

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 ARCH 1002 (3 Credit Hours)

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 1011 Architecture Studio (6 Credit Hours)**ARCH 1012 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)