Architecture

Accredited by: The National Architectural Accrediting Board.

In the United States, most state 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 U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture.

The New Jersey School of Architecture offers a five-year Bachelor of Architecture (B.Arch.) as a first professional degree program that is accredited by The National Architectural Accrediting Board. The school also offers a nonprofessional, four-year undergraduate program leading to the Bachelor of Science in Architecture (B.S.Arch.). The B.S.Arch. does not lead to licensure as an architect; instead it presents students with a wide array of complementary options leading to career opportunities within the larger design and building industries.

The New Jersey School of Architecture educates students to assume positions of responsibility and leadership in the architectural profession and in developing areas of opportunity in technology and community design related to the discipline of architecture. An emphasis on studio design in the curriculum is reinforced by required courses in history, building science, professional practice and social concerns. A diverse faculty brings its expertise to bear on issues of architecture, technology and culture and challenges students to prepare for their productive years as practitioners, scholars and researchers. The architecture program builds on the strengths of a top-tier Research University with its long history in computer graphics while emphasizing design directed toward the traditional human-centered values of architecture.

NJIT Faculty

A
Alcala, Jose M., University Lecturer

B
Bess, Mark E., University Lecturer
Brothers, David A., Senior University Lecturer

C
Cays, John M., Associate Dean for Academics, College of Architecture and Design; Interim Director, School of Art and Design
Celik, Zeynep, Distinguished Professor

D
Decker, Martina, Associate Professor
Evans, Deane, Associate Dean for Research; Director, Center for Resilient Design

E
Esperdy, Gabrielle, Professor

F
Franck, Karen A., Professor

G
Garcia Figueroa, Julio C., University Lecturer
Goldman, Glenn, Professor, School of Design

H
Harp, Cleveland J., University Lecturer
Hurtado De Mendoza, Maria, Associate Professor

K
Kim, Hyojin, Associate Professor
Kolarevic, Branko R., Professor, Dean, Hillier College
Kum-Biocca, Hyejin Hannah

M
Moore, Sandy, Associate Professor

N
Narahara, Taro, Associate Professor
Navin, Thomas R., Senior University Lecturer

O
Architecture

Ogorzalek, Thomas, Senior University Lecturer

Parlac, Vera, Associate Professor

Riether, Gernot, Associate Professor; Director, School of Architecture

Schuman, Anthony W., Professor

Schwartz, Mathew L., Assistant Professor

Sollohub, Darius T., Associate Professor

Taher, Rima, Senior University Lecturer

Theodore, Georgeen, Professor

Zarzycki, Andzej, Associate Professor

Zdepski, Michael, S., Associate Professor

Programs


B.S./M.S. Program Options ([http://catalog.njit.edu/undergraduate/academic-policies-procedures/special-degree-options/](http://catalog.njit.edu/undergraduate/academic-policies-procedures/special-degree-options/))

- Architecture - B.Arch. and Civil Engineering - M.S. ([http://catalog.njit.edu/undergraduate/architecture-design/architecture/barch-ms-civil-engineering/](http://catalog.njit.edu/undergraduate/architecture-design/architecture/barch-ms-civil-engineering/))

New Jersey School of Architecture Courses

**ARCH 155. Modes of Design Communication I.** 3 credits, 6 contact hours (0;0;6).
Techniques of graphic presentation introduced as a basic language of architecture. Students work with a broad range of graphic presentation methods. Skills developed in drawing and architectural delineation. Fundamentals of perspective drawing, rendering techniques and format layout examined through an array of projects.

**ARCH 156. Tools and Techniques.** 3 credits, 6 contact hours (2;0;4).
Prerequisite: Arch 161. Introduction to digital tools in the delineation, fabrication, and representation of contemporary design.

**ARCH 161. Intro Design and Digital Media.** 6 credits, 13.5 contact hours (1.5;12;0).
This course is an introduction to the fundamental principles and elements of design. Emphasis on design methods, manipulation of form and space, and representation skills using traditional and digital instruments. General design fundamentals and techniques presented in the lecture hour.

**ARCH 163. Introduction to Design I.** 5 credits, 12 contact hours (0;0;12).
Introduction to an array of basic principles and elements of design. Emphasis on design methods, sensitivity to context, manipulation of form and space, and representation skills. General design fundamentals presented in the lecture hour.

**ARCH 164. Introduction to Design II.** 5 credits, 12 contact hours (0;0;12).
Prerequisite: ARCH 161 A continuation of ARCH 161.

**ARCH 223. Construction I.** 3 credits, 3 contact hours (3:0:0).
This course is an introduction to construction processes, focusing on wood, steel, masonry, concrete materials and their related assemblies.
ARCH 227. Environmental Control Systems I. 3 credits, 3 contact hours (3;0;0).
This course introduces passive environmental design emphasizing sun, wind, daylight, heat flow, insulation/mass, visual comfort, thermal comfort, shading, climate, natural ventilation. The course uses ecotect software for thermal analysis.

ARCH 229. Structures I. 3 credits, 3 contact hours (3;0;0).
This course begins with the history of building structures, continues by introducing structural behavior, forces and responses in structural systems, and concludes with an introduction to static structural analysis.

ARCH 251. History of Architecture I. 3 credits, 3 contact hours (3;0;0).
Prerequisite: HUM 101. Introduces architectural history, theory and design, providing a conceptual framework for looking at the built environment. This course introduces key architectural concepts beginning with the earliest examples of human occupation, the shaping of space, and the transformation of natural landscape. Its geographic scope is global and its chronological scope ranges from prehistory to the middle ages.

ARCH 252. History of Architecture II. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 251. This survey of the social, political, technological, functional, and aesthetic concerns of architecture, urban forms, and built and natural landscapes is a continuation of ARCH 251. It covers the period from the 15th century to 1900 in Europe, the Americas, the Middle East, and Asia. Among its emphases are the impact and significance of absolutism, colonialism, nationalism, humanism, the enlightenment, industrialization and modernity.

ARCH 263. Architecture Studio I. 5 credits, 12 contact hours (0;0;12).
Prerequisites: ARCH 156 and ARCH 164. Utilizing knowledge and skills gained in Introduction to Design I and II, students learn about architectural design. Examination of the technological, social and environmental issues as they relate to architectural design. Lecture hour used to explore in-depth aspects of architecture.

ARCH 264. Architecture Studio II. 5 credits, 12 contact hours (0;0;12).
Prerequisite: ARCH 263. A continuation of ARCH 263. Lecture hour used to explore in-depth aspects of architectural design.

ARCH 282. Structural Principles. 3 credits, 3 contact hours (3;0;0).
Introduces structural statics through timber and steel design. Influences of materials and structural system choice analyzed relative to their impact on building design. Responsibilities of the architect during the structural design phase are introduced.

ARCH 283. Special Topics. 3 credits, 3 contact hours (3;0;0).
Investigation of problem of special interest in architecture.

ARCH 301. Digital Modeling and Fabrication. 3 credits, 3 contact hours (3;0;0).
The seminar in Digital Modeling and Fabrication is a 3-credit course for upper level students exploring advanced 3-dimensional computer modeling techniques and data export for assembly and fabrication to various computer numerically controlled (CNC) hardware available at the School of Architecture. Specifically, students engage in NURBS and solid modeling using Rhinoceros 3D and export data through various Rhino plug-ins including RhinoCAM, which writes G- and M- Codes for 2 and 3D milling operations. CNC hardware available as of Spring 2010 includes two (2) Universal Laser Cutters, each with 18” x 32” beds; two (2) Z-Corporation Z-310 3 dimensional printers; and a Precix 9100 Industrial CNC Router with a 48” x 96” bed. Students model and fabricate full scale assemblies individually and in teams and contribute to a final exhibition of student work. Familiarity with various software tools available at the College of Architecture and Design is encouraged but not required. Admission to the course to students in their second year of study by discretion of instructor.

ARCH 310. Co-Op Work Experience I. 3 credits, 3 contact hours (0;0;3).
Restriction: completion of the third year studio class, approval of the school and permission of the Office of Cooperative Education and Internships. Students gain major-related work experience and reinforcement of their academic program. A designated faculty member monitors and evaluates the student's work and project. Requirements include mandatory participation in seminars and completion of a report and/or project. Apply in third year.

ARCH 312. Environmental Education I. 3 credits, 5 contact hours (2;3;0).
Involves architecture students in working with grade school or high school students in the solution of a joint environmental design project. Participants first work toward developing their own understanding and sensitivity of the manmade environment. Emphasis on learner-directed and discovery-guided inquiry, and educational methods to increase awareness of the physical settings created for human activities. Projects developed in nearby schools which focus on the interaction of individuals and small groups with the environment.

ARCH 316. Computer Applications to Architecture. 3 credits, 3 contact hours (3;0;0).
Introduces both philosophical and technical approaches to the use of the computer in architectural design and analysis. Explores the use of existing computer programs for a variety of applications to architectural design and programming, including but not limited to spatial allocation, energy analysis, life cycle costing, problem analysis, computer simulation, digital fabrication, virtual assembly and aggregation, rendering. Particular focus of course may vary from semester to semester.

ARCH 317. Advanced Architectural Graphics. 3 credits, 3 contact hours (3;0;0).
Gives students advanced techniques for architectural expression in traditional media. A basic knowledge of drawing methods, media, materials and projection techniques is assumed.

ARCH 323. Construction II. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 223 or Arch 541G. This course surveys enclosure joints and assemblies, including roofing, insulation, doors, windows, glass and hybrid systems. It also focuses on interior and exterior finishes and their construction methodology and documentation, including Building Information Modeling (BIM).
ARCH 327. Environmental Control Systems II. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 227 or Arch 543G. This course focuses on active mechanical systems related to environmental controls including HVAC, plumbing, electrical and alternative energy systems. Additional areas covered include, elevators, electric lighting and acoustics. The course continues the use of ecotect software as an analytical tool.

ARCH 329. Structures II. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 229 or Arch 545G. This course examines lateral forces, foundations, stability, deflection, long spans and special case structural systems. Methodology involves advanced static structural analysis.

ARCH 331. Landscape Architecture. 3 credits, 3 contact hours (3;0;0).
An overview of the opportunities and constraints of landscape designs. Emphasis on developing a practical understanding of the potentials of earth, water and plants in architecture. Students given an overview of social and ecological determinants of relations between land and buildings.

ARCH 332. Architecture: Image and Word I. 3 credits, 3 contact hours (3;0;0).
This course will present films on Architecture in which architects are speaking about and showing their own work. What we think is true about architecture is often wrong. Single images tend to abstract and greatly simplify why and how great architecture is created. Rarely are buildings seen in their content. Rarely are climatic, cultural and technical issues of design illustrated. AS a result, we often speculate about architecture based upon superficial or incomplete information.

ARCH 333. Architecture: Image and Word II. 3 credits, 5 contact hours (2;3;0).
This course will present films on Architecture in which architects are speaking about and showing their own work. Theoreticians provide "facts" to create a unified theory of design, which may lie outside the realm of historical reality, or the intention of the architect. The culture of architectural education and the nature of the design studio results in second hand knowledge, and design myth. Surveys of modern architecture leave a fragmentary memory of great works of architecture.

ARCH 334. Color Theory/Electronic Color. 3 credits, 3 contact hours (3;0;0).
The multiple-media course includes lectures with supplemental readings, videos, in-class analysis and laboratory work, and homework requiring a variety of media including watercolor and computer graphics - all of which address a range of issues including interaction of color, psychology of color, design for color deficient vision, color mixing and color palettes, color reproduction, color models, color composition in art and architecture, and others. Digital applications are integrated throughout.

ARCH 335. Digital Tectonics. 3 credits, 3 contact hours (3;0;0).
This course uses 3D modeling tools to investigate the relationship of digital models to physical construction. The term digital tectonics refers to an idea regarding the qualities of works of contemporary architecture that seem to be influenced by the use of digital tools. In this course, students are asked to investigate this hypothesis by testing structure, skin, assemblage, form and space making methodologies that are aided by digital tools and rationalized through digital operations.

ARCH 337. Building Information Modeling. 3 credits, 3 contact hours (3;0;0).
This course explores both technical and philosophical approaches to the use of the computer in architectural analysis, design development, information management, and document delivery. Autodesk Building Systems and Autodesk Revit Building will be used for 3D modeling and 2D documentation employing a systems-approach framework for spatial allocation, energy analysis, and structural considerations. The workings of the foundational information databases of the respective software will be thoroughly explored. Projects requirements will include building program resolution, solar analysis, asset scheduling, document layout, and design visualization. Proficiency with Autodesk Autocad (2D) and understanding of general CAD principles are required prerequisites.

ARCH 361. Project Based Seminar I. 3 credits, 3 contact hours (3;0;0).
Prerequisites: Junior Status The Project Based Seminar is the first of two seminars required for completion of the Bachelor of Science in Architecture degree. The sequence of seminars teams advanced students from varying academic backgrounds to take on real-life projects in an experiential learning setting. As part of final deliverables, student teams make presentations and submit hardcopy proposals to interested constituencies.

ARCH 363. Architecture Studio III. 5 credits, 12 contact hours (0;0;12).
Prerequisites: ARCH 264, ARCH251, ARCH252, ARCH 223 or ARCH 541G, ARCH 227 or ARCH 543G and ARCH 229 or ARCH 545G. This course is a continuation of ARCH 264. Lecture hour explores the nature of technology, environment, and social order as they relate to studio work. Course materials purchase required.

ARCH 364. Architecture Studio IV. 5 credits, 13 contact hours (0;0;13).
Prerequisite: ARCH 363. A continuation of ARCH 363. Lecture hour explores in depth the nature of technology, environment, and social order as they relate to studio work. Students will be required to purchase course materials.

ARCH 381. History of Architecture III. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 252. A continuation of ARCH 252, this course surveys global developments in architecture, urban planning, and landscape design in the first half of the 20th century. It examines the continued architectural impact of industrialization and modernization and the geo-political consequences of World War I and World War II on the built environment. The focus is on the development and diffusion of modernism and its relationship to such key concepts as universalism, regionalism, historicism, and utopia.
ARCH 382. History of Architecture IV. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 381. The last in the sequence of history surveys, this course examines global developments in modern and contemporary architecture and urbanism after World War II and into the 21st century. Social uprisings, economic recessions, post-colonialism, modernization in the developing world, mass production and mass consumption, environmentalism, sustainability, and the computer revolution of the information age provide the historical and cultural framework for the course. The course pays particular attention to early extensions and critiques of modernism, the emergence of postmodernism and current efforts to reevaluate modernism's legacy.

ARCH 408. Investigations in the Contemporary Landscape. 3 credits, 3 contact hours (3;0;0).
Introduces the design, construction and management of contemporary landscape projects through case studies, field trips, and personal contact with prominent practicing landscape architects. A historical perspective of landscape architecture is used as a context for discussion.

ARCH 410. Co-Op Work Experience II. 3 credits, 3 contact hours (0;0;3).
Prerequisites: ARCH 310 or approval of the school and permission of the Office of Cooperative Education and Internships. Provides major-related work experience. A designated faculty member monitors and evaluates the student's work and project. Requirements include mandatory participation in seminars and completion of a report and/or project.

ARCH 419. Architectural Photography. 3 credits, 4 contact hours (2;2;0).
This course is designed for architecture students in using photography to better visualize form in space in a 2-D format, lighting, color, and composition. The course goal is developing their unique expressive abilities in seeing through the camera. Discussions emphasize correlating historical movements in architecture and the visual arts in photography, using relevant text selections, slide presentations, and museum visits for reinforcement.

ARCH 423. Construction III. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 323 or Ach 542G. This course focuses on non-normative systems, hybrid and integrated assemblies and new materials. An emphasis is placed on systems integration, materials selection, specifications and construction documents associated with the comprehensive design of buildings using Building Information Modeling (BIM).

ARCH 429. Structures III. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 329. This course focuses on wood systems analysis, steel systems analysis, indeterminate systems and integrated structural systems. Methodology involves finite member analysis.

ARCH 432. P3 Post Presentation Processing. 3 credits, 5 contact hours (2;3;0).
The project is deemed Architecture, with a capital A, but there remains nagging questions: What would the project be like if viewed stereoscopically? If it were rendered as a 360 degree panoramic view, what would the space be like? If it was accurately superimposed into the site (lighting, color, texture, camera angle), does the design improve when in the context? Would rendering styles using "natural media" be more descriptive? What would the architecture be like at night?

ARCH 461. Project Based Seminar II. 3 credits, 3 contact hours (3;0;0).
Prerequisite: Junior status. The Project Based Seminar II is the second of two seminars required for completion of the Bachelor of Science in Architecture degree. The sequence of seminars teams advanced students from varying academic backgrounds to take on real-life projects in an experiential learning setting. As part of final deliverables, student teams make presentations and submit hardcopy proposals to interested constituencies.

ARCH 463. Options Studio I. 5 credits, 12 contact hours (0;0;12).
Studio methodology allows the students to select from various building programs, the nature of design dealing with technology, environment and the social order. Lecture hour coordinates with studio subject matter. Course materials purchase required.

ARCH 464. Option Studio II. 5 credits, 12 contact hours (0;0;12).
Prerequisite: ARCH 364. Studio methodology allows students to select from various building programs, the nature of design dealing with technology, environment and the social order.

ARCH 472. Architectural Programming and Project Development. 3 credits, 3 contact hours (3;0;0).
Prerequisite: ARCH 264. Covers the essentials for programming a building and understanding the full scope of project development that precedes and follows the programming phase. Identify major stakeholders in the building design and production process and examine their roles. Lectures and assignments include: user requirements and client values, methods of pro forma analysis for project development and approval, and how the development process changes over time.

ARCH 483. ST.: 3 credits, 3 contact hours (3;0;0).
Group investigation of problem of special interest in architecture.

ARCH 491. Independent Study. 1 credit, 1 contact hour (0;0;1).

ARCH 493. Independent Study. 3 credits, 3 contact hours (0;0;3).

ARCH 506. Advanced Design Options II. 5 credits, 13 contact hours.
Prerequisite: ARCH 504G. Required vertical studio electives; must be taken sequentially. Covers range of advanced design issues in depth: integration of organizational, social, technical, spatial, and aesthetic issues within consistently articulated applied design solutions.

ARCH 510. Co-op Work Experience III. 0 credits, 3 contact hours.
Restriction: Approval of the school and permission of the Office of Cooperative Education and Internships. Students gain major-related work experience and reinforcement of their academic program. Students are required to complete and present miterm and final projects and/or reports. A designated faculty member monitors and evaluates the student's work and project.
ARCH 530. Methodologies of Architectural History, Theory and Criticism. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. A seminar examining the salient methodologies of architectural history, theory and criticism. Structured around a series of critical texts, with each set of core readings intended to provide a basis for analyzing and assessing the approach in question.

ARCH 531A. History of Renaissance Architecture. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. An examination of the development of Renaissance architecture and urban design in Italy and elsewhere in Europe. The re-emergence of the classical tradition is considered within the context of social, political and economic developments as well as formal intentions.

ARCH 531B. History of Baroque Architecture. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. An investigation of architectural development from the 17th and 18th centuries in Europe and Latin America, including consideration of stylistic variations, social and political factors, and trends in garden and urban design.

ARCH 531C. History of Modern Architecture. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. A study of major tendencies of architectural theory and practice from the mid-19th to the mid-20th centuries. Formal and stylistic transformation is considered in relation to theoretical intentions as well as social, cultural, and technical developments.

ARCH 531D. History of American Architecture. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. An investigation of the guiding ideals and dominant stylistic trends in American architecture and planning from colonial times to the mid-20th century. Critical shifts in conception and scope of architectural production considered in relation to the prevailing cultural, socio-economic, and technical contexts out of which they evolved.

ARCH 531E. History of Non-Western Architecture. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. An examination of major architectural traditions of China, Japan, Southeastern Asia, India, and the Middle East. Each area is considered with reference to a conceptual, iconographic and stylistic paradigm that evolved from a particular historical context.

ARCH 531F. Thresholds of Architectural Theory. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. A seminar that investigates key thresholds of Western architectural theory, from Vitruvius to Robert Venturi, with emphasis on examining the corresponding critical theoretical texts and related didactic buildings and projects.

ARCH 531G. Aspects of Urban Form. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. An examination of major architectural traditions of China, Japan, Southeastern Asia, India, and the Middle East. Each area is considered with reference to a conceptual, iconographic and stylistic paradigm that evolved from a particular historical context.

ARCH 532. Case Studies in Architectural Creativity. 3 credits, 3 contact hours.
Prerequisite: ARCH 364. Considers creativity in architecture from psychological, philosophical and autobiographical perspectives. The buildings, writings and lives of contemporary architects are discussed in the context of general theories of creativity. Each student chooses an individual architect noted for creative accomplishments and prepares a case study of his or her life.

ARCH 534. History of Architectural Technology. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. A seminar that investigates key thresholds of Western architectural theory, from Vitruvius to Robert Venturi, with emphasis on examining the corresponding critical theoretical texts and related didactic buildings and projects.

ARCH 535. History of Architectural Ideas. 3 credits, 3 contact hours.
Prerequisite: ARCH 382. Discusses seminal architectural ideas in the western world from Vitruvius to the present day. Read books written by leading architectural theorists and analyze them in detail.

ARCH 536. Landscape and American Culture. 3 credits, 3 contact hours.
As in architecture, the parallel discipline of landscape architecture involves artistic intention set in conjunction with utilitarian concerns. As such, designs on the land include the integration of the arts and sciences of human culture with nature. Discusses landscape as a manifestation of American culture.

ARCH 537. Advanced Structures. 3 credits, 3 contact hours.
Covers advanced material in structures related to steel and wood design including: steel industrial buildings, rigid frames and earthquake design, wood structures under axial loads, and combined bending and axial loads.

ARCH 538. Sustainable Architecture. 3 credits, 3 contact hours.
Follows two precepts: accepting responsibility for the consequences of design decisions upon human well-being, and the long-term viability of natural systems. Topics include sustainable site design and development, environmentally sensitive building materials, lifecycle cost benefit analysis of building systems, and adaptive reuse.

ARCH 540. Acoustics. 3 credits, 3 contact hours.
Prerequisite: ARCH 327. Architectural acoustics: how we hear, physics of sound and materials, aesthetics of design and the processes of construction. Audible sounds, their interaction, perception of echo and directional hearing are applied to interior and exterior building transmission, room acoustics, and setting acceptable acoustical environments.

ARCH 541. Material Systems in Design. 3 credits, 4 contact hours.
Prerequisite: 4th year undergraduate standing or approval from instructor. This seminar will allow students to exam material systems that give design agency to matter as a creative and technical force in the making of architecture. In doing so, it will provide students an opportunity to understand and explore the role material matters play in contemporary architectural theory and praxis. Focused on the exploration and understanding of material systems, this course will provide students with the intellectual underpinnings for the re-conceptualization of matter within their own design processes.
ARCH 543. Lighting. 3 credits, 3 contact hours.
Prerequisites: ARCH 327 or INT 222. Explores, through modeling and calculation, the means by which architectural form and detail influence the luminous environment. Perceptual responses such as visual comfort and delight are examined. Topics include daylighting footprints, model design and testing, and computer-assisted light level analysis. Areas of investigation include the relationship between daylight and electric light in architecture; the variations of light with time; analysis of seasonal and weather differences; role of task in lighting strategies; and means of control for light quality and quality.

ARCH 545. Case Studies in Architectural Technology. 3 credits, 3 contact hours.
Prerequisite: senior standing. Technological systems involved in the construction and use of buildings. Students conduct in-depth investigation of technology-related problems in architecture and construction. Case study method is used. Construction documents and reports are analyzed. Field visits are required.

ARCH 546. Designing and Optimizing the Building Enclosure. 3 credits, 3 contact hours.
Prerequisite: Any 100 level CS course except CS 100. Considers the building envelope, the boundary dividing the inside of a structure from the outside environment. Study and design optimal enclosures considering energy exchange, the relationship between energy and light, and life cycle costs.

ARCH 547. Special Topics in Computer Applications. 3 credits, 3 contact hours.
Prerequisite: senior standing. Evaluation, utilization, and development of computer programs for analysis, simulation and information management. Programs range from energy analysis, building structures analysis, and mechanical systems design to spatial allocation, graphics and computer-aided design. Different theories of information transformation and delivery used in terms of architectural applications. Course hardware ranges from computer-aided design and drafting systems, through micro and mini, to mainframe computers.

ARCH 549. Life Safety Issues in Contemporary Buildings. 3 credits, 3 contact hours.
Prerequisites: ARCH 327 or INT 222. A variety of life safety and comfort situations studied in terms of specific building types. Topics include building evacuation, compartmentalization, fire fighting and suppression, evaluation and testing of new building materials and systems, systems control and management. Special emphasis is on such building types as multi-use, high-density, schools, hospitals, and other institutional categories.

ARCH 552. Real Estate Analysis for Architects. 3 credits, 3 contact hours.
Introduction to the economic, financial and political aspects of real estate and their effect on architectural decision-making. Topics include needs assessment, real estate appraisal, financial instruments, regulations and real estate, design as value-adding, and the effect of tax policies on real estate development.

ARCH 555. Systems Approach to Design and Construction. 3 credits, 3 contact hours.
Lectures, case studies and student projects on understanding human aspiration and needs through design. Topics include land, finance, management, technology, and labor.

ARCH 557. Problems in Modern Housing. 3 credits, 3 contact hours.
Prerequisite: ARCH 382 Historical approach places housing in its social, economic, and political context. Attempts to provide decent, affordable and well-designed housing for broad segments of society are examined. Dwelling is examined through analysis of proto-typical design solutions in urban environments.

ARCH 558. Professional Architectural Practice. 3 credits, 3 contact hours.
Prerequisite: ARCH 364. A forum for examination of the structure and practices of the profession of architecture. The formal and informal relationships between architects, and between architects and clients, government officials, and consultants are studied. Basic principles of office management for the small and large architectural firm are introduced.

ARCH 559. Social Issues in Housing. 3 credits, 3 contact hours.
Lecture/seminar explores the historical, economic, social, technological, and political basis for current American housing policy and practice. Examines government, community-based and private sector attempts, both failed and successful, at providing decent, affordable, and well-designed housing for broad segments of society. Student teams analyze and discuss, in a series of classroom debates, the housing and planning implications of controversial social problems from homelessness and racial segregation to caring for the elderly and people with HIV/AIDS with an emphasis on the role of the architect.

ARCH 561. Integrated Studio Seminar. 3 credits, 3 contact hours.
Prerequisite: ARCH 463. Corequisite: ARCH 564. Held in design studio each week, the lab consists of presentations by the instructor on relevant technical, building code, and life safety-issues as well as student exercises applying these principles to their integrated design studio project or to existing buildings.

ARCH 563. Options Studio III. 5 credits, 12 contact hours.
Prerequisites: ARCH 464, ARCH 423, ARCH 327 and ARCH 429. Studio methodology allows students to select from various building programs, the nature of design dealing with technology, environment and the social order.

ARCH 564. Integrated Design Studio. 5 credits, 12 contact hours.
Prerequisite: ARCH 463 Corequisite: ARCH 565 This Studio focuses on the student's ability to produce a comprehensive architectural project based on a building program and site that includes development of programmed spaces demonstrating an understanding of structural and environmental systems, building envelop systems, life-safety provisions, wall sections and building assemblies and the principles of sustainability. Lecture hour coordinates with studio subject matter. Course materials purchase required.
ARCH 565. Comprehensive Studio Lab. 1 credit, 1 contact hour.
Prerequisite: ARCH 464 Corequisite: ARCH 563 or ARCH 564. Held in design studio each week the lab consists of presentations by the instructor on relevant technical and life safety issues and student exercises applying these principles to their current design studio project or to existing buildings.

ARCH 566. Advanced Architectural Design Studio. 5 credits, 12 contact hours.
Prerequisite: ARCH 564. This is an advanced architectural design studio, post Comprehensive Studio, studying contemporary design theories, design methods and construction technologies. Emphasis is placed upon independent design research as it relates to the broad range of architectural practice. Exploratory and experimental architectural projects are the focus of the course.

ARCH 571. Everyday Life in the Public Realm. 3 credits, 3 contact hours.
A significant portion of everyday life takes place in the public realm of streets, sidewalks, parks, transit stations, government buildings, commercial establishments, and cultural institutions. Focuses on recent descriptions and critiques of public space and proposals for change.

ARCH 572. Architecture and Social Change. 3 credits, 3 contact hours.
Architectural form is analyzed in relation to political, economic and technological change, and change in social values. Buildings and other designed environments such as parks, streets and neighborhoods are studied relative to the social processes and institutions that generate and transform them. The role of the design professions in initiating or supporting change also is considered.

ARCH 573. Technologies for Community and Urban Design. 3 credits, 3 contact hours.
Advanced and traditional technologies analyzed with regard to their role in community and city design, construction and reconstruction. Emphasis on technological systems influencing location, configuration and use. Examples are infrastructures, communication systems and construction technologies. Develops skills in using methods to evaluate alternative technologies relative to their social, economic and physical promise, problems and feasibility.

ARCH 574. Case Studies in Community and Urban Design. 3 credits, 3 contact hours.
In-depth investigation of specific real-world problems of urban or community design carried out using case method approach. Current practices in the U.S. and other countries studied using interviews with designers, developers, community groups and government agencies. Site visits, reports and other documents provide important sources of information. Final report with supporting documentation required.

ARCH 576. Architecture of Utopia. 3 credits, 3 contact hours.
Seminar for the review of utopian projects that have attempted to embody and strengthen social ideas through transformations in the structuring of space. Architectural implications of different literary and philosophical utopias analyzed with an emphasis on those experimental proposals which were realized, in whole or in part, in built form.

ARCH 573. ST. 3 credits, 3 contact hours.
Group investigation of problem of special interest in architecture.

ARCH 587. Architoons. 3 credits, 3 contact hours.
Prerequisite: ARCH 364. Through the medium of film, applies literary devices to architectural contexts, including caricature, parody, lampoon, satire and farce. Studies historical and contemporary animations and short films for their treatment of meaning, story line and sequence, timing, environmental and psychological mood, atmosphere and emotion. Using 3-D modeling and animation software, each student produces an animated short subject illustrating an architectural principle or providing a humorous look at architectural history and theory.

ARCH 591. Independent Study. 1 credit, 1 contact hour.
ARCH 592. Independent Study. 2 credits, 2 contact hours.
ARCH 593. Independent Study. 3 credits, 3 contact hours.