

ARCHITECTURE

Overview

The Tulane School of Architecture and Built Environment applies knowledge to address urgent challenges of humankind. We do this by educating committed professionals to creatively manage complexity and transform the world through the practices of architecture, urbanism, and preservation. Our vision is to provide global leadership in New Orleans and around the world through excellence in design, research, and practice in the built environment. Our faculty and students will develop socially conscious and environmentally just models to inhabit the planet.

The Tulane School of Architecture and Built Environment offers both undergraduate and graduate degrees in architecture. For more information, please contact the corresponding Program Director.

For more information, including questions regarding admissions, or to contact the Program Directors please visit the Architecture pages (<https://architecture.tulane.edu/academics/architecture/>) on the School of Architecture and Built Environment's website.

Programs

Undergraduate

Major

- Architecture, B.Arch (<https://catalog.tulane.edu/architecture/architecture/architecture-barch/>)
- Architecture, BSA (<https://catalog.tulane.edu/architecture/architecture/architecture-bsa/>)

Minors

- Architecture Minor (<https://catalog.tulane.edu/architecture/architecture/architecture-minor/>)

Graduate

- Architectural Research and Design, M.S.Arc (<https://catalog.tulane.edu/architecture/architecture/architecture-research-design/>)
- Architecture, M.Arch (<https://catalog.tulane.edu/architecture/architecture/architecture-march/>)

Courses

Architecture (ARCH)

ARCH 1001 Tactile Design in Architecture (3)

At the root of the architecture discipline is the study of design. In this two-week course, students will focus on analog techniques of design utilizing hand drawing, mixed media exploration, and physical model making. The course will allow students to embrace the tactile facets of the creative process as a foundation of Architecture and its allied fields. You will explore the city of New Orleans with your sketchbook, experiencing the spatial, environmental, and cultural context of New Orleans, while creating beautiful work that will be digitally archived for your professional portfolio.

ARCH 1002 Digital Design in Architecture (3)

This two-week course will focus on visual and spatial communication through digital media. Students will learn the Adobe Creative Suite (Photoshop, Illustrator, InDesign) as well as 3d modeling software to express their design ideas. We will explore the realms of digital design, representation, and production as a means of communicating information in a visual and compelling way. Students will have also the opportunity to create within our digital laboratory that includes laser cutters, 3d printers, a CNC router, and 3d scanner. You will work with innovative digital tools to compile a portfolio of work that is lively, relevant and professional.

ARCH 1003 Architecture: Real Estate (3)

Real Estate will introduce students to the fundamentals of real estate development, focusing on the complex forces and relationships that shape the built environment. In addition to class time and field trips, students will spend 15-hours of the curriculum collaborating on the Urban Land Institute's (ULI) Urban Plan project, which is a nationally recognized case assignment requiring students to form development teams to respond to a "request for proposals" for the redevelopment of a blighted site in a fictional community. The UrbanPlan project is conducted nationally at the high school, undergraduate, and graduate levels.

ARCH 1011 Architecture Studio (6)

As an introduction to the basic fundamental methods and principles of architectural design, students are given an immediate experience of the design process, developing their capacity to conceive, manipulate and analyze architectural form and space. An emphasis on verbal skills, and graphic and material techniques for architectural representation, enable students to express and communicate their ideas. The studio develops the students' capacity for critical thinking through constructive evaluation.

ARCH 1012 Architecture Studio (6)

As an introduction to the basic fundamental methods and principles of architectural design, students are given an immediate experience of the design process, developing their capacity to conceive, manipulate and analyze architectural form and space. An emphasis on verbal skills, and graphic and material techniques for architectural representation, enable students to express and communicate their ideas. The studio develops the students' capacity for critical thinking through constructive evaluation.

Prerequisite(s): ARCH 1011.

ARCH 1013 Building Belonging: Transitions into the Tulane School of Architecture and Built Environment (0)

This course is designed for students who join the architecture program after the intro studio, providing them with a foundational understanding of Tulane studio culture and the expectations of architectural education. Through discussions and collaboration, students will receive an introduction into the School's culture of design thinking, critique processes, and effective time management in a studio environment. The course fosters an understanding of architecture as a discipline while helping students integrate smoothly into the program and develop the skills necessary for success in future studios.

ARCH 1110 Intro to Architecture (3)

As a broad introduction to architecture, this course stresses the diversity of architectural discourse historically and presents the principle works and issues of the architectural profession today. The course serves as both a required foundation for architecture majors/minors and as a general introduction to architectural thought for non-majors. Architecture is a notoriously vast subject with many areas of consensus and a few areas of serious contention. This course will present a generalized framework of architectural thought and help to understand works of architecture and design in the larger cultures they serve.

ARCH 1111 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 1112.

ARCH 1112 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 1111.

ARCH 1121 History and Theory of Architecture and Urbanism I (3)

Discover the foundation and evolution of architectural tradition in this survey course, starting with prehistoric developments in Europe and continuing through the medieval period. This course is global in focus, including both Western and non-Western developments. The survey highlights a variety of aspects of the built environment such as architecture, urban settlements and landscapes. Coursework investigates monumental civic architecture, religious structures, as well as domestic buildings, the urban form, and architectural theory.

ARCH 1901 Special Topics (1-3)

Special Topics in Career Explorations. These are special workshops for pre-college students. Title and content may vary by summer term. See the Schedule of Classes or Summer School website for specific offerings.

Course Limit: 99

ARCH 1940 Transfer Coursework (0-20)

Transfer Coursework at the 1000 level. Departmental approval may be required.

Maximum Hours: 99

ARCH 2021 Architecture Studio (6)

Second year studio concentrates on developed architectural form and design methodologies through processes of analysis, synthesis and transformation. Students work on the conceptual frameworks for their designs, with emphasis on issues of environmental context, urban design, and cultural and technological systems and their impact on architectural form. Different approaches to the making of form are investigated, along with principles of organization, such as spatial hierarchy, circulation, structure, and site relationships. Second semester will emphasize the relationship of design to cultural precedents, site conditions, programs, and material tectonics through the study of housing. Second year studios will be fully integrated with digital media classes to ensure that students gain fluency in computer aided design processes, drawing, spatial modeling and digital design techniques.

Prerequisite(s): ARCH 1012.

ARCH 2022 Architecture Studio (6)

Second year studio concentrates on developed architectural form and design methodologies through processes of analysis, synthesis and transformation. Students work on the conceptual frameworks for their designs, with emphasis on issues of environmental context, urban design, and cultural and technological systems and their impact on architectural form. Different approaches to the making of form are investigated, along with principles of organization, such as spatial hierarchy, circulation, structure, and site relationships. Second semester will emphasize the relationship of design to cultural precedents, site conditions, programs, and material tectonics through the study of housing. Second year studios will be fully integrated with digital media classes to ensure that students gain fluency in computer aided design processes, drawing, spatial modeling and digital design techniques.

Prerequisite(s): ARCH 2021.

ARCH 2113 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and lineages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 2114.

Corequisite(s): ARCH 2114.

ARCH 2114 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and lineages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 2113.

Corequisite(s): ARCH 2113.

ARCH 2122 History and Theory of Architecture and Urbanism II (3)

The course covers the period from the Enlightenment through the early-Modern and high-Modern periods. While the course will emphasize the late-eighteenth (Enlightenment) creation of canonical pedagogies and strategies as foundational texts, it will also include nineteenth-century urbanism and landscapes, both of which condition the formation of material culture in the early- and mid-twentieth centuries. The course is written expressly for students of architecture; we will concentrate not only on the identification and formation of urban artifacts, buildings, architects, and movements, but also on the social, political, and historical context surrounding their genesis and development. The course material is presented according to successive themes, thereby facilitating not only an emphasis on the artifacts and their context, but also on the discourse that supports architecture as a discipline. These themes provide insight into the various motivations and ideas, upon which the history of Modern Architecture rests. In presenting the material in this manner, it is hoped that students will understand that history—in particular the history embedded in the material of architecture—indeed resonates through time, becoming relevant and vital to the genesis and formation of current and future architectural discourse.

Prerequisite(s): ARCH 1121 or AHST 3010.

ARCH 2211 Site Strategies (3)

Site Strategies is designed to prepare students of Architecture for site analysis prior to placing architectural projects in urban and non-urban contexts. Architects need to be aware of the complexities of a site in order to place a structure, understand the impacts of that placement, and to positively contribute to mitigating climate change. This class also teaches a few key skills for understanding a site: first, to understand drawing as a mode of inquiry and as a disciplinary tool to dissect the reality; and two, to develop the 'ecological view' of the reality.

ARCH 2212 Materials and Methods (3)

This course introduces the basic materials, types, and systems of building construction. After completing the course, students will be able to choose the appropriate construction materials and system for a building project and will be able to develop the preliminary structural design for a building.

ARCH 2213 Building, Climate, Comfort (4)

Creating energy-efficient homes is becoming increasingly crucial for our environment and for the wellbeing of individuals and communities. This course looks at efficiency through the strategic implementation of both passive and active systems. Students will learn about a series of building design strategies including active systems for Heating, Ventilating, and Cooling as well as passive strategies such as thermal insulation, high-performance glazing, outdoor solar shading, the use of thermal mass, and night ventilation passive.

Prerequisite(s): PHYS 1050, 1210 or 1310.

ARCH 2223 Building, Climate, Comfort Lab (0)

Building, Climate, Comfort Lab

Corequisite(s): ARCH 2213.

ARCH 2311 Design Media I (3)

An introductory course to 3D design media concepts and techniques with a focus on the fundamental aspects of the Computer Aided Design process. Framed by a general introduction to digital media theory, students will gain fluency in a variety of software applications for the purpose of expanding the architectural design process. Specific emphasis is placed on the role of the computer as a tool for analysis, spatial investigation, and representation. Basic 3D modeling software such as AutoCad, Form.z and Rhino, will constitute the majority of course content.

ARCH 2322 Digital Media Workshop I (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year architectural design studio course.

Corequisite(s): ARCH 2022.

ARCH 2327 Intro to Spatial Painting (3)**ARCH 2890 Service Learning (0-1)**

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 2892 Service Learning (0-1)

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 2930 Special Topics (0-6)

Maximum Hours: 99

ARCH 2931 Special Topics (3,4)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 2940 Transfer Coursework (0-20)

Transfer Coursework at the 2000 level. Department approval may be required.

Maximum Hours: 99

ARCH 3031 Architecture Studio (6)

The first semester of third year will introduce students to urbanism and the city, focusing on the larger environmental context for architectural design. The second semester of third year is the culmination of the required studio sequence and is fully integrated with coursework in history/theory, technology, visual/digital media and professional concerns. Architecture 320 provides an opportunity for the student to synthesize the skills and ideas developed through two and a half years of work and apply these to the comprehensive development of a design project. Students will engage in a complex architectural project situated within an urban environment. The studio will include analysis and design at the scale of the neighborhood or the city, as well as thorough and detailed design of a large building with a complex program. Emphasis is placed on a comprehensive process including the thorough analysis of site issues and architectural precedents, detailed design development of the project, and the coordination and integration of structural, environmental and material systems in the design-work. Students will also develop skills in programming, building information modeling and management, digital fabrication methods and the production of complex digital models and working drawings through fully integrated coursework which will act as a support for the design process.

Prerequisite(s): ARCH 2022.

ARCH 3032 Architecture Studio (6)

The first semester of third year will introduce students to urbanism and the city, focusing on the larger environmental context for architectural design. The second semester of third year is the culmination of the required studio sequence and is fully integrated with coursework in history/theory, technology, visual/digital media and professional concerns. The studio provides an opportunity for the student to synthesize the skills and ideas developed through two and a half years of work and apply these to the comprehensive development of a design project. Students will engage in a complex architectural project situated within an urban environment. The studio will include analysis and design at the scale of the neighborhood or the city, as well as thorough and detailed design of a large building with a complex program. Emphasis is placed on a comprehensive process including the thorough analysis of site issues and architectural precedents, detailed design development of the project, and the coordination and integration of structural, environmental and material systems in the design-work. Students will also develop skills in programming, building information modeling and management, digital fabrication methods and the production of complex digital models and working drawings through fully integrated coursework which will act as a support for the design process.

Prerequisite(s): ARCH 3031*.

* May be taken concurrently.

ARCH 3130 Architectural Research Methods (3)

This course introduces students to various research paradigms to engage and produce architectural scholarship. Architectural Research Methods will include weekly readings and written responses, a literature review of relevant texts, and a proposal for a research topic. Students will develop skills necessary to support their work in research-based Option Studios and other courses with expectations of scholarly outputs.

ARCH 3142 Contemporary Swiss Architecture (3)

This seminar will explore significant achievements in contemporary Swiss architecture focusing on the work of Peter Zumthor, Herzog & de Meuron, and Gion Caminada. By studying a relatively limited number of key buildings and architects, the seminar will engage broader discussions regarding contemporary architectural practice in general. Where helpful or relevant, works of architecture from various global settings and time periods will be referenced.

Prerequisite(s): ARCH 2113, 2114 or 2122.

ARCH 3144 Philosophies of Architecture (3)

This seminar begins with a consideration of philosophy as a foundation for the development of an architectural theory. After a discussion of some basic concepts and terms we sketch a broad outline of the categories and organization of the discipline of philosophy. We then study the rationalist and empiricist positions in architectural theory, the emergence of Kantian critical philosophy, the shift in emphasis in 20th century philosophy from epistemology to ontology that is characteristic of Existentialism, and the late 20th century attack on traditional epistemology characteristic of poststructuralism. We then discuss the emergence of literary theory as a paradigmatic discipline in the last 30 years as well as the expansion of western philosophy to include aspects of Zen Buddhism, Taoism, and eastern mystical traditions. With this foundation, the course focuses more specifically on theories of architecture and aesthetics and their relationships to various philosophical positions.

Prerequisite(s): ARCH 1111, 1112, 2113 or 2114.

ARCH 3150 Identity & Agency in Architecture (3)

This course confronts the simple fact that the practice of architecture has a substantial diversity deficit among its professionals and argues that this has negative impacts for design of our built environment. Winston Churchill famously said, "We shape our buildings. Thereafter, they shape us." So what is the impact when our built environment is shaped through the lens of only one part of our population? How does the result shape the rest of us? This course delves into the interplay between identity and the built environment in the United States, both in the historical context and today. It focuses on how underrepresented people have and have not had voice and agency in the shaping of the American built environment and explores future potentials for a built environment that is more reflective of, and improved by, a multiplicity of identities. This is a seminar and a service learning course in which we will use both the readings and discussion of a traditional seminar and the outside-of-the-classroom engagement of service learning to understand the paradigm that we are studying and attempt to change the narrative. By bringing architectural studies to 11-13 year-old students who might not otherwise have direct access to them, we will shift the potential of identity and agency in the built environment of tomorrow. At the same time, we will learn about the built environment through the perspectives of our younger co-learners. Together, we will reshape our own experiences of the built environment and how we envision its creators. Twenty hours of service learning working with our partners in architectural studies, fieldtrips, and an exhibit installation is required. Students do not need to be architecture majors to take this course, but they must possess a seriousness of interest and intent to contribute meaningfully to both the academic and service aspects of the course.

ARCH 3214 Structural Systems (4)

This course teaches students about the performance of structural framing systems in buildings. Students gain an understanding of the relationships amongst parameters of structural framing systems and their impact on design decisions. The course covers the effects of gravitational and lateral structural loads on framing members, connections and foundation, investigated through quantitative analysis.

Prerequisite(s): PHYS 1050, 1210 or 1310.

ARCH 3215 Integrated Building Systems (4)

This course will explore the integration of building systems – structure, circulation, environmental systems and building envelope in the architectural design process. Using the knowledge of systems gained from previous Technology Systems courses, we will develop a greater understanding of the critical interrelations of these systems, their requisite calibration to environmental concerns, and the essential role they play in supporting design intent.

Prerequisite(s): ARCH 2211*, 2212*, 2213* and 3214*.

* May be taken concurrently.

ARCH 3233 Energy Modeling (3)

The application of building modeling using computer simulation tools plays an integral role in the design and evaluation of energy efficient and sustainable buildings. Architects use these simulation to understand and assess building performance at various stages of the design process. A basic understanding of energy systems, and the ability to design and manipulate them, will be especially important as we move into a future where climate change has become a reality, and environmental regulations on the built environment will tighten.

ARCH 3234 Tectonics of Anisotropic Material Properties (3)

This seminar focuses on the tectonic characteristics of component assembly through the lens of anisotropic material properties. Our goal is to gain insight into how the visual intention and the material execution are reconciled through the design and construction process, informing the tectonics of the assembly as a whole.

ARCH 3239 Space Arch/Walking Cities/Fut. (3)
ARCH 3312 Design Media II (3)

The second course of the design media sequence covers advance techniques for digital drawing, modeling, and image production. Students will continue to explore techniques for orthographic, axonometric, and perspective projection drawing. Advanced topics will include representation techniques such as texture mapping, rendering (raytracing, global illumination, high dynamic range images, etc.), animation, procedural modeling, and parametric modeling. Software covered in the course will include Rhino, Grasshopper, V Ray, and 3DS Max.

Prerequisite(s): ARCH 2311.

ARCH 3331 Digital Media Workshop II (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year architectural design studio course.

Corequisite(s): ARCH 3031.

ARCH 3332 Digital Media Workshop III (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year design studio course.

Corequisite(s): ARCH 3032.

ARCH 3335 Computational Design (3)

Prerequisite(s): ARCH 2311.

Prerequisite(s): ARCH 2311.

ARCH 3351 Digital Fabrication (3)

Prerequisite(s): ARCH 2311 or ADGM 3100.

Prerequisite(s): ARCH 2311 or ADGM 3100.

ARCH 3360 Cinematic Architecture (3)**ARCH 3363 Theories In Digital Media (3)**

Prerequisite(s): ARCH 2311 or ADGM 3100.

Prerequisite(s): ARCH 2311 or ADGM 3100.

ARCH 3511 Professional Concerns I (3)

This course provides an overview of professional concerns involving Professional Practice & Ethics. The course focuses on an examination of the history of the profession and the activities, services, markets, clients, culture, and organization of professional firms. Issues relating to project management, marketing, and the economic base of architectural practice, as well as ethical issues confronting individual practitioners and the profession at large.

ARCH 3530 Ethics, Efficacy & Arch (3)**ARCH 3620 CONTEXT: Dsgn & Existing Bldgs (3)**

Prerequisite(s): AHST 1121 or 3010.

Prerequisite(s): AHST 1121 or 3010.

ARCH 3630 Housing and the City (3)

Prerequisite(s): ARCH 1121 or AHST 3010.

Prerequisite(s): ARCH 1121 or AHST 3010.

ARCH 3640 Contemporary Swiss Arch (3)

Prerequisite(s): ARCH 2122 or AHST 3020.

Prerequisite(s): ARCH 2122 or AHST 3020.

ARCH 3644 Philosophies of Architecture (3)

This seminar begins with a consideration of philosophy as a foundation for the development of an architectural theory. After a discussion of some basic concepts and terms we sketch a broad outline of the categories and organization of the discipline of philosophy. We then study the rationalist and empiricist positions in architectural theory, the emergence of Kantian critical philosophy, the shift in emphasis in 20th century philosophy from epistemology to ontology that is characteristic of Existentialism, and the late 20th century attack on traditional epistemology characteristic of poststructuralism. We then discuss the emergence of literary theory as a paradigmatic discipline in the last 30 years as well as the expansion of western philosophy to include aspects of Zen Buddhism, Taoism, and eastern mystical traditions. With this foundation, the course focuses more specifically on theories of architecture and aesthetics and their relationships to various philosophical positions.

Prerequisite(s): ARCH 2122 or AHST 3020.

ARCH 3731 Urban Geography and New Orleans as a Case Study (4)

Open to everyone, this fall-semester class introduces students to the sub-discipline of urban geography by using greater New Orleans as our study area. We will explore the spatial dimensions of urbanization, investigating the underlying physical geography of cities, why they form where they do, where and how they expand, how they alter their environment, and how neighborhoods form in various demographic configurations. Through illustrated lectures and nine hours of field trips, students will come away with an expanded vocabulary and knowledge of urbanism, geography, and of New Orleans.

ARCH 3742 Design in the Public Interest (3)

Design in the Public Interest invites students to critically reflect on the role of designers, methodologies of design practice, and how we might expand our capacities to engage more diverse communities. Through lectures, readings, discussions, workshops, and local trips, students will explore the interplay between societal factors and the built environment, develop skills to explore the relationships between space, mind, and body in our environments, and merge community engagement principles with design practice to effect real-world change. Past semesters have included planning level studies, storytelling projects, design proposals for public spaces, and ideas for making interactive exhibitions. This seminar is open to all majors, offering opportunities for interdisciplinary learning in addition to interactions with community partners, practicing artists, and guest scholars.

Prerequisite(s): ARCH 1110.

Corequisite(s): ARCH 3890.

ARCH 3764 NOLA Geography for Architects (3)

This spring-semester class uses greater New Orleans to focus on the intersection between the discipline of geography and the profession of architecture. While it is particularly relevant to those in the School of Architecture, all students are welcome to enroll. Through 15+ hours of field trips and illustrated lectures on architecture, geography, and the built environment, students will come away with research skills based on an enriched understanding of both fields, and of greater New Orleans.

ARCH 3771 Latin Amer. Urban Experience (3)**ARCH 3890 Service Learning (0-1)**

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Corequisite(s): ARCH 3742.

Maximum Hours: 99

ARCH 3891 Service Learning (0-1)

Maximum Hours: 99

ARCH 3940 Transfer Coursework (0-20)

Transfer Coursework at the 3000 level. Department approval may be required.

Maximum Hours: 99

ARCH 4041 Advanced Studio Elective / Research (6)

Upon completion of ARCH 3032, Bachelor of Architecture students are encouraged to engage research, and research-based design opportunities. Research studios, taught by both fulltime and visiting faculty, offer a range of topics and projects which explore a variety of architectural issues and areas of research. Students choose elective studios that suit their interests, needs and goals, through focused, faculty led research topics. Advanced Studio Electives develop areas of knowledge depth as well as experience within a broader cultural and disciplinary field. Recently, research studios have ranged in focus from urban design and landscape issues to housing, materials, and design-build (through URBANbuild and Small Center). Some research studios include international travel funded by Mintz Global Travel Studio funding. Travel abroad programs (refer to section on International Study) are also available to students at this point in their education. **Prerequisite(s):** ARCH 3032 if pursuing a B.Arch. ARCH 2022 if pursuing a BSA.

Prerequisite(s): ARCH 2022 or 3032.

ARCH 4042 Advanced Studio Elective / Research (6)

Upon completion of ARCH 3032, Bachelor of Architecture students are encouraged to engage research, and research-based design opportunities. Research studios, taught by both fulltime and visiting faculty, offer a range of topics and projects which explore a variety of architectural issues and areas of research. Students choose elective studios that suit their interests, needs and goals, through focused, faculty led research topics. Advanced Studio Electives develop areas of knowledge depth as well as experience within a broader cultural and disciplinary field. Recently, research studios have ranged in focus from urban design and landscape issues to housing, materials, and design-build (through URBANbuild and Small Center). Some research studios include international travel funded by Mintz Global Travel Studio funding. Travel abroad programs (refer to section on International Study) are also available to students at this point in their education. **Prerequisite(s):** ARCH 3032 if pursuing a B.Arch. ARCH 2022 if pursuing a BSA.

Prerequisite(s): ARCH 2022 or 3032.

ARCH 4133 Museums: History, Design, Culture (3)

This seminar-style course investigates museums as preeminent cultural institutions of the 21st century. It is developed in weekly modules through substantive readings and case studies that range across architectural and programmatic typologies, sites and contexts, functional requirements, and theories and practices of display. The geographic reach of the course is international. Selected readings focus on the institutional development of museums, the roles that museums play in the construction of individual and communal identities, and the contributions that museums make particularly to urban cultural economies. Readings also address current research concerning the development of new museum publics through the application of cutting-edge digital technologies and web-based applications.

ARCH 4140 Sectional Strategies (3)

The seminar explores spatial and social themes that are revealed and explored through the vertical cut of the section. Lectures, readings and student presentations will look at both historic and contemporary projects for buildings, cities and landscapes.

Prerequisite(s): ARCH 1110 and 1012.

ARCH 4225 Engaged Urban Design (3)

Urban design includes everything from the visionary to the mundane; from the shape and endless possibilities of the public commons to the rules and regulations of equine stabling. Tulane's Small Center for Collaborative Design has long worked with cities and towns both globally and here at home, engaging with mayors, neighborhood groups, and businesses to help them envision the future of their neighborhoods and cities. In the Gulf South, Small Center has aided cities in reimagining public spaces after disaster, preserving cultural landmarks, engaging residents around public art, and more. This seminar centers around real-time, engaged projects in collaboration with local residents, neighborhoods, and cities. Students will work directly with local residents, business owners, city officials, and others working to make the City of New Orleans more engaging and equitable. Student research and design will directly support local businesses and non-profits in promoting their work through pedestrian-friendly urban design, wayfinding, parks, community gardens, zoning changes, and more.

ARCH 4252 Urbanbuild Technology (3)

The activities in this course, along with ARCH 4552, URBANbuild Professionalism, will require each student to demonstrate a range of abilities, and an awareness of important issues and knowledge. The research will allow students to address and solve problems of coordination and construction at varying scales. At the same time, events will continue to emphasize considerations that transcend practicality, such as spatial definition and hierarchy, formal composition, massing, proportion, and other aesthetic and psychological issues. As a continuation of research and developments initiated in the URBANbuild design studio, design/build activities are carefully coordinated in effort to satisfy the requirements of two courses: (1) ARCH 4552 URBANbuild Professionalism and (2) ARCH 4252 URBANbuild Technology

ARCH 4253 Advanced Tech Fabrication (3)**ARCH 4335 Computational Design (3)**

Prerequisite(s): ARCH 2311 or ADGM 3100.

Prerequisite(s): ARCH 2311 or ADGM 3100.

ARCH 4345 The Architecture of Observation (3)

This course articulates the power of in situ sketching for recording both the logos and pathos of place. More than observation, this pattern of documentation will be taught as a method of field work, or on-site data collection. The sketchbook is your arsenal for observation. Composition, catalog and collage will be employed to not only articulate tangibles but to perhaps also capture an ethos. The media by which the explorations will occur will be largely graphite, ink and watercolor and at a scale commensurate with field work, the sketchbook. Precedent research will occur through analysis of the field work of notable architects. As the course instructs in the cataloging of place and less in the fundamentals of sketching, some freehand drawing aptitude is expected.

Prerequisite(s): ARCH 1011.

ARCH 4347 Spatial Painting (3)

Prerequisite(s): ARCH 2327.

Prerequisite(s): ARCH 2327.

ARCH 4352 Advanced Digital Fabrication (3)**ARCH 4512 Design Media III (3)**

This course exams the role BIM [Building Information Modeling] takes in defining and shaping the way we imagine and construct buildings in contemporary architectural thinking and practice. The course is structured around the idea that BIM is not truly a program for modeling: it is a medium for the communication and dissemination of information to different stakeholders in a project – and as such is a tool for practice. The semester will use one BIM software, Autodesk Revit, as a case study, and through and by developing proficiency in this software and questioning its place in the discourse students will be equipped to enter the field of practice with the skills and critical thinking required to be thought leaders.

ARCH 4522 Ethics in the Built Environment (3)

Ethics is fundamentally a system of shared principles, and as such requires active discussion. These discussions can happen at the scale of a profession, an industry association, or an individual firm—but too often we are more comfortable using only the language of business or economics in a business setting, and so avoid ethical or values-based discussions. And yet, any group of professionals is hired both for their skill and for their judgment. This course will evaluate ethical and public policy dilemmas in the built environment, building a fluency with this language in a professional context. We will identify genuine moral dilemmas in current professional practice and connect them to underlying professional values. In doing so, we will consider the effects of decisions nominally made by senior practitioners and principals; but we will also emphasize opportunities for more junior professionals to instigate a discussion of professional ethics in their own firm or professional setting.

ARCH 4550 Career Development Lab (1)**ARCH 4552 Urbanbuild Professionalism (3)**

The activities in this course, along with ARCH 4252, URBANbuild Technology, will require each student to demonstrate a range of abilities, and an awareness of important issues and knowledge. The research will allow students to address and solve problems of coordination and construction at varying scales. At the same time, events will continue to emphasize considerations that transcend practicality, such as spatial definition and hierarchy, formal composition, massing, proportion, and other aesthetic and psychological issues. As a continuation of research and developments initiated in the URBANbuild design studio, design/build activities are carefully coordinated in effort to satisfy the requirements of two courses: (1) ARCH 4552 URBANbuild Professionalism and (2) ARCH 4252 URBANbuild Technology

ARCH 4560 Architecture Internship (3)

Open to upper level students in good standing, the Architecture Internship course provides students with an opportunity to reinforce and expand their skills and knowledge through professional internship experiences during the course of their studies.

Maximum Hours: 6

ARCH 4570 Architecture CPS Internship (3)**ARCH 4890 Service Learning (0-1)**

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours

Maximum Hours: 99

ARCH 4891 Service Learning (0-1)

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 4892 Service Learning (0-1)

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 4905 Teaching Practicum (1-6)

Teaching courses give upper-level undergraduate and graduate students an opportunity to work with a faculty advisor to work as a teaching assistant for academic credit. Qualified students must develop a syllabus and schedule with the faculty advisor to be approved by the program directors prior to registration. This course may be repeated 2 times for credit.

Course Limit: 2

ARCH 4910 Independent Study (1-6)**ARCH 4915 Research Practicum (1-6)**

Teaching courses give upper-level undergraduate and graduate students an opportunity to work with a faculty advisor to work as a research assistant for academic credit. Qualified students must develop a syllabus and schedule with the faculty advisor to be approved by the program directors prior to registration. This course may be repeated 2 times for credit.

Course Limit: 2

ARCH 4920 Independent Study Abroad (1-6)**ARCH 4930 Special Topics (3,4)**

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4931 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4932 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4933 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4934 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4935 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4936 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4937 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4938 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 4939 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Prerequisite(s): ARCH 2122 or AHST 3020.

Course Limit: 99

ARCH 4940 Transfer Coursework (0-20)

Transfer coursework at the 4000 level. Departmental approval required.

Maximum Hours: 99

ARCH 4950 Special Topics (3)

Special Topics in Architecture.

Maximum Hours: 6

ARCH 4990 Honors Thesis (3)

For especially qualified seniors with approval of the faculty director. Students are generally expected to have a minimum of a 3.400 overall grade-point average and a 3.500 grade-point average in the major.

ARCH 4991 Senior Honors Project in Fine Arts (3)

Senior Honors Project in Fine Arts

ARCH 5000 Honors Thesis (4)

For especially qualified seniors with approval of the faculty director. Students are generally expected to have a minimum of a 3.400 overall grade-point average and a 3.500 grade-point average in the major.

Prerequisite(s): ARCH 4990.

ARCH 5001 Senior Honors Project in Fine Arts (3)

Senior Honors Project in Fine Arts

Prerequisite(s): ARCH 4991.

ARCH 5051 Advanced Studio Elective / Research (6)

Upon completion of ARCH 3032, Bachelor of Architecture students are encouraged to engage research, and research-based design opportunities. Research studios, taught by both fulltime and visiting faculty, offer a range of topics and projects which explore a variety of architectural issues and areas of research. Students choose elective studios that suit their interests, needs and goals, through focused, faculty led research topics. Advanced Studio Electives develop areas of knowledge depth as well as experience within a broader cultural and disciplinary field. Recently, research studios have ranged in focus from urban design and landscape issues to housing, materials, and design-build (through URBANbuild and Small Center). Some research studios include international travel funded by Mintz Global Travel Studio funding. Travel abroad programs (refer to section on International Study) are also available to students at this point in their education. Prerequisite(s): ARCH 4042 if pursuing a B.Arch. ARCH 4041 or 4042 if pursuing a BSA.

Prerequisite(s): ARCH 4041 or 4042.

ARCH 5380 Junior Year Abroad (1-20)

Semester Abroad. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 5381 Junior Year Abroad Studio (1-20)

Semester Abroad Studio Course.

Maximum Hours: 99

ARCH 5390 Junior Year Abroad (1-20)

Semester Abroad. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 5391 Junior Year Abroad Studio (1-20)

Semester Abroad Studio Course.

Maximum Hours: 99

ARCH 5580 Architecture Preceptorship (6)

Maximum Hours: 12

ARCH 5891 Service Learning (0-1)

Students complete a service activity in the community in conjunction with the content of a three-credit co-requisite course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 5940 Transfer Coursework (0-20)

Transfer coursework at the 5000 level. Departmental approval required.

Maximum Hours: 99

ARCH 5980 Thesis Preparation (3-4)

A thesis at Tulane School of Architecture is the pursuit of innovation in the field of architecture, by connecting architectural topics, societal concerns, and personal lines of inquiry. It is developed by first investigating an architectural topic and developing a position on it (a hypothesis), then developing a design proposal through which that topic is explored, and the position is "demonstrated" (a thesis). In the fall semester students conduct investigations and process work that explores the concept of an architectural thesis. The goal is to grasp the societal concerns to which the thesis responds and to identify a personal take both through a precedent study and through the analysis of one's personal trajectory. At the end of the fall semester, students state their hypothesis and the "vehicle" (project) for its development.

Prerequisite(s): ARCH 3130.

ARCH 5990 Thesis Studio (6)

The final architectural thesis project is the culmination of the architectural design curriculum and the capstone project for architecture students. Thesis is a course that asks student to synthesize their architectural knowledge and education - making design decisions within a complex project while demonstrating broad integration and consideration of architectural history and theory, environmental stewardship, technical documentation, accessibility, site context, life safety, structural systems, materials, and assemblies. Students should have prepared a thesis proposal by the beginning of the fall semester, and have approval for this proposal by the thesis directors which they develop in the fall in Thesis Research and then expand in a design studio context in the spring semester.

Prerequisite(s): ARCH 5980.

ARCH 6011 Architecture Studio (6)

ARCH 6011 is the first studio in our 3.5 year MArch degree program, and as such is an introduction to architectural culture. This studio is an intensive summer course that builds foundational skills and a spoken and visual architectural vocabulary through an iterative project-based design studio. The class covers methods of representation, the analysis of existing architectural projects and asks students to transform their ideas and programmatic requirements into spatial organizations. Starting from a case study, each student goes through a process of extraction, abstraction, exploration, relocation and re-programming, to arrive at their proposal integrated into the urban fabric of New Orleans. The use of diagrams, catalogs, 2D orthogonal representation (plans, sections, elevations), axonometric projections and perspectives of each student's design proposal help underscore the main representation strategies and form a core set of skills and strategies that students will draw from in their subsequent studios.

ARCH 6012 Architecture Studio (6)

ARCH 6012 is the second half of a two-studio sequence for our 3.5-year graduate students during their initial summer. This studio expands on the lessons learned in 6011 and introduces construction systems, material properties, and multiple scales of design. Case study projects ground this second studio project and asks students to think critically about the components and materials of a project and how they might be re-deployed in different climates with sustainable strategies in mind. During this course, the students explore different representational scales: the territory scale, to analyze and understand the problems and challenges of the placement through mapping, and the small scale to explore the structural systems and construction details.

ARCH 6013 Building Belonging: Transitions into the Tulane School of Architecture and Built Environment (0)

This course is designed for students who join the architecture program after the intro studio, providing them with a foundational understanding of studio culture and the expectations of Tulane architectural education. Through discussions and collaboration, students will receive an introduction into the School's culture of design thinking, critique processes, and effective time management in a studio environment. The course fosters an understanding of architecture as a discipline while helping students integrate smoothly into the program and develop the skills necessary for success in future studios.

ARCH 6015 Architecture Studio (1)

This studio is intended for students in the advanced standing M. Arch I track. Working alongside students entering the MArch I regular track, students will expand on the tools, skills, and concepts acquired in their previous design experience, through digital drawing, 3-D modeling, and making. The goal is to instill students with the ability to navigate the digital and the physical realm fluidly by focusing on efficient digital work-flows and processes. The studio will be structured through a series of prescribed exercises assisted by assigned readings, slide presentations, and skill instructions. Students will gain the ability to digitally model and extract 2D orthographic drawings as well as 3D print or laser-cut and assemble physical models.

ARCH 6021 Architecture Studio (6)

Second year studio concentrates on developed architectural form and design methodologies through processes of analysis, synthesis and transformation. Students work on the conceptual frameworks for their designs, with emphasis on issues of environmental context, urban design, and cultural and technological systems and their impact on architectural form. Different approaches to the making of form are investigated, along with principles of organization, such as spatial hierarchy, circulation, structure, and site relationships. Second semester will emphasize the relationship of design to cultural precedents, site conditions, programs, and material tectonics through the study of housing. Second year studios will be fully integrated with digital media classes to ensure that students gain fluency in computer aided design processes, drawing, spatial modeling and digital design techniques.

ARCH 6022 Architecture Studio (6)

Second year studio concentrates on developed architectural form and design methodologies through processes of analysis, synthesis and transformation. Students work on the conceptual frameworks for their designs, with emphasis on issues of environmental context, urban design, and cultural and technological systems and their impact on architectural form. Different approaches to the making of form are investigated, along with principles of organization, such as spatial hierarchy, circulation, structure, and site relationships. Second semester will emphasize the relationship of design to cultural precedents, site conditions, programs, and material tectonics through the study of housing. Second year studios will be fully integrated with digital media classes to ensure that students gain fluency in computer aided design processes, drawing, spatial modeling and digital design techniques.

ARCH 6031 Architecture Studio (6)

ARCH 6031 is a core graduate studio focusing on contemporary architectural interventions in a historic context. The studio develops deeper understandings of urban analysis and fundamental issues of the regulatory environment (such as zoning and life safety codes) to ground a mixed use building proposal within an existing, historical urban context. Students also explore issues of programming and building use within complex contexts, as well as techniques of site analysis and the insightful development of a site strategy for specific architectural proposals. The studio also serves as a reinforcement of fundamental techniques in two and three dimensional representation and preparation for meeting presentation objectives for conceptual, technical and strategic elements of a project.

ARCH 6032 Architecture Studio (6)

This studio is the culmination of the core studio sequence and is fully integrated with coursework in history/theory, technology, visual/digital media and professional concerns. The studio provides an opportunity for the student to synthesize the skills and ideas developed through two and a half years of work and apply these to the comprehensive development of a design project. Students will engage in a complex architectural project situated within an urban environment. The studio will include analysis and design at the scale of the neighborhood or the city, as well as thorough and detailed design of a large building with a complex program. Emphasis is placed on a comprehensive process including the thorough analysis of site issues and architectural precedents, detailed design development of the project, and the coordination and integration of structural, environmental and material systems in the design-work. Students will also develop skills in programming, building information modeling and management, digital fabrication methods and the production of complex digital models and working drawings through fully integrated coursework which will act as a support for the design process.

ARCH 6041 Advanced Studio Elective (6)

Advanced level graduate studio design courses, characterized by architectural problems of varying scale and complexity, require solutions that are thorough in their conception, development, and execution. Approximately 4-8 studio sections are offered each semester, each with a unique focus as determined by individual faculty teaching these studios. These various sections offer a range of topics and projects which explore a variety of architectural issues and areas of research. Examples include: aesthetic, cultural, and symbolic issues, housing, community design, urban design, historic preservation, and design/build. Students choose elective studios that suit their interests, needs, and goals, in order to focus their studies while gaining experience within a broader cultural and disciplinary field. This concentration develops areas of expertise beneficial to future professional growth.

ARCH 6042 Advanced Studio Elective (6)

Advanced level graduate studio design courses, characterized by architectural problems of varying scale and complexity, require solutions that are thorough in their conception, development, and execution. Approximately 4-8 studio sections are offered each semester, each with a unique focus as determined by individual faculty teaching these studios. These various sections offer a range of topics and projects which explore a variety of architectural issues and areas of research. Examples include: aesthetic, cultural, and symbolic issues, housing, community design, urban design, historic preservation, and design/build. Students choose elective studios that suit their interests, needs, and goals, in order to focus their studies while gaining experience within a broader cultural and disciplinary field. This concentration develops areas of expertise beneficial to future professional growth.

ARCH 6051 Advanced Studio Elective / Research (6)

Research Studios offer a chance for students to choose a research topic that suits their interests needs and goals, enabling focused studies while gaining experience within a broader cultural and disciplinary field. Research studios, taught by both fulltime and visiting faculty, offer a range of topics and projects which explore a variety of architectural issues and areas of research. This concentration develops areas of expertise beneficial to future professional growth. In recent history research studios range in focus from urban design and landscape issues to housing, materials, and design-build (through URBANbuild and Small Center). Some research studios include international travel funded by Mintz Global Travel Studio funding. Prerequisite(s): ARCH 6032

Prerequisite(s): ARCH 6032.

Maximum Hours: 99

ARCH 6052 Advanced Studio Elective / Research (6)

Research Studios offer a chance for students to choose a research topic that suits their interests needs and goals, enabling focused studies while gaining experience within a broader cultural and disciplinary field. Research studios, taught by both fulltime and visiting faculty, offer a range of topics and projects which explore a variety of architectural issues and areas of research. This concentration develops areas of expertise beneficial to future professional growth. In recent history research studios range in focus from urban design and landscape issues to housing, materials, and design-build (through URBANbuild and Small Center). Some research studios include international travel funded by Mintz Global Travel Studio funding.

Prerequisite(s): ARCH 6032.

Maximum Hours: 99

ARCH 6110 Intro to Architecture (3)

As a broad introduction to architecture, this course stresses the diversity of architectural discourse historically and presents the principle works and issues of the architectural profession today. The course serves as both a required foundation for architecture majors/minors and as a general introduction to architectural thought for non-majors. Architecture is a notoriously vast subject with many areas of consensus and a few areas of serious contention. This course will present a generalized framework of architectural thought and help to understand works of architecture and design in the larger cultures they serve.

ARCH 6111 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 6112.

ARCH 6112 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 6111.

ARCH 6113 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 6114.

ARCH 6114 Topics in Architecture History/Theory (1.5)

This is one of four required half-semester courses introducing students to architectural history and theory by exposing them to a broad range of architectural origins, buildings examples and influences. The goal of the architecture history and theory course sequence is to prepare students to become accomplished researchers—well able to connect a useful taxonomy of architectural examples to contemporary issues and ambitions. Each of the courses begins with a contemporary figure in architectural practice and proceeds in a reverse chronology to explore the precedents and linages of thought that have been synthesized in the work of that contemporary practice. Teaching by example, these courses will offer a lesson in how distant antecedents support and continue to inform the discipline today. By exploring both a western and a non-western canon from a broader range of voices and vantage points, students will learn to further contextualize the basic architectural vocabulary acquired in their introductory courses.

Corequisite(s): ARCH 6113.

ARCH 6121 History and Theory of Architecture and Urbanism I (3)

Discover the foundation and evolution of architectural tradition in this survey course, starting with prehistoric developments in Europe and continuing through the medieval period. This course is global in focus, including both Western and non-Western developments. The survey highlights a variety of aspects of the built environment such as architecture, urban settlements and landscapes. Coursework investigates monumental civic architecture, religious structures, as well as domestic buildings, the urban form, and architectural theory.

ARCH 6122 History and Theory of Architecture and Urbanism II (3)

The course covers the period from the Enlightenment through the early-Modern and high-Modern periods. While the course will emphasize the late-eighteenth (Enlightenment) creation of canonical pedagogies and strategies as foundational texts, it will also include nineteenth-century urbanism and landscapes, both of which condition the formation of material culture in the early- and mid-twentieth centuries. The course is written expressly for students of architecture; we will concentrate not only on the identification and formation of urban artifacts, buildings, architects, and movements, but also on the social, political, and historical context surrounding their genesis and development. The course material is presented according to successive themes, thereby facilitating not only an emphasis on the artifacts and their context, but also on the discourse that supports architecture as a discipline. These themes provide insight into the various motivations and ideas, upon which the history of Modern Architecture rests. In presenting the material in this manner, it is hoped that students will understand that history—in particular the history embedded in the material of architecture—indeed resonates through time, becoming relevant and vital to the genesis and formation of current and future architectural discourse.

ARCH 6130 Architectural Research Methods (3)

This course introduces students to various research paradigms to engage and produce architectural scholarship. Architectural Research Methods will include weekly readings and written responses, a literature review of relevant texts, and a proposal for a research topic. Students will develop skills necessary to support their work in research-based Options Studios and other courses with expectations for scholarly outcomes.

ARCH 6133 Museums: History, Design, Culture (3)

This seminar-style course investigates museums as preeminent cultural institutions of the 21st century. It is developed in weekly modules through substantive readings and case studies that range across architectural and programmatic typologies, sites and contexts, functional requirements, and theories and practices of display. The geographic reach of the course is international. Selected readings focus on the institutional development of museums, the roles that museums play in the construction of individual and communal identities, and the contributions that museums make particularly to urban cultural economies. Readings also address current research concerning the development of new museum publics through the application of cutting-edge digital technologies and web-based applications.

ARCH 6140 Sectional Strategies (3)

The seminar explores spatial and social themes that are revealed and explored through the vertical cut of the section. Lectures, readings and student presentations will look at both historic and contemporary projects for buildings, cities and landscapes.

ARCH 6142 Contemporary Swiss Architecture (3)

This seminar will explore significant achievements in contemporary Swiss architecture focusing on the work of Peter Zumthor, Herzog & de Meuron, and Gion Caminada. By studying a relatively limited number of key buildings and architects, the seminar will engage broader discussions regarding contemporary architectural practice in general. Where helpful or relevant, works of architecture from various global settings and time periods will be referenced.

ARCH 6144 Philosophies of Architecture (3)

This seminar begins with a consideration of philosophy as a foundation for the development of an architectural theory. After a discussion of some basic concepts and terms we sketch a broad outline of the categories and organization of the discipline of philosophy. We then study the rationalist and empiricist positions in architectural theory, the emergence of Kantian critical philosophy, the shift in emphasis in 20th century philosophy from epistemology to ontology that is characteristic of Existentialism, and the late 20th century attack on traditional epistemology characteristic of poststructuralism. We then discuss the emergence of literary theory as a paradigmatic discipline in the last 30 years as well as the expansion of western philosophy to include aspects of Zen Buddhism, Taoism, and eastern mystical traditions. With this foundation, the course focuses more specifically on theories of architecture and aesthetics and their relationships to various philosophical positions.

ARCH 6150 Identity & Agency in Architecture (3)

This course confronts the simple fact that the practice of architecture has a substantial diversity deficit among its professionals and argues that this has negative impacts for design of our built environment. Winston Churchill famously said, "We shape our buildings. Thereafter, they shape us." So what is the impact when our built environment is shaped through the lens of only one part of our population? How does the result shape the rest of us? This course delves into the interplay between identity and the built environment in the United States, both in the historical context and today. It focuses on how underrepresented people have and have not had voice and agency in the shaping of the American built environment and explores future potentials for a built environment that is more reflective of, and improved by, a multiplicity of identities. This is a seminar and a service learning course in which we will use both the readings and discussion of a traditional seminar and the outside-of-the-classroom engagement of service learning to understand the paradigm that we are studying and attempt to change the narrative. By bringing architectural studies to 11-13 year-old students who might not otherwise have direct access to them, we will shift the potential of identity and agency in the built environment of tomorrow. At the same time, we will learn about the built environment through the perspectives of our younger co-learners. Together, we will reshape our own experiences of the built environment and how we envision its creators. Twenty hours of service learning working with our partners in architectural studies, fieldtrips, and an exhibit installation is required. Students do not need to be architecture majors to take this course, but they must possess a seriousness of interest and intent to contribute meaningfully to both the academic and service aspects of the course.

ARCH 6211 Site Strategies (3)

Site Strategies is designed to prepare students of Architecture for site analysis prior to placing architectural projects in urban and non-urban contexts. Architects need to be aware of the complexities of a site in order to place a structure, understand the impacts of that placement, and to positively contribute to mitigating climate change. This class also teaches a few key skills for understanding a site: first, to understand drawing as a mode of inquiry and as a disciplinary tool to dissect the reality; and two, to develop the 'ecological view' of the reality.

ARCH 6212 Materials and Methods (3)

This course introduces the basic materials, types, and systems of building construction. After completing the course, students will be able to choose the appropriate construction materials and system for a building project and will be able to develop the preliminary structural design for a building.

ARCH 6213 Building, Climate, Comfort (4)

Creating energy-efficient homes is becoming increasingly crucial for our environment and for the wellbeing of individuals and communities. This course looks at efficiency through the strategic implementation of both passive and active systems. Students will learn about a series of building design strategies including active systems for Heating, Ventilating, and Cooling as well as passive strategies such as thermal insulation, high-performance glazing, outdoor solar shading, the use of thermal mass, and night ventilation passive.

ARCH 6214 Structural Systems (4)

This course teaches students about the performance of structural framing systems in buildings. Students gain an understanding of the relationships amongst parameters of structural framing systems and their impact on design decisions. The course covers the effects of gravitational and lateral structural loads on framing members, connections and foundation, investigated through quantitative analysis.

ARCH 6215 Integrated Building Systems (4)

The Integrated Building Systems is the capstone of the core building technology sequence in support of the co-requisite ARCH 6032 Integrated Architecture Studio. It draws on the knowledge gained in previous courses to methodically integrate multiple building systems in the design process. The course instills an innate understanding of critical interrelation amongst the systems, their requisite calibration to environmental concerns, and their essential role in supporting design intent.

ARCH 6223 Building, Climate, Comfort Lab (0)

Corequisite(s): ARCH 6213.

Corequisite(s): ARCH 6213.

ARCH 6225 Engaged Urban Design (3)

Urban design includes everything from the visionary to the mundane; from the shape and endless possibilities of the public commons to the rules and regulations of equine stabling. Tulane's Small Center for Collaborative Design has long worked with cities and towns both globally and here at home, engaging with mayors, neighborhood groups, and businesses to help them envision the future of their neighborhoods and cities. In the Gulf South, Small Center has aided cities in reimagining public spaces after disaster, preserving cultural landmarks, engaging residents around public art, and more. This seminar centers around real-time, engaged projects in collaboration with local residents, neighborhoods, and cities. Students will work directly with local residents, business owners, city officials, and others working to make the City of New Orleans more engaging and equitable. Student research and design will directly support local businesses and non-profits in promoting their work through pedestrian-friendly urban design, wayfinding, parks, community gardens, zoning changes, and more.

ARCH 6233 Energy Modeling (3)

The application of building modeling using computer simulation tools plays an integral role in the design and evaluation of energy efficient and sustainable buildings. Architects use these simulation to understand and assess building performance at various stages of the design process. A basic understanding of energy systems, and the ability to design and manipulate them, will be especially important as we move into a future where climate change has become a reality, and environmental regulations on the built environment will tighten.

ARCH 6234 Tectonics of Anisotropic Material Properties (3)

This seminar focuses on the tectonic characteristics of component assembly through the lens of anisotropic material properties. Our goal is to gain insight into how the visual intention and the material execution are reconciled through the design and construction process, informing the tectonics of the assembly as a whole.

Course Limit: 2

ARCH 6239 Space Arch/Walking Cities/Fut. (3)**ARCH 6252 Urbanbuild Technology (3)**

The activities in this course, along with ARCH 6552, URBANbuild Professionalism, will require each student to demonstrate a range of abilities, and an awareness of important issues and knowledge. The research will allow students to address and solve problems of coordination and construction at varying scales. At the same time, events will continue to emphasize considerations that transcend practicality, such as spatial definition and hierarchy, formal composition, massing, proportion, and other aesthetic and psychological issues. As a continuation of research and developments initiated in the URBANbuild design studio, design/build activities are carefully coordinated in effort to satisfy the requirements of two courses: (1) ARCH 6552 URBANbuild Professionalism and (2) ARCH 6252 URBANbuild Technology

ARCH 6253 Advanced Tech Fabrication (3)

This course supports the Design Build research studio that is offered in Fall semesters. This course explores materials and assemblies and creates a baseline knowledge of fabrication techniques through which students pursue further explorations in materials and details.

ARCH 6311 Design Media I (3)

An introductory course to 3D digital media concepts and techniques with a focus on the fundamental aspects of the Computer Aided Design process. Framed by a general introduction to digital media theory, students will gain fluency in a variety of software applications for the purpose of expanding the architectural design process. Specific emphasis is placed on the role of the computer as a tool for analysis, spatial investigation, and representation. Basic 3D modeling software such as AutoCad, Form.z and Rhino, will constitute the majority of course content.

ARCH 6312 Design Media II (3)

The second course of the digital media sequence covers advance techniques for digital drawing, modeling, and image production. Students will continue to explore techniques for orthographic, axonometric, and perspective projection drawing. Advanced topics will include representation techniques such as texture mapping, rendering (raytracing, global illumination, high dynamic range images, etc.), animation, procedural modeling, and parametric modeling. Software covered in the course will include Rhino, Grasshopper, V-Ray, and 3DS Max.

Prerequisite(s): ARCH 6311 or 8311.

ARCH 6322 Digital Media Workshop I (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year architectural design studio course.

Corequisite(s): ARCH 6022.

ARCH 6327 Intro to Spatial Painting (3)

In this course, students will analyze works of art and architecture by producing analytical drawings and paintings that distill formal and spatial principles, working to unravel the interdependent relationship between representation, illusion, and speculation. Foundational color theory will be introduced as a means to translate spatial concepts through the idiom of abstract painting. In addition to presenting techniques of handling paint, this course will combine architectural analysis with painting exploration to study how color can define and amplify spatial readings. Students will produce one small painting per week to investigate concepts discussed in class, while simultaneously developing a technical facility with acrylic paint. As course content builds in complexity, painting techniques and color deployment will also become more advanced. This course will strive to augment the education of the designer with experimentations in color by exploring the tactile freedom (and restraint) of abstract painting.

ARCH 6331 Digital Media Workshop II (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year architectural design studio course.

Corequisite(s): ARCH 6031.

ARCH 6332 Digital Media Workshop III (1)

Each one-credit course in the digital media workshop series provides intermediate and/or advanced instruction in digital media tools and techniques in coordination with its co-required second or third-year design studio course.

Corequisite(s): ARCH 6032.

ARCH 6335 Computational Design (3)

This is an introductory course to computational design and will introduce students to fundamental concepts and techniques in computational design as well as the relevant mathematics. Initially, computational design tools were used to realize formally complex work, but as the paradigm has developed, its capability to address issues of fabrication, constructability, sustainability, and/or problems of the information age has become abundantly clear. Using the Grasshopper plug-in for Rhino, this course will focus on exploring computational design methods and techniques with a strong focus on architectural geometry.

ARCH 6341 Drawing and Analysis (3)**ARCH 6345 The Architecture of Observation (3)**

This course articulates the power of in situ sketching for recording both the logos and pathos of place. More than observation, this pattern of documentation will be taught as a method of field work, or on-site data collection. The sketchbook is your arsenal for observation. Composition, catalog and collage will be employed to not only articulate tangibles but to perhaps also capture an ethos. The media by which the explorations will occur will be largely graphite, ink and watercolor and at a scale commensurate with field work, the sketchbook. Precedent research will occur through analysis of the field work of notable architects. As the course instructs in the cataloging of place and less in the fundamentals of sketching, some freehand drawing aptitude is expected.

ARCH 6347 Spatial Painting (3)

Prerequisite(s): ARCH 6327.

Prerequisite(s): ARCH 6327.

ARCH 6351 Digital Fabrication (3)**ARCH 6352 Advanced Digital Fabrication (3)****ARCH 6360 Cinematic Architecture (3)**

This course will introduce students to film studies, particularly as it applies to the visualization, adaptation, and creation of space. Issues of film history, including the technological and social development of film will be viewed and discussed. Throughout the course topics of interest will be used as comparisons between architecture and film. Design exercises will allow students to shoot and edit their own short productions using digital video technology. The final project will involve a documentary using animation as well as other lessons from the course.

ARCH 6363 Theories In Digital Media (3)**ARCH 6511 Professional Concerns I (3)**

This course provides an overview of professional concerns involving Professional Practice & Ethics. The course focuses on an examination of the history of the profession and the activities, services, markets, clients, culture, and organization of professional firms. Issues relating to project management, marketing, and the economic base of architectural practice, as well as ethical issues confronting individual practitioners and the profession at large.

ARCH 6512 Design Media III (3)

This course exams the role BIM [Building Information Modeling] takes in defining and shaping the way we imagine and construct buildings in contemporary architectural thinking and practice. The course is structured around the idea that BIM is not truly a program for modeling: it is a medium for the communication and dissemination of information to different stakeholders in a project – and as such is a tool for practice. The semester will use one BIM software, Autodesk Revit, as a case study, and through and by developing proficiency in this software and questioning its place in the discourse students will be equipped to enter the field of practice with the skills and critical thinking required to be thought leaders.

ARCH 6522 Ethics in the Built Environment (3)

Ethics is fundamentally a system of shared principles, and as such requires active discussion. These discussions can happen at the scale of a profession, an industry association, or an individual firm—but too often we are more comfortable using only the language of business or economics in a business setting, and so avoid ethical or values-based discussions. And yet, any group of professionals is hired both for their skill and for their judgment. This course will evaluate ethical and public policy dilemmas in the built environment, building a fluency with this language in a professional context. We will identify genuine moral dilemmas in current professional practice and connect them to underlying professional values. In doing so, we will consider the effects of decisions nominally made by senior practitioners and principals; but we will also emphasize opportunities for more junior professionals to instigate a discussion of professional ethics in their own firm or professional setting.

ARCH 6530 Ethics, Efficacy & Arch (3)**ARCH 6550 Career Development Lab (1)**

Career Development Lab

ARCH 6552 Urbanbuild Professionalism (3)

The activities in this course, along with ARCH 6252, URBANbuild Technology, will require each student to demonstrate a range of abilities, and an awareness of important issues and knowledge. The research will allow students to address and solve problems of coordination and construction at varying scales. At the same time, events will continue to emphasize considerations that transcend practicality, such as spatial definition and hierarchy, formal composition, massing, proportion, and other aesthetic and psychological issues. As a continuation of research and developments initiated in the URBANbuild design studio, design/build activities are carefully coordinated in effort to satisfy the requirements of two courses: (1) ARCH 6552 URBANbuild Professionalism and (2) ARCH 6252 URBANbuild Technology

ARCH 6560 Architecture Internship (3)

Maximum Hours: 6

ARCH 6580 Architecture Preceptorship (6)

Architecture Preceptorship

Maximum Hours: 12

ARCH 6620 CONTEXT: Dsgn & Existing Bldgs (3)

CONTEXT: Dsgn & Existing Bldgs

ARCH 6630 Housing and the City (3)

Prerequisite(s): ARCH 6121 or AHST 6610.

Prerequisite(s): ARCH 6121 or AHST 6610.

ARCH 6640 Contemporary Swiss Arch (3)

This seminar will explore significant achievements in contemporary Swiss architecture focusing primarily on the works of Peter Zumthor and Herzog & de Meuron. The work of other contemporary Swiss architects - Gion Guyer, Diener & Diener, Bearth & Deplazes, and Gion Caminada among others - will be touched upon in order to demonstrate certain recurring themes and distinguishing variations. By studying a relatively limited number of key buildings and architects, the seminar will engage broader discussions concerning contemporary architectural practice in general. Where helpful or relevant, works of architecture from other settings and time periods will be referenced

ARCH 6731 Urban Geography and New Orleans as a Case Study (3)

Open to everyone, this fall-semester class introduces students to the sub-discipline of urban geography by using greater New Orleans as our study area. We will explore the spatial dimensions of urbanization, investigating the underlying physical geography of cities, why they form where they do, where and how they expand, how they alter their environment, and how neighborhoods form in various demographic configurations. Through illustrated lectures and nine hours of field trips, students will come away with an expanded vocabulary and knowledge of urbanism, geography, and of New Orleans.

ARCH 6742 Design in the Public Interest (3)

Design in the Public Interest invites students to critically reflect on the role of designers, methodologies of design practice, and how we might expand our capacities to engage more diverse communities. Through lectures, readings, discussions, workshops, and local trips, students will explore the interplay between societal factors and the built environment, develop skills to explore the relationships between space, mind, and body in our environments, and merge community engagement principles with design practice to effect real-world change. Past semesters have included planning level studies, storytelling projects, design proposals for public spaces, and ideas for making interactive exhibitions. This seminar is open to all majors, offering opportunities for interdisciplinary learning in addition to interactions with community partners, practicing artists, and guest scholars.

ARCH 6764 NOLA Geography for Architects (3)

This spring-semester class uses greater New Orleans to focus on the intersection between the discipline of geography and the profession of architecture. While it is particularly relevant to those in the School of Architecture, all students are welcome to enroll. Through 15+ hours of field trips and illustrated lectures on architecture, geography, and the built environment, students will come away with research skills based on an enriched understanding of both fields, and of greater New Orleans.

ARCH 6771 Urban Planning in Latin America (3)

This seminar examines a select number of Latin American metropolitan centers that have been unique symbols of Latin America's urbanity. They include Tenochtitlan/Mexico City, Cuzco, Potosí, Havana, Lima, Quito, Bogotá, Ouro Preto, Buenos Aires, Rio de Janeiro, and São Paulo. Through reading and discussing a curated selection of critical, historical essays, we study the many distinct ways in which scholars have analyzed and characterized the urban development of these cities. We emphasize the singular historical conditions that created their distinctive urban settings, and we focus on the form and meaning of their built environments as evidenced in buildings and urban landscapes and their representations in maps, prints, paintings, literary descriptions, and photographs, as well as in data drawn from a broad range of social, economic, and institutional sources. One key goal of the course is to demonstrate the critical role that visual and other expressive representations play in shaping our assessments of the qualities of life that cities offer.

ARCH 6905 Teaching Practicum (1-6)

Teaching courses give upper-level undergraduate and graduate students an opportunity to work with a faculty advisor to work as a teaching assistant for academic credit. Qualified students must develop a syllabus and schedule with the faculty advisor to be approved by the program directors prior to registration. This course may be repeated 2 times for credit.

Course Limit: 2

ARCH 6910 Independent Study (1-6)

Independent Study

Maximum Hours: 99

ARCH 6915 Research Practicum (1-6)

Teaching courses give upper-level undergraduate and graduate students an opportunity to work with a faculty advisor to work as a research assistant for academic credit. Qualified students must develop a syllabus and schedule with the faculty advisor to be approved by the program directors prior to registration. This course may be repeated 2 times for credit.

Course Limit: 2

ARCH 6920 Independent Study Abroad (1-6)

Independent Study Abroad

Maximum Hours: 99

ARCH 6925 Independent Thesis Research (3)

Students will conduct supervised research in support of their project in the Thesis Studio course. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

ARCH 6930 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6931 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6932 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6933 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6934 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6935 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6936 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6937 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6938 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6939 Special Topics (3)

Special Topics in Architecture. Course may be repeated unlimited times for credit.

Course Limit: 99

ARCH 6940 Transfer Coursework (0-20)

Transfer coursework at the 6000 level. Departmental approval required.

Maximum Hours: 99

ARCH 6950 Special Topics (0-3)

Special Topics in Architecture. Course may be repeated 2 times for credit.

Course Limit: 2

ARCH 6980 Thesis Research (3)

ARCH 6980, Thesis Research, is a course in which graduate students in their final year work toward the development of a thesis proposal to address a significant issue in the built environment, overseen by a faculty thesis director. The goal of this fall semester course is for students to identify a research topic, understand the context and precedents of the topic (in theory and built form), formulate a hypothesis, develop or adapt appropriate research methods, and summarize the trajectory of your research as a thesis proposal. Students work with their thesis director to establish weekly meeting times and a timeline for proposal development. Upon successful completion of this course, and with approval of the proposal's content, students advance to the thesis semester, which includes ARCH 6990: Thesis (6 credits) and ARCH 6925: Independent Thesis Research (3 credits)

ARCH 6990 Thesis Studio (6)

ARCH 6990, Thesis Studio, is a course in which graduate students in their final year develop and test a thesis addressing a significant issue in the built environment, overseen by a faculty thesis director. The final graduate thesis project is the culmination of the architectural design curriculum and the capstone of research and design synthesis for students. Graduate students can choose to pursue a thesis project in their final year of study or may opt to take the research studio track. Students who elect to do an independent Thesis Studio must fulfill specific academic requirements and have prepared a thesis topic over the preceding summer, and have approval for this proposal by a thesis director and graduate program director, and must take ARCH 6980 in the fall semester to develop their thesis proposal before taking 6990, Thesis Studio.

ARCH 8011 Advanced Standing (6)

Advanced Standing course: ARCH 6011

ARCH 8012 Advanced Standing (6)

Advanced Standing: ARCH 6012

ARCH 8021 Advanced Standing (6)

Advanced Standing course: ARCH 6021

ARCH 8022 Advanced Standing (6)

Advanced Standing: ARCH 6022

ARCH 8110 Advanced Standing (3)

Advanced Standing: ARCH 6110

ARCH 8111 Advanced Standing (1.5)

Advanced Standing: ARCH 6111

ARCH 8112 Advanced Standing (1.5)

Advanced Standing: ARCH 6112

ARCH 8113 Advanced Standing (1.5)

Advanced Standing: ARCH 6114

ARCH 8114 Advanced Standing (1.5)

Advanced Standing: ARCH 6114

ARCH 8211 Advanced Standing (3)

Advanced Standing: ARCH 6211

ARCH 8212 Advanced Standing (3)

Advanced Standing: ARCH 6212

ARCH 8213 Advanced Standing (4)

Advanced Standing: ARCH 6213

ARCH 8214 Advanced Standing (4)

Advanced Standing: ARCH 6214

ARCH 8311 Advanced Standing (3)

Advanced Standing: ARCH 6311

ARCH 8512 Advanced Standing (3)

Advanced Standing: ARCH 6512

ARCH 8901 Advanced Standing (1-6)

Advanced Standing: ARCH electives in M.Arch program

Maximum Hours: 99

ARCH 8902 Advanced Standing (1-6)

Advanced Standing: ARCH electives in M.Arch program

Maximum Hours: 99

ARCH 8903 Advanced Standing (1-6)

Advanced Standing: ARCH electives in M.Arch program

Maximum Hours: 99

ARCH 8904 Advanced Standing (1-6)

Advanced Standing: ARCH electives in M.Arch program

Maximum Hours: 99