ARCHITECTURE

Overview

WE ENVISION A GENERATION OF ARCHITECTS dedicated to crafting the buildings, places and institutions that create vibrant, vital, and sustainable cities.

Using the rich environmental, historical, and cultural landscape of New Orleans as a laboratory, our architecture programs engage students directly in an ongoing effort to reconsider and rebuild New Orleans. We believe that architects are uniquely suited to be leaders in a movement toward an urban renaissance of sustainable design and community engagement, and our architecture programs provide students with the knowledge, education, and experience they need to be those leaders.

The mission of the Tulane School of Architecture is to prepare students for leadership positions in the design professions and in their communities. This school aspires to provide the highest quality professional education in architecture, to develop and conserve knowledge, and to promote excellence and innovation in architecture, landscape urbanism, preservation, and urban and environmental design and development. We recognize the centrality of design thinking as a process of synthesis that incorporates history, theory, technology, economics, behavior, and culture. The school supports diversity and meaningful engagement with urban and community issues, while embracing the creative potential and imperative of sustainable design.

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

Marianne Desmarais (mdesmara@tulane.edu), Director, Undergraduate Architecture
Benjamin J. Smith (bsmith34@tulane.edu), Director, Graduate Architecture

Understanding Architecture Course Numbers
The School of Architecture uses the hundreds position in the course number to further designate subject matter as follows,

ARCH x0xx - Studio
ARCH x1xx - History/Theory
ARCH x2xx - Technology
ARCH x3xx - Digital and Visual Media
ARCH x5xx - Professional Concerns
ARCH x6xx - Advanced History/Theory
ARCH x7xx - Urban Studies
ARCH x9xx - Special course numbers (e.g. Independent Study, Transfer Credit, Special Topics, Thesis related)

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 Credit Hours)
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  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 1011.

ARCH 1110  Intro to Architecture  (3 Credit Hours)
ARCH 1121  Hist/Theory of Arch & Urb I  (3 Credit Hours)
ARCH 1940  Transfer Coursework  (0 Credit Hours)
ARCH 2021  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 1012 or DSGN 1200.
ARCH 2022  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 2021.
Corequisite(s): ARCH 2322.
ARCH 2122  Hist/Theory of Arch & Urb II  (3 Credit Hours)
Prerequisite(s): ARCH 1221 or 3010.
ARCH 2211  Site Strategies  (3 Credit Hours)
ARCH 2212  Materials and Methods  (3 Credit Hours)
ARCH 2213  Building, Climate, Comfort  (4 Credit Hours)
Prerequisite(s): PHYS 1050, 1210 or 1310.
Corequisite(s): ARCH 2223.
ARCH 2223  Building, Climate, Comfort Lab  (0 Credit Hours)
Corequisite(s): ARCH 2213.
ARCH 2311  Digital Media  (3 Credit Hours)
ARCH 2322  Digital Media Workshop I  (1 Credit Hour)
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 Credit Hours)
ARCH 2710  The City I  (3 Credit Hours)
ARCH 2720  The City II  (3 Credit Hours)
ARCH 2882  Writing Intensive: ARCH 2122  (1 Credit Hour)
ARCH 2890  Service Learning: ARCH 2710  (0-1 Credit Hours)
ARCH 2892  Service Learning: ARCH 2022  (0 Credit Hours)
Service learning component for ARCH 2022, Architecture Studio.
Corequisite(s): ARCH 2022.
ARCH 2940  Transfer Coursework  (0 Credit Hours)

ARCH 3031  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 2022 or DSGN 2200.
Corequisite(s): ARCH 3331.

ARCH 3032  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 3031.
* May be taken concurrently.
Corequisite(s): ARCH 3332.

ARCH 3130  Architectural Research Methods  (3 Credit Hours)
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 3214  Structural Systems  (4 Credit Hours)
Prerequisite(s): PHYS 1050, 1210 or 1310.

ARCH 3215  Integrated Building Systems  (4 Credit Hours)
Prerequisite(s): (ARCH 2211^ or ATCS 3010^) and (ARCH 2212^ or ATCS 3020^) and (ARCH 2213^ or ATCS 3030^) and (ARCH 3214^ or ATCS 4010^).
* May be taken concurrently.

ARCH 3239  Space Arch/Walking Cities/Fut.  (3 Credit Hours)

ARCH 3331  Digital Media Workshop II  (1 Credit Hour)
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 Credit Hour)
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 Credit Hours)
Prerequisite(s): ARCH 2311.

ARCH 3351  Digital Fabrication  (3 Credit Hours)
Prerequisite(s): ARCH 2311 or ADGM 3100.

ARCH 3360  Cinematic Architecture  (3 Credit Hours)

ARCH 3363  Theories In Digital Media  (3 Credit Hours)
Prerequisite(s): ARCH 2311 or ADGM 3100.

ARCH 3511  Professional Concerns I  (3 Credit Hours)

ARCH 3525  Making Cities: Intro Real Est  (3 Credit Hours)

ARCH 3530  Ethics, Efficacy & Arch  (3 Credit Hours)

ARCH 3620  CONTEXT: Dsgn & Existing Bldgs  (3 Credit Hours)
Prerequisite(s): AHST 1121 or 3010.

ARCH 3630  Housing and the City  (3 Credit Hours)
Prerequisite(s): ARCH 1121 or AHST 3010.

ARCH 3640  Contemporary Swiss Arch  (3 Credit Hours)
Prerequisite(s): ARCH 2122 or AHST 3020.

ARCH 3644  Philosophies of Architecture  (3 Credit Hours)
Prerequisite(s): ARCH 2122 or AHST 3020.

ARCH 3731  Urban Geograph & NO Case Study  (3-4 Credit Hours)

ARCH 3742  Design in Public Interest  (3 Credit Hours)
Prerequisite(s): ARCH 1110 or AHST 1110.
ARCH 3764  NOLA Geography for Architects  (3 Credit Hours)
ARCH 3771  Latin Amer. Urban Experience  (3 Credit Hours)
ARCH 3880  Writing Intensive: ARCH 3731  (1 Credit Hour)
ARCH 3890  Service Learning: ARCH 3031  (0-1 Credit Hours)
ARCH 3940  Transfer Coursework  (0 Credit Hours)
ARCH 4041  Advanced Studio Elective  (6 Credit Hours)
Prerequisite(s): ARCH 3032 or DSGN 3200.
ARCH 4042  Advanced Studio Elective  (6 Credit Hours)
Prerequisite(s): ARCH 4041.
ARCH 4252  Urbanbuild Technology  (3 Credit Hours)
ARCH 4253  Advanced Tech Fabrication  (3 Credit Hours)
ARCH 4335  Computational Design  (3 Credit Hours)
Prerequisite(s): ARCH 2311 or ADGM 3100.
ARCH 4345  The Architecture of Drawing  (3 Credit Hours)
Prerequisite(s): ARCH 1011, DSGN 1100 or ARST 1050.
ARCH 4347  Spatial Painting  (3 Credit Hours)
Prerequisite(s): ARCH 2327.
ARCH 4352  Advanced Digital Fabrication  (3 Credit Hours)
ARCH 4512  Professional Concerns II  (3 Credit Hours)
ARCH 4550  Career Development Lab  (1 Credit Hour)
ARCH 4552  Urbanbuild Professionalism  (3 Credit Hours)
ARCH 4560  Architecture Internship  (3 Credit Hours)
ARCH 4570  Architecture CPS Internship  (3 Credit Hours)
ARCH 4610  Sectional Strategies  (3 Credit Hours)
Prerequisite(s): ARCH 2122 or AHST 3020.
ARCH 4891  Service Learning: ARCH 4041  (0-1 Credit Hours)
ARCH 4892  Service Learning: ARCH 4042  (0-1 Credit Hours)
ARCH 4905  Teaching Practicum  (1-6 Credit Hours)
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.
ARCH 4910  Independent Study  (1-6 Credit Hours)
ARCH 4915  Research Practicum  (1-6 Credit Hours)
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.
ARCH 4920  Independent Study Abroad  (1-6 Credit Hours)
ARCH 4930  Special Topics  (3 Credit Hours)
ARCH 4940  Transfer Coursework  (0 Credit Hours)
ARCH 4950  Special Topics  (3 Credit Hours)
ARCH 5051  Advanced Studio Elective  (6 Credit Hours)
Prerequisite(s): ARCH 4042 or DSGN 4200.
ARCH 5380  Junior Year Abroad  (1-20 Credit Hours)
ARCH 5390  Junior Year Abroad  (1-20 Credit Hours)
ARCH 5580  Architecture Preceptorship  (6 Credit Hours)
ARCH 5891  Service Learning: ARCH 5051  (0-1 Credit Hours)
ARCH 5940  Transfer Coursework  (0 Credit Hours)
ARCH 5980  Thesis Preparation  (3 Credit Hours)
Thesis Research.
ARCH 5990  Thesis Studio  (6 Credit Hours)
Prerequisite(s): ARCH 5980.
ARCH 6011  Architecture Studio  (6 Credit Hours)
ARCH 6012  Architecture Studio  (6 Credit Hours)
ARCH 6021  Architecture Studio  (6 Credit Hours)
ARCH 6022  Architecture Studio  (6 Credit Hours)
Corequisite(s): ARCH 6322.
ARCH 6032  Architecture Studio  (6 Credit Hours)
Prerequisite(s): ARCH 6215.
* May be taken concurrently.
Corequisite(s): ARCH 6332.
ARCH 6041  Advanced Studio Elective  (6 Credit Hours)
ARCH 6042  Advanced Studio Elective  (6 Credit Hours)
ARCH 6051  Advanced Studio Elective  (6 Credit Hours)
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.
Prerequisite(s): ARCH 6042.
ARCH 6052  Advanced Studio Elective  (6 Credit Hours)
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 6110  Intro to Architecture  (3 Credit Hours)
ARCH 6121  Hist/Theory of Arch & Urb I  (3 Credit Hours)
ARCH 6122  Hist/Theory of Arch & Urb II  (3 Credit Hours)
Prerequisite(s): ARCH 6121.
ARCH 6130  Architectural Research Methods  (3 Credit Hours)
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 6211  Site Strategies  (3 Credit Hours)
ARCH 6212  Materials and Methods  (3 Credit Hours)
ARCH 6213  Building, Climate, Comfort  (4 Credit Hours)
Corequisite(s): ARCH 6223.
ARCH 6214  Structural Systems  (4 Credit Hours)
ARCH 6215  Integrated Building Systems  (4 Credit Hours)
ARCH 6223  Building, Climate, Comfort Lab  (0 Credit Hours)
Corequisite(s): ARCH 6213.
ARCH 6239  Space Arch/Walking Cities/Fut.  (3 Credit Hours)
ARCH 6252  Urbanbuild Technology  (3 Credit Hours)
ARCH 6253  Advanced Tech Fabrication  (3 Credit Hours)
ARCH 6311  Digital Media  (3 Credit Hours)
ARCH 6322  Digital Media Workshop I  (1 Credit Hour)
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 Credit Hours)
ARCH 6331  Digital Media Workshop II  (1 Credit Hour)
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 Credit Hour)
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 Credit Hours)
Prerequisite(s): ARCH 6311.
ARCH 6341  Drawing and Analysis  (3 Credit Hours)
ARCH 6345  The Architecture of Drawing  (3 Credit Hours)
ARCH 6347  Spatial Painting  (3 Credit Hours)
Prerequisite(s): ARCH 6327.
ARCH 6351  Digital Fabrication  (3 Credit Hours)
ARCH 6352  Advanced Digital Fabrication  (3 Credit Hours)
ARCH 6360  Cinematic Architecture  (3 Credit Hours)
ARCH 6363  Theories In Digital Media  (3 Credit Hours)
ARCH 6511  Professional Concerns I  (3 Credit Hours)
ARCH 6512  Professional Concerns II  (3 Credit Hours)
ARCH 6530  Ethics, Efficacy & Arch  (3 Credit Hours)
ARCH 6550  Career Development Lab  (1 Credit Hour)
ARCH 6552  Urbanbuild Professionalism  (3 Credit Hours)
ARCH 6560  Architecture Internship  (3 Credit Hours)
ARCH 6580  Architecture Preceptorship  (6 Credit Hours)
ARCH 6610  Sectional Strategies  (3 Credit Hours)
Prerequisite(s): ARCH 6122.
ARCH 6620  CONTEXT: Dsgn & Existing Bldgs  (3 Credit Hours)
ARCH 6630  Housing and the City  (3 Credit Hours)
Prerequisite(s): ARCH 6121 or AHST 6610.
ARCH 6640  Contemporary Swiss Arch  (3 Credit Hours)
Prerequisite(s): ARCH 6121 or AHST 6610.
ARCH 6644 Philosophies of Architecture (3 Credit Hours)
ARCH 6731 Urban Geograph & NO Case Study (3 Credit Hours)
ARCH 6742 Design in Public Interest (3 Credit Hours)
Prerequisite(s): ARCH 6111 or AHST 6110.
ARCH 6764 NOLA Geography for Architects (3 Credit Hours)
ARCH 6771 Latin Amer. Urban Experience (3 Credit Hours)
ARCH 6905 Teaching Practicum (1-6 Credit Hours)
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.
ARCH 6910 Independent Study (1-6 Credit Hours)
ARCH 6915 Research Practicum (1-6 Credit Hours)
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.
ARCH 6920 Independent Study Abroad (1-6 Credit Hours)
ARCH 6925 Independent Thesis Research (3 Credit Hours)
Students will conduct supervised research in support of their project in the Thesis Studio course.
ARCH 6930 Special Topics (3 Credit Hours)
ARCH 6940 Transfer Coursework (0 Credit Hours)
ARCH 6950 Special Topics (3 Credit Hours)
ARCH 6980 Thesis Research (3 Credit Hours)
Thesis Research.
ARCH 6990 Thesis Studio (6 Credit Hours)