materials, systems, and assemblies reinforce and extend intentions of designers. Course teaches strategies and techniques for integration and coordination of the building components and details in construction documents and building information modeling. Graded on A-F basis only.

**Credit Hours:** 4**Prerequisites:** ARCHST 4333; Honors eligibility required**ARCHST 4823: Architectural Studio III**

Continuation of ARCHST 3182. Spatial morphology, organization pattern, construction methods, materials, systems, and processes and integration with total design process. Space planning and spatial manipulation in response to social, environmental, functional, and aesthetics specifics to architecture.

**Credit Hours:** 5**Prerequisites:** ARCHST 3182**ARCHST 4824: Architectural Studio IV**

Continuation of ARCHST 4823. Manipulation of form and space responding to programmatic functions and activities, and constraints imposed by structure, building materials, spatial enclosure, and related factors. Projects may involve designing single-function space to multiple-function layered spaces - both vertically and horizontally.

**Credit Hours:** 5**Prerequisites:** ARCHST 4823**ARCHST 4940: Internship in Environmental Design**

Field experience in design under professional and educational supervision. Graded on S/U basis only.

**Credit Hour:** 1-4**Prerequisites:** instructor's consent**ARCHST 4960: Readings in Architectural Studio**

Readings in recent research materials.

**Credit Hour:** 1-99**ARCHST 4961: Design Research and Service Design**

(cross-leveled with ARCHST 7961). Provides an overview of applied research methods for design and development of products, services and environments. Introduces human-centered approach to design research and Communication of research findings to informed design concepts.

**Credit Hours:** 3**Recommended:** senior standing**ARCHST 4962: Information Visualization and Visual Analytics**

(cross-leveled with ARCHST 7962). Foundation for information visualization and deals with external representation and interactive manipulation of information, data or artifacts using digital tools to enhance communication, analytical reasoning and decision-making.

**Credit Hours:** 3**Recommended:** senior standing

**ARCHST 4963: Human Factors Research for Design**

(cross-leveled with ARCHST 7963). Investigate effect of people's physical psychological, social functions in environments of differing scales. Use research techniques of photo-interviewers, mapping, and user analysis to develop an appropriate program for redesign.

**Credit Hours:** 3**Recommended:** ARCHST 3860**ARCHST 4964: Design Thinking and Creative Process**

(cross-leveled with ARCHST 7964). Analysis of how designers think, solve design problems, and engage in the creative process. Includes design methods, design cognition computations, and design protocol studies.

**Credit Hours:** 3**Recommended:** ARCHST 4813 or ARCHST 4823**ARCHST 4990: Thesis Design Studio**

Comprehensive studio project as a synthesis of previous work in addressing a design problem defined in ARCHST 3860W. Graded on A-F basis only.

**Credit Hours:** 5**Prerequisites:** ARCHST 3860W, ARCHST 4814 or ARCHST 4824**ARCHST 7001: Topics in Environmental Design**

Selected current topics in field of interest.

**Credit Hour:** 1-99**ARCHST 7085: Problems in Environmental Design**

Supervised independent work.

**Credit Hour:** 1-99**Prerequisites:** 3000-level course in field of problem and instructor's consent**ARCHST 7230: Computer Graphic Application for Design I**

(cross-leveled with ARCHST 4230). Applications of computer graphics for design and art; includes visualization, animation and creative development. May repeat up to 12 credit hours maximum.

**Credit Hours:** 3**ARCHST 7232: Graduate Design Communication I**

Studio course in techniques and conventions of graphic communication as an aid in the design process of built forms.

**Credit Hours:** 3**ARCHST 7310: Graduate Building Systems**

Integrated building systems; structure construction, technology, comfort; including voice-communications, safety, floor, wall, ceiling, mechanical, electrical, and plumbing systems, project estimating and management.

**Credit Hours:** 3**Prerequisites:** MATH 1100**ARCHST 7315: Graduate Systems Laboratory**

Experimental learning setting involving building construction systems, renovation, materials and finishes testing and experimentation. Focus on hands-on opportunities investigating building technology properties in detail. Laboratory 3 hrs/week.

**Credit Hour:** 1-9**ARCHST 7320: Materials, Methods and Products**

(cross-leveled with ARCHST 4320). Inherent qualities of materials used in the design of interior environments. Manufacturing, application, and installation methods. Focus on environmentally sensitive materials.

**Credit Hours:** 3**Prerequisites:** MATH 1100**ARCHST 7323: Sustainable Technologies and Systems**

(cross-leveled with ARCHST 4323). An in-depth study of ecologically-sensitive and energy-efficient strategies used in buildings and interiors.

**Credit Hours:** 3**ARCHST 7325: Energy-Efficient Building Design**

(cross-leveled with ARCHST 4325). This course is a broad study of energy use and energy-efficient strategies for buildings. The course will cover the fundamentals of climate-based design, energy-efficient heating/cooling/daylighting strategies, alternative energy systems applicable to buildings, energy auditing/modeling/verification, applicable building energy codes, and high performance building technologies. Recommended for graduate students with undergraduate degrees and experience in engineering, architecture, and/or building science.

**Credit Hours:** 3**ARCHST 7333: Compliance and Specifications**

(cross-leveled with ARCHST 4333). Application of laws, codes, regulations, standards in specifying for life safety, barrier-free and

universal design, lighting, human factors, and contract documents.  
Graded on A-F basis only.

**Credit Hours:** 3  
**Prerequisites:** ARCHST 4813 or ARCHST 4823

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**ARCHST 7355: Recent Trends in Digital Media I**  
Recent Trends in Digital Media I

**Credit Hour:** 2-4

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**ARCHST 7430: Guiding Design with Historic Preservation**  
(cross-leveled with ARCHST 4430). Approaches to historic preservation; historic roots of architecture and interiors; regulations and design guidelines governing intervention; assessing significance of historic properties.

**Credit Hours:** 3  
**Prerequisites:** American History or Government or Art History or instructor's consent

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**ARCHST 7440: Design Precedents: Architecture, Interiors and Furniture since the Industrial Revolution**  
(cross-leveled with ARCHST 4440). Analysis of historical exemplars of architecture, interiors and furniture design offering strategies for approaching contemporary design problems. Covers design precedents from industrial revolution to contemporary design.

**Credit Hours:** 3

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**ARCHST 7555: Recent Trends in Environmental Design**  
(cross-leveled with ARCHST 4555). Upper-division students seeking additional knowledge in specific subject matter areas including digital media software.

**Credit Hour:** 1-99

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**ARCHST 7620: Environment and Behavior**  
Evaluate relationships between human behavior and environmental design. Survey of environment and behavior theoretical foundations examining how these concepts translate into a more responsive theory of design.

**Credit Hours:** 3

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**ARCHST 7840: Graduate Design Studio**  
Advanced graduate level design experience emphasizing project complexity, design skill refinement, and optional development of thesis project strategies.

**Credit Hours:** 3  
**Prerequisites:** instructor's consent

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**ARCHST 7940: Internship in Environmental Design**  
Field experience in design under professional and educational supervision. Graded on S/U basis only.

**Credit Hour:** 1-99  
**Prerequisites:** instructor's consent

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**ARCHST 7960: Readings in Environmental Design**  
Readings in recent research materials.

**Credit Hour:** 1-99

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**ARCHST 7961: Design Research and Service Design**  
(cross-leveled with ARCHST 4961). Provides an overview of applied research methods for design and development of products, services and environments. Introduces human-centered approach to design research and communication of research findings to inform design concepts.

**Credit Hours:** 3

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**ARCHST 7962: Information Visualization and Visual Analytics**  
(cross-leveled with ARCHST 4962). Foundation for information visualization and deals with external representation and interactive manipulation of information, data or artifacts using digital tools to enhance communication, analytical reasoning and decision-making.

**Credit Hours:** 3

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**ARCHST 7963: Human Factors Research for Design**  
(cross-leveled with ARCHST 4963). Investigate effect of people's physical psychological, social functions in environments of differing scales. Use research techniques of photo-interviewers, mapping, and user analysis to develop an appropriate program for redesign.

**Credit Hours:** 3

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**ARCHST 7964: Design Thinking and Creative Process**  
(cross-leveled with ARCHST 4964). Analysis of how designers think, solve design problems, and engage in the creative process. Includes design methods, design cognition and computations, and design protocol studies.

**Credit Hours:** 3

**ARCHST 8001: Topics in Environmental Design**

Selected current topics in field of interest.

**Credit Hour:** 1-99

**ARCHST 8050: Research Methods in Environmental Design**

A comparative study of quantitative and qualitative methods in environmental design with emphasis on research results and analyses. Lectures and seminar discussions.

**Credit Hours:** 3

**ARCHST 8085: Problems in Environmental Design**

**Credit Hour:** 1-99

**Prerequisites:** 4000-level course in field of problem and instructor's consent

**ARCHST 8090: Master's Research in Environmental Design**

Independent research leading to a creative project. Graded on S/U basis only.

**Credit Hour:** 1-99

**ARCHST 8230: Computer Graphic Application for Design II**

Creative computer graphic modeling, rendering and animation projects related to the academic background and interests of individual students. May be repeated to 6 hours maximum.

**Credit Hours:** 3

**ARCHST 8600: Graduate Environmental Analysis**

Analysis of design principles and organizational factors operating in a building by means of dissection. Volumetric disposition, circulation pattern, axes, structural system, materials, purpose, and symbolism.

**Credit Hours:** 3

**ARCHST 8630: Philosophy of Environmental Design Research**

Formal environmental design theory concerning historical precedents, current aesthetic trends, and design processes. Assignments investigate philosophical influences, architectonic vocabularies, and communication of idea and artifact. May be repeated up to 12 credit hours.

**Credit Hours:** 3

**ARCHST 8633: Theoretical Perspectives of Design Computing**

Key theoretical ideas underlying the relationship between design and computing. Main research topics relevant to current discourse in design computing.

**Credit Hours:** 3

**ARCHST 8820: Graduate Digital Design Studio**

Graduate level design experience emphasizing project complexity, design skill refinement, and use of digital media for design representation.

**Credit Hour:** 1-99

**ARCHST 8830: Digital Design Studio II**

Advanced graduate level design experience emphasizing design, documentation, and representation using digital media. Optional development of graduate thesis project may be scheduled in this studio.

**Credit Hours:** 4

**ARCHST 8840: Graduate Design Studio**

Advanced graduate level design experience emphasizing project complexity, design skill refinement, and optional development of thesis project strategies.

**Credit Hour:** 1-99

**Prerequisites:** instructor's consent

**ARCHST 8850: Seminar in Environmental Design**

Reports, discussion of recent work in area of concentration.

**Credit Hour:** 1-4

**ARCHST 8887: Environment and Behavior II**

Synthesis of environment and behavior themes in design research and application to professional practice. Research on socio-behavioral phenomena, user groups, places. Emphasis on integrated interactive character of elements.

**Credit Hours:** 3

**ARCHST 8950: Qualitative Research Methods**

Explores qualitative research methods as foundation for subsequent study. Focuses on qualitative research of the built environment. Course may be repeated for credit.

**Credit Hours:** 3

**ARCHST 8960: Readings in Environmental Design**

Readings in recent research materials.

**Credit Hour:** 1-99

**Prerequisites:** ARCHST 4960 or ARCHST 7960

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**ARCHST 8990: Thesis Project Proposal**

The formal opportunity to express the intent and scope of the thesis project.

**Credit Hour:** 1

**Prerequisites:** instructor's consent

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**ARCHST 9085: Problems in Environmental Design**

**Credit Hour:** 1-99

**Prerequisites:** 4000-level course in field of problem and instructor's consent

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**ARCHST 9090: Doctoral Research in Environmental Design**

Independent research leading to thesis or dissertation. Graded on a S/U basis only.

**Credit Hour:** 1-99

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**ARCHST 9555: Recent Trends in Environmental Design**

For students seeking additional knowledge and understanding in specific subject matter areas.

**Credit Hour:** 1-99

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**ARCHST 9990: Dissertation Proposal**

A formal dissertation proposal is written and presented to the dissertation committee for approval.

**Credit Hour:** 1-9

**Prerequisites:** instructor's consent

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**ARCHST 9995: Pilot Project for Dissertation**

Working with advisor, student proposes, conducts, and reports the findings from a pilot study germane to the dissertation topic in preparation for the dissertation research.

**Credit Hour:** 1-99

**Prerequisites:** instructor's consent

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