



Bachelor of Architecture

This is a sample curriculum guide. Most required courses are only offered in certain terms as shown.

	Fall	Winter	Spring	Summer
Year 1	ARCH 201 - Intro to Arch 4 ARH 314 - Western Arch History 4 WR 121- English Comp 4 PHYS 201- Physics I 4 total credits 16	ARCH 283 - Intro Arch Design 6 ARCH 202 - Design Skills 3 WR 122 or 123 - English Comp 4 PHYS 202- Physics II 4 total credits 17	ARCH 284 - Intro Arch Design 6 ARCH 222 - Intro to Arch Comp 4 Social Science 4 total credits 14	Optional PHYS 201 and/or 202 if Math 111 and 112 are required.
Year 2	ARCH 383 - Intro Arch Design 6 ARCH 450 - Spatial Comp 4 ARCH 470 - Bldg Construction 4 total credits 14	ARCH 440 - Human Context 4 ARCH 491 - ECS I 4 ARH 315- Western Arch History II 4 Science 4 total credits 16	ARCH 384 - Intro Arch Design 6 ARCH 430 - Arch Contexts 4 ARCH 492 - ECS II 4 total credits 14	Optional studio in Eugene, Portland, or abroad.
Year 3	ARCH 484 - Arch Design 6 ARCH 461 - Structural Behavior 4 Subject Area Elective 3 Social Science 4 total credits 17	ARCH 462 - Wood & Steel Sys 4 ARH Elective 4 Social Science 4 Upper Gen Ed Elective 4 total credits 16	ARCH 484 - Arch Design 6 ARCH 423 - Media for Design 3 Arts & Letters 4 Upper Gen Ed Elective 4 total credits 17	Optional studio in Eugene, Portland, or abroad.
Year 4	ARCH 484 - Arch Design 6 ARH Elective 4 Arts & Letters 4 total credits 14	ARCH 484 - Arch Design 6 ARCH 417 - Prof Context 4 Subject Area Elective 3 Upper Gen Ed Elective 4 total credits 17	Advanced Technology 4 Arts & Letters 4 Multicultural requirement 4 Upper Gen Ed Elective 4 total credits 16	Optional studio in Eugene, Portland, or abroad.
Year 5	ARCH 471 - Building Enclosure 4 Multicultural requirement 4 Upper Gen Ed Elective 4 Upper Gen Ed Elective 4 total credits 16	ARCH 485 - Adv Arch Design I 8 Upper Gen Ed Elective 3 Upper Gen Ed Elective 4 total credits 15	ARCH 486 - Adv Arch Design II 8 Upper Gen Ed Elective 4 total credits 12	
		Students who have taken a design studio during the summer may be able to graduate winter of their 5th year by taking a fall/winter terminal studio.	Most students graduate in spring of their 5th year.	

(87) Credits in general education. Includes writing, group, multicultural, and non ARCH/IARC elective requirements.

(64) Credits in architectural design studio. Includes 4 repetitions of ARCH 484 (one can be IARC or LA studio).

(80) Credits in non-studio architectural courses.

Note: Gen Ed and Subject Area Electives can be taken any term and in any order.



Bachelor of Architecture

Professional Core Course Descriptions

Fundamentals

ARCH 201 Intro to Architecture

Offers a structure of principle for making places for people. Examines places, design procedures, and the use of architectural principles in general. (4)

ARCH 202 Design Skills

Introduction to basic design processes, methods, and media. Co-requisite: ARCH 283 and Pre-requisite: ARCH 201. (3)

Design Media

ARCH 222 Intro to Arch. Computing

Foundation knowledge, concepts, and skills fundamental to architectural computing within three software families: three-dimensional modeling; two-dimensional drafting; and, image processing. (4)

ARCH 423 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 and perspective. Pre-requisite: ARCH 202. (3)

Design Arts

ARCH 430 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 440 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 450 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 461 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 462 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 4xx — An approved advanced technology course, Construction, Structures or ECS

Advanced study in building technology, ECS, construction or structural behavior. Pre-reqs: 462, 470, 492 (4)

ARCH 470 Building Construction

Foundation knowledge, concepts and skills fundamental to structure, construction and materials. (4)

ARCH 471 Building Enclosure

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

ARCH 491 Environmental Control Systems I

Architectural and mechanical means to manipulate thermal environment. (4)

ARCH 492 Environmental Control Systems II

Implications of lighting, acoustics, and water and waste for architectural design. (4)

Professional Context

ARCH 417 Context of the Arch. 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)