Appendices

A. Required Materials
   1. Draft Studio Culture Policy
   2. Required Materials for Catalogs + Promotional Materials
   3. Matrix (student performance criteria)
Studio Culture Policy

The studio is central to design education. It is the place of both collaborative teaching and individual investigation. Teaching is done there, but it is not a classroom. Practice happens there, but it is not a field. Production happens there, but it is not a factory. The studio is a place of success and failure, but risk and failure are often rewarded over cautious but limited success. The studio is also a place for both practicing the craft of design and negotiating the ever-evolving cultural definition of what "good design" is. Learning the necessary skill of criticism, both self and communal, happens through open discussion and argument that, though often inefficient, is meant to be constructive.

As well the studio is the primary place within the school where broader cultural issues are exposed, criticized, championed, and struggled with - be they economic, political, racial, or personal. Studio is a small society that is willingly though naively entered and from which everyone leaves more mature, knowledgeable, and, though often a little "dinged up", changed for the better. It is the work of any culture to nurture what it finds valuable while struggling constantly with the pressure to evolve. Ultimately studio culture is a culture of choice, and it is that act of choosing that is encouraged and thrived on. A vibrant and energetic studio requires that all participants agree to work in a manner which balances the needs of any individual and that of the larger studio community. This document outlines some of the policies which help shape and maintain the culture of the design studios at the School of Architecture.

The Question of Time
Time is precious commodity, there never seems to be enough of it when you feel you need it most. While it is possible to spend all of your waking time in the studio, it is important to manage your time effectively, so that the time spent in the studio is productive. Studio is will require more time of any class you take in a given semester, but it is important that manage your time to ensure that you are able to devote sufficient time to all other courses. You will need to think and ultimately plan how to organize your personal schedule to meet the requirements of all courses including design studio.

Charreting and the All-nighter's
A designer's work is almost always improved by two things the ability to devote more time to a project and rest. As deadlines approach there will be times when you will need to spend some time preparing for a pin-up or review. There is an allure to working through the night, but as it gets later most of us become significantly less productive. Design requires that you are both awake and alert which is harder to accomplish with little or no sleep. The problem is that working through the night with little or no sleep, leaves you at best wiped-out the next day and usually too tired to be able to participate in your review or that of your classmates. It's important to make sure that you get at least six-hours of sleep before each review.

Deadlines
By tradition undergraduate studios have common deadlines. Project deadlines ensure that all students have equal time to complete their work. Over the past few years' student leaders have worked with the faculty and their student colleagues to craft a reasonable and equitable policy for project deadlines. Students who do not comply with this policy are liable under the University's Honor Code and may be subject to process, procedures and outcome. The policy is as follows:

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Students may not submit or present any work produced in any manner, by hand or machine that was produced or altered in any way after a deadline. This includes

- Trimming of sheets.
- Acceptance of prints or plots not out of the machine by the deadline.
- Adjusting of digital files for size, color, etc. after deadline.
- Fixing of accidents or breakage.
- Resending to the printer or plotter queue for whatever reason after the deadline.

Suggestions
1. Make a duplicate/backup copy of digital work for submission to your Professor as proof that your work was complete by deadline. Computer files stored before deadline on a CD/DVD, in a designated Folder in Classes, or removable storage media will be considered as work and may be run without alteration in appropriate machines during reviews. Suggestion: Do dry runs on the equipment you intend to use in review to find and fix glitches before the deadline.

2. Allow enough time for fixing mistakes and waiting through machine backlogs. This is obvious but easier said than done, especially if this is a “first time” effort. This type of logistical planning is usually learned through trial and error though it does not have to be. Fellow students, faculty, and support staff should be asked for help and suggestions. The Faculty should consider this part of their teaching role and actively engage the students in planning milestones for final production. This would include buying modeling and presentation materials/media [before Studio Art runs out], doing test plotter runs, suggestions on file compression for quicker printing, and using new drawing techniques, software, or shop machinery. Setting a studio “Plotting Deadline” before the actual deadline not only reduces bottlenecks at the plotters but also exposes problems that can then be rectified.

3. Have enough money in your printing account before going into production mode. This is akin to starting on a road trip with a full tank of gas. Unfortunately for the students, there is no means by which a negative balance can be run in your printing accounts [same system that cannot return money left unused in a printing account upon graduation.] Money does carry over from semester to semester, year to year.

4. Use the tech staff. They are very willing to help you negotiate the ins and outs of computer-land. They have spent an immense amount of time and effort setting up the system and the Computer Help Desk for your benefit. Do not waste your valuable time “spinning your wheels” trying to figure out why something will not work. ASK QUESTIONS!

The Working Environment

Sound
Several hundred people working in close proximity to each other can generate, an impressive amount of sound. If there is any difficulty in studio it usually has something to do with noise. As you work at your desk keep the following guidelines in mind:
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- Construction in the studio is limited to model-scale work that can be done at a student's desk, or in some occasions at a common table, with tools and materials whose use or manipulation does not generate sound outside of one's personal space. Power tools are

- For many music is an important part of creating a productive environment. For some music is a distraction. If you are listening to music while working in studio, please use headphones and so that you don't broadcast your music

- Please keep your cell phone OFF during class time [2PM-6PM MWF] and set on Silence/Vibrate mode when ON at all other times.

Keep it Clean
Make sure to keep your workspace clean. It's inevitable that model scraps, paper, sandwich wrappers, etc will end up on the floor and around your desk. Pick up this material up and put it into the appropriate receptacle. There are recycling areas set up on each floor of the studio where you can deposit, cans, bottles, paper. There is also an area to where model materials can be placed for recycling.

COURSE EXPENSES
Each semester you can expect to some course costs for design studio which may include textbooks, travel, printing, copying, consumable materials (e.g. tools and modeling materials), and occasionally software. These costs vary according to the course and instructor, but general guidelines for students wishing to anticipate costs per semester are as follows:

Printing/copying: $50-$300
Consumable Materials: $100
Travel: $350 (see below)

Textbooks/software: wide range of costs. However, it is expected that textbooks will be useful to students for many years following school and through internship. Students are also encouraged to utilize the university's excellent library resources. It is rare that students would be asked to purchase software other than that already required by the school.

Studio Travel
Studios often involve group travel to fulfill the purposes of the project and pedagogy of the studio. All students are expected to participate in studio trips and should plan accordingly. The group travel format can vary from studio to studio depending on the intent of the course. In one studio this might mean local car trips, involving one or several day trips within the state of Virginia. Upper level studios have seen an increasing number of projects in major cities of the U.S. (usually the East coast) that involve a site visit over a long weekend (Friday-Sunday). These types of trips mandate the use of major transportation and require lodging and sustenance for several days.

Finally, there are also some studios for which foreign travel is anticipated, often for a week over one of the semester's major breaks. Whatever the format of the studio course, students should expect to budget no more than $350 per semester for studio travel (note: food is never included in program costs and should be budgeted for
Studio Culture Policy

individually). Both the departments and individual instructors work hard to provide students with the widest range of exposure to issues and conditions they consider important while remaining highly attuned to the range of financial means within our student body. To that end, students will not be asked to travel afar if the pedagogical objectives of a studio can be met locally, and instructors consistently work to coordinate their travel requirements whenever possible within the curriculum. Additionally, it would be rare for a student to be asked to do significant traveling in two back-to-back studios in the same academic year.

Non-Studio Travel
In addition to studio travel, students are often required to travel for core or elective non-studio courses as well. Travel for these courses typically occurs multiple times throughout the semester and is almost always local (central Virginia), usually ½ day at most and never overnight. For these courses, students will be notified of the schedule and costs (usually gas or shared vehicle rental) in the course syllabus.

Output Tools
The school maintains a number of a number of peripheral output devices including printers, plotters, laser cutters, and 3d printers. Access to some of these tools is limited to students who have completed training tutorials. Regardless use of these devices is a privilege.

There are not enough devices to provide unlimited access to students in the studio and the devices are always in high demand. Sign up sheets are used to provide scheduled and equitable access to some tools like the laser cutter. Access to the laser cutter and other tools is limited to certain hours of day to ensure that the tools are used safely. It helps to be organized and plan ahead.

- Make a reasonable production schedule working backwards from the deadline. Allow some slack time in the schedule for mistakes, machine downtime, conflicts, etc.

- If you need access to a device that is scheduled – laser cutters and 3d printer – sign up in advance. There is a limit to how far in advance these devices can be scheduled. Woodshop hours are posted.

- If your schedule changes sign off of the tool on the scheduler so that someone else can use it. “Handing off” or “passing on” of the use of tools from student-to-student is not allowed. Each student must log on and log off. Not logging off is wasteful. The practice also increases the anxiety of your colleagues while reducing their opportunity to get their work done.

Students who either abuse the machine schedule or attempt to access equipment outside of the specified hours of will have their privileges revoked automatically. The penalty for the first offense will be a one-month loss of tool privileges. A second offense in an academic year will result in a three-month loss of privileges. A third offense will result in a yearlong loss of privileges. Penalties carry over from one semester to the next.
Required Text for Catalogs and Promotional Materials

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a 6-year, 3-year, or 2-year term of accreditation, depending on the extent of its conformance with established educational standards.

Master’s degree programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the pre-professional degree is not, by itself, recognized as an accredited degree.
University of Virginia

Print this page.

Architecture

The Bachelor of Architecture program attracts a diverse range of students with a wide range of interests that are bound together by an overriding desire to consider and construct environments of enduring value. Three different concentrations are offered: Pre-Professional concentration, Architectural Studies concentration, and Multi-Disciplinary concentration.

Note: Students who wish to obtain the Master of Architecture professional degree apply to a graduate program. Students expecting to enter graduate studies should have maintained a 3.000 cumulative average, with a 3.500 average in the architectural design sequence. Admission into the graduate program in architecture at the University of Virginia is extremely competitive.

Curriculum

Years 1-3 The prime objective of the curricular core of the first three years is to provide a framework for the study of contemporary culture through observation, analysis, and considered design of our ongoing constructed occupation of the earth. This exploration uses design as a mode of critical inquiry from the scale of the city to the scale of the hand while maintaining its focus on the value of this effort to the community and the land, both immediate and extended. To make this evaluation possible, the curriculum is based on the foundation of a liberal arts education formed broadly during the first two years of study while subjects directly related to making architecture are pursued in the third year.

Students entering the Department of Architecture follow one curriculum for their first three years. Starting in their second year, the strategic choices of electives will prepare the student to pursue the concentration of their choice.

First Year

Fall Semester - Credits: 17

- HUM/SCI elective Credits: 3 For Transfer student and Civil Engineering Minors: Engineering and Math courses may be considered by the Program Director as fulfilling HUM/Natural SCI requirements.
- ARCH Elective courses do not count towards Humanities or Sciences electives.
- Open Elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE "Physical Education" credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.

- AR H 101 - History of Architecture Ancient-Medieval Credits: 4
- ARCH 101 - Lessons of the Lawn Credits: 4
- ENWR 110 - Accelerated Academic Writing Credits: 3
  See separate English Advising notes.

Spring Semester - Credits: 17

- Second writing requirement/open elective Credits: 3
- HUM/SCI elective Credits: 3
  For transfer students and Civil Engineering Minors: Engineering and Math courses may be considered by the Program Director as fulfilling HUM/Natural SCI requirements.
ARCH elective courses do not count towards Humanities or Sciences electives.

- AR H 102 - Renaissance to Modern Credits: 4
- ARCH 102 - Lessons in Making Credits: 4
- MATH 121 - Applied Calculus I Credits: 3

Students scoring above 600 on the math SAT are encouraged to take MATH 131. Students who have not completed a trigonometry course prior to matriculation, or who scored below 550 on the math SAT, are required to take MATH 103 Pre-Calculus in lieu of an Open elective in the first semester.

Second Year

Fall Semester - Credits: 15

- PHYS - Physics elective Credits: 3
- HUM/SCI elective Credits: 3
  For Transfer students and Civil Engineering Minors: Engineering and math courses may be considered by the Program Director as fulfilling HUM/Natural SCI requirements.
  ARCH Elective courses do not count towards Humanities or Sciences electives.
- Social Science elective Credits: 3

- ARCH 201 - Introduction to Architectural Design I Credits: 6
  A student must receive a grade of at least a C- to pass this course.
  Prerequisite: ARCH 101 and 102

Spring Semester - Credits: 15

- AR H - Arch. History elective Credits: 3
- Natural Science elective Credits: 3
- Social Science elective Credits: 3

- ARCH 202 - Introduction to Architectural Design II Credits: 6
  Prerequisite: ARCH 201
  A student must receive a grade of at least a C- to pass this course.

Third Year

Fall Semester - Credits: 16

A student must receive a grade of at least a C- to pass the following courses.

- ARCH 301 - Architectural Design I Credits: 6
  Prerequisite: ARCH 202
  A student must receive a grade of at least a C- to pass this course
- ARCH 312 - Architectural Theory and Ethics Credits: 3
  A student must receive a grade of at least a C- to pass this course
- ARCH 323 - Building and Climate Credits: 4
  A student must receive a grade of at least a C- to pass this course
- ARCH 541 - CAAD 3D Modeling & Visualization Credits: 3
  ARCH 541 may be taken in 3rd or 4th year, required for Pre-Professional (Design) Concentration only.
  A student must receive a grade of at least a C- to pass this course

Spring Semester - Credits: 17

- ARCH 302 - Architectural Design II Credits: 6
  Prerequisite: ARCH 301
  A student must receive a grade of at least a C- to pass this course.
• ARCH 324 - Introduction to Structural Design Credits: 4
  A student must receive a grade of at least a C- to pass this course.
• ARCH 326 - Building Matters Credits: 4
  A student must receive a grade of at least a C- to pass this course

Fourth Year

Election of Concentration

At the end of the spring semester of the third year, each student will elect a course of study for the fourth year from the following list. The choices are designed to maximize the opportunities for undergraduate study given the wide range and scope of student interests and potential career paths. If a student fails to select a concentration, the default is Architectural Studies Concentration.

Pre-Professional Concentration - Total Courses: 34 Total Credits: 127

This Concentration is for students intent on pursuing a career as a practicing Architect. The curriculum is designed to maximize the opportunities to explore through design complex issues and conditions as well as representing intentions in material form.

Fall Semester - Credits: 15

• ARCH - Architecture elective Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
• ARCH - Architecture elective Credits: 3
• Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE "Physical Education" credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.

• ARCH 401 - Architectural Design III Credits: 6
  Prerequisite: ARCH 302
  A student must receive a grade of at least a C- to pass this course.

Spring Semester - Credits: 15

• Architecture elective Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
• Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE "Physical Education" credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.
• Open elective Credits: 3

• ARCH 402 - Architectural Design IV Credits: 6
  Prerequisite: ARCH 401
  A student must receive a grade of at least a C- to pass this course

Architectural Studies Concentration - Total Courses 36 Total Credits: 127

A2-4
This Concentration is designed for students interested in expanding the scope of their study to include the related design fields of landscape architecture or urban planning. This option also allows students interested in the relationship between the practice of architectural design and research into architectural history or technical issues related to building and the environment to pursue these interests. Minors offered within the School of Architecture are the primary vehicle used to complete the degree requirements.

**Fall Semester - Credits: 15**

- Minor requirement Credits: 3
- Minor requirement Credits: 3
- ARCH - Architecture elective - minor related Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
- ARCH - Architecture elective Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
- Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE “Physical Education” credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.

**Spring Semester - Credits: 15**

- Minor requirement Credits: 3
- Minor requirement Credits: 3
- ARCH - Architecture elective - minor related Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
- Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE “Physical Education” credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.
- Open elective Credits: 3

**Multi-Disciplinary Concentration - Total Courses: 36 Total Credits: 127**

This Concentration is for those students interested in exploring the connection between architecture and another discipline. This discipline can be something as close to architecture as art or engineering, or it could also be a more distant field, such as business, archeology, or materials science. It is the student’s responsibility to make the case for the connection, in writing, to the Program Director. Fulfilling the requirements for a minor in the related field is the primary vehicle used to complete the degree requirements.

**Fall Semester - Credits: 15**

- Minor requirement Credits: 3
- Minor requirement Credits: 3
- ARCH - Architecture elective - minor related Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC: ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.
• ARCH - Architecture elective Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC; ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.

• Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE "Physical Education" credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.

**Spring Semester - Credits: 15**

• Minor requirement Credits: 3
• Minor requirement Credits: 3
• ARCH - Architecture elective - minor related Credits: 3
  ARCH Elective: Any course designated with one of the following prefixes: ARCH, AR H, L AR, PLAN or 400 Level PLAC; ARCH Elective - Minor Related: An ARCH Elective that is directly related to the Minor Study Area.

• Open elective Credits: 3
  One Open elective per semester may be taken Credit/No Credit. A Maximum of 8 degree credits will be granted for Ensemble Music or Dance. A maximum of 12 degree credits will be granted for AIRS, MISC, & NASC courses. PHYE "Physical Education" credits do not count toward degree totals.
  It may be necessary to use Open electives to complete the requirements of a Minor.

• Open elective Credits: 3

**Architecture Minor**

A minor in architecture provides students with an opportunity to develop a basic understanding of, and appreciation for, architecture as an important component of culture and the built environment. The minor requirements are under the curricula section.

The Minor in Architecture is offered to all students at the University. Students who complete the Minor range from those whose major is in a related field and who wish to expand the boundaries of that endeavor, to those considering graduate study in architecture.

An application for the minor is available in Campbell Hall, Room 120A. Upon completion of all requirements, the signature of the respective department chair must be obtained.

**Requirements**

- ARCH 101 Lessons of the Lawn Credits: 4
- ARCH 102 Lessons In Making Credits: 4
- ARCH - Architecture department elective Credits: 3
  Prerequisite: ARCH 101
- ARCH - Architecture department elective Credits: 3
  Prerequisite: ARCH 101
- Elective within the School of Architecture Credits: 3

Total Credits: 17

**Course Descriptions**

With faculty approval, upper-level undergraduate students may be allowed to enroll in graduate courses for elective credit. These courses are described in the Graduate Record and are offered through all four departments.
Although ARCH, AR H, L AR, and PLAN are preprofessional and professional courses, not all are restricted to School of Architecture students. If students outside the school wish to enroll in one of these courses, they should secure the approval of the faculty member offering that course. Even in professionally-oriented courses, some faculty members encourage and welcome such participation.

**Architectural History**

- AR H 100 - History of Architecture: Survey Credits: 3
- AR H 101 - History of Architecture Ancient-Medieval Credits: 4
- AR H 102 - Renaissance to Modern Credits: 4
- AR H 112 - History of Architecture Credits: 3
- AR H 180 - Thomas Jefferson's Architecture Credits: 3
- AR H 203 - History of Modern Architecture Credits: 3
- AR H 321 - Later Medieval Architecture Credits: 3
- AR H 323 - Early Medieval Architecture Credits: 3
- AR H 331 - Italian Renaissance Architecture 15th Century Credits: 3
- AR H 332 - Renaissance Architecture 16th Century Credits: 3
- AR H 333 - European Classical Architecture Outside Italy, 1400-1750 Credits: 3
- AR H 361 - East Meets West Credits: 3
- AR H 362 - East Asia Architecture Credits: 3
- AR H 365 - World Buddhist Architecture Credits: 3
- AR H 367 - Modern Japanese Architecture Credits: 3
- AR H 381 - Early American Architecture Credits: 3
- AR H 382 - Later American Architecture Credits: 3
- AR H 383 - Nineteenth-Century American Architecture Credits: 3
- AR H 384 - Twentieth-Century American Architecture Credits: 3
- AR H 489 - Independent Studies in Architectural History Credits: 3
- AR H 490 - Major Special Study: Thesis Credits: 3
- AR H 491 - Undergraduate Seminar in the History of Architecture and Special Topics Credits: 3
- AR H 499 - Independent Studies in Architectural History Credits: 3
- AR H 555 - Field Methods in Historic Preservation Credits: 3
- AR H 570 - Selected Topics in Architectural History Credits: 2 to 3
- AR H 590 - Historic Preservation Theory and Practice Credits: 3
- AR H 592 - Community History Workshop Credits: 3
- AR H 594 - Community Public History Seminar Credits: 3
- AR H 599 - Independent Studies in Architectural History Credits: 3

**Architecture**

- ARCH 101 - Lessons of the Lawn Credits: 4
- ARCH 102 - Lessons in Making Credits: 4
- ARCH 201 - Introduction to Architectural Design I Credits: 6
- ARCH 202 - Introduction to Architectural Design II Credits: 6
- ARCH 301 - Architectural Design I Credits: 6
- ARCH 302 - Architectural Design II Credits: 6
- ARCH 312 - Architectural Theory and Ethics Credits: 3
- ARCH 314 - Design Themes of Great Cities Credits: 3
- ARCH 323 - Building and Climate Credits: 4
- ARCH 324 - Introduction to Structural Design Credits: 4
- ARCH 326 - Building Matters Credits: 4
- ARCH 401 - Architectural Design III Credits: 6
- ARCH 402 - Architectural Design IV Credits: 6
- ARCH 482 - Teaching Experience Credits: 3
- ARCH 489 - Independent Study Credits: 4
- ARCH 511 - Design Approaches to Existing Sites Credits: 3
- ARCH 517 - New Urban Housing Credits: 3
- ARCH 521 - Advanced Architectural Detailing Credits: 3
- ARCH 529 - Soft Services Operation Credits: 3
- ARCH 530 - Evaluating Eco-MOD Credits: 3
- ARCH 531 - Eco-Mod Seminar Credits: 3
• ARCH 536 - Concepts in Architecture Detailing Credits: 3
• ARCH 540 - Experimental Technologies Credits: 3
• ARCH 541 - CAAD 3D Modeling & Visualization Credits: 3
• ARCH 542 - Digital Animation & Storytelling Credits: 3
• ARCH 545 - Digital Moviemaking & Animation Credits: 3
• ARCH 550 - Infolab: Laboratory for Visualizing Information Credits: 3
• ARCH 551 - Photography and Digital Media Credits: 3
• ARCH 554 - Drawing and Composition Credits: 3
• ARCH 556 - Drawing and Sketching Credits: 3
• ARCH 557 - Drawings and Collages Credits: 3
• ARCH 558 - Painting and Public Art Credits: 3
• ARCH 560 - J-Term Courses Credits: 1 to 3
• ARCH 562 - Robotic Ecologies Credits: 3
• ARCH 563 - Design of Cities Credits: 3
• ARCH 566 - Design and Leadership Credits: 3
• ARCH 568 - Lessons of the City Credits: 3
• ARCH 570 - Some Assembly Required: Research and Development Credits: 3
• ARCH 574 - Depth of Surface Credits: 3
• ARCH 575 - Some Assembly Required: Design Build Credits: 4
• ARCH 591 - Faculty Research Seminar Credits: 1 to 2
• ARCH 598 - Independent Study Credits: 1-6

Landscape Architecture

• LAR 514 - Theories of Modern Landscape Architecture Credits: 3
• LAR 520 - Healing Landscapes Credits: 3
• LAR 521 - Topics in Contemporary Landscape Theory Credits: 3
• LAR 523 - Cultural Landscapes Credits: 3
• LAR 524 - American National Parks: History & Future Credits: 3
• LAR 525 - Urban Topographies Credits: 3
• LAR 526 - D.I.R.T. Seminar: Doing Industrial Research Together Credits: 3
• LAR 533 - Sites and Systems Credits: 3
• LAR 534 - Earthwork Credits: 4
• LAR 537 - Natural Systems and Plant Ecology Credits: 4
• LAR 538 - Planted Form and Urban Ecology Credits: 4
• LAR 543 - Landscape Visualization & 3-D Modeling Credits: 3
• LAR 546 - Landscape Digital Media and Design Applications Credits: 3
• LAR 567 - Urban Habitat Credits: 3

Urban and Environmental Planning

• PLAC 401 - Neighborhood Planning Workshop Credits: 3
• PLAC 450 - Real Estate Development and Finance Credits: 3
• PLAC 513 - Applied GIS Workshop Credits: 3
• PLAC 524 - Consensus Building, Negotiation and Mediation Credits: 3
• PLAC 543 - Land Development Workshop Credits: 3
• PLAC 547 - Development Dynamics Credits: 3
• PLAC 550 - Green Lands Credits: 3
• PLAC 552 - Sustainable Planning & Design Workshop Credits: 3
• PLAC 555 - Global Community Food Systems Credits: 3
• PLAC 556 - Green Cities/Green Sites Credits: 3
• PLAC 557 - Environmental Impact Statements Credits: 3
• PLAC 561 - Community Planning Workshop Credits: 3
• PLAC 572 - Transportation and Land Use Credits: 3
• PLAN 103 - Introduction to Urban and Environmental Planning Credits: 3
• PLAN 202 - Planning Design Credits: 4
• PLAN 211 - Digital Visualization for Planners Credits: 4
• PLAN 303 - Neighborhoods, Community and Regions Credits: 3
• PLAN 305 - Planning Methods Credits: 3
• PLAN 306 - Law, Land and the Environment Credits: 3
- PLAN 311 - History of Cities and Planning Credits: 3
- PLAN 404 - Planning in Government Credits: 3
- PLAN 481 - Special Study Credits: 1 to 4
- PLAN 492 - Professional Practice Credits: 1 to 3
- PLAN 493 - Planning Senior Project Credits: 3
- PLAN 503 - Mini-Courses Credits: 1
- PLAN 508 - Mini-Courses Credits: 1
- PLAN 511 - Digital Visualization for Planners Credits: 4
- PLAN 512 - Geographic Information Systems Credits: 3
- PLAN 525 - Public Involvement Credits: 3
- PLAN 529 - Special Topics in Policy Planning Credits: 3
- PLAN 530 - Preservation Planning Credits: 3
- PLAN 531 - Planning History Credits: 3
- PLAN 540 - Housing and Community Development Credits: 3
- PLAN 542 - Economic Development Credits: 3
- PLAN 544 - Neighborhood Planning Credits: 3
- PLAN 545 - Healthy Communities Credits: 3
- PLAN 549 - Special Topics in Housing and Community Development Credits: 3
- PLAN 551 - Sustainable Communities Credits: 3
- PLAN 553 - Environmental Policy and Planning Credits: 3
- PLAN 554 - Environmental Ethics and Sustainability Credits: 3
- PLAN 558 - Coastal Planning Issues Credits: 3
- PLAN 559 - Global Environmental International Development Credits: 3
- PLAN 560 - Land Use Policy and Planning Credits: 3
- PLAN 563 - Design of Cities Credits: 3
- PLAN 565 - Brownfields Redevelopment Credits: 3
- PLAN 567 - Community Design Credits: 3
- PLAN 569 - Special Topics in Land Use Planning Credits: 3
- PLAN 593 - Independent Study/Fieldwork in Planning Credits: 1 to 4
University of Virginia

Master of Architecture

Admission

The Master of Architecture Program attracts a diverse range of students with undergraduate degrees in liberal arts as well as architecture. After an introductory summer session, students with liberal arts degrees typically complete their courses in six semesters, while those with pre-professional degrees frequently gain advanced standing. A two-semester Master of Architecture Program, directly tailored to the interests of each student, is available for those with an undergraduate professional degree in architecture. Students who wish to obtain the Master of Architecture degree should have at least a 3.0 cumulative grade point average with a 3.5 average in design studios. Admission to the Master of Architecture programs is extremely competitive.

Curriculum

The Master of Architecture (M.Arch.) curricula emphasize strong foundation studies in design with coursework in architectural history, theory, building technology, and construction. To gain broader understanding of the relationships within and parallel to the field of architecture, students may take courses in the departments of Architectural History, Landscape Architecture, and Urban and Environmental Planning. Upper level graduate students are encouraged, through an optional teaching elective, to expand their knowledge by serving as teaching assistants to undergraduate students in design, theory or technology courses.

Accreditation

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit US professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a six-year, three-year, or two-year term of accreditation, depending on the extent of conformance with established educational standards.

Masters degree programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, comprise an accredited professional education. However, the pre-professional undergraduate degree is not, by itself, recognized as an accredited degree.

The University of Virginia’s Master of Architecture program received a professional six-year term of accreditation in 2003. This program will be reviewed again in 2009. A professional degree in architecture is a necessary prerequisite for the one-year post-professional Master of Architecture degree.

Master of Architecture Curriculum

This program allows students to obtain a first professional degree in three years plus an initial summer session. Applicants must hold a baccalaureate degree from an accredited college or university. Students entering with a four-year pre-professional bachelor’s degree in Architecture may receive up to one year of advanced placement.

Prior to enrollment, it is required for students to have completed a calculus and physics course or the equivalent. Candidates admitted to the program must have taken a survey course in Architectural History.
Summer Design Institute - Credits: 3

On very rare occasions students with unusual circumstances and entering with design studio experience may receive waiver of attending the Summer Design Institute by permission of the chair.

- ALAR 501 - Introduction to Design Credits: 1
- ALAR 502 - Introduction to Design Graphics Credits: 1
- ALAR 503 - Introduction to Design Theory and Analysis Credits: 1

First Year

Fall Semester - Credits: 18

- ALAR 651 - Studio Workshop Credits: 2
  Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair.
- ARCH 601 - Foundation Studio I Credits: 6
  Prerequisite: ARCH 502
- ARCH 612 - Architectural Theory and Analysis Credits: 3
  Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair.
- ARCH 626 - Construction and Intention Credits: 3
- SARC 600 - The Common Course Credits: 3

Spring Semester - Credits: 17

- Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair.
- Elective Credits: 3
  Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair. Elective Courses must include two in architectural history, one in architectural theory, one in building technology, and three open electives.

- ALAR 652 - Studio Workshop Credits: 2
- ARCH 602 - Foundation Studio II Credits: 6
  Prerequisite: ARCH 601
  Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair.
- ARCH 614 - Architectural Analysis: Key Buildings of Modernism Credits: 3
- ARCH 624 - Introduction to Structural Design Credits: 4

Second Year

Fall Semester - Credits: 15

Students that have entered the Masters Program with significant waivers (Path B) must take ARCH 614 and SARC 600 in their first year of study.

- Elective Credits: 6
  Students entering with pre-professional degrees in architecture typically receive waiver of courses by permission of the chair. Elective Courses must include two in architectural history, one in architectural theory, one in building technology, and three open electives.

- ARCH 701 - Foundation Studio III Credits: 6
Prerequisite: ARCH 602
- ARCH 721 - Structural Design for Dynamic Loads Credits: 3

Spring Semester - Credits: 17

- Elective Credits: 3
  Students entering with pre-professional degrees in architecture typically receive waiver of
courses by permission of the chair.
  Elective Courses must include two in architectural history, one in architectural theory, one in
building technology, and three open electives.

- ALAR 702 - Design Research Studio I Credits: 6
  Prerequisite: ARCH 701
- ARCH 723 - Design Development Credits: 4
- ARCH 725 - Environmental Systems and Lighting Credits: 4
- LAR 533 - Sites and Systems Credits: 3

Third Year

Fall Semester - Credits: 16

- ARCH 823 - Building Synthesis Credits: 3
- Elective Credits: 3
  Students entering with pre-professional degrees in architecture typically receive waiver of
courses by permission of the chair.
  Elective Courses must include two in architectural history, one in architectural theory, one in
building technology, and three open electives.
- Elective Credits: 3
  Students entering with pre-professional degrees in architecture typically receive waiver of
courses by permission of the chair.
  Elective Courses must include two in architectural history, one in architectural theory, one in
building technology, and three open electives.
- Open Elective Credits: 3

- ARCH 801 - Comprehensive Studio Credits: 6
  Prerequisite: ALAR 702

Spring Semester - Credits: 15

- ARCH ___ - Building Elective Credits: 3

- ALAR 802 - Design Research Studio II Credits: 6
  Prerequisite: ALAR 801
  or
- ALAR 808 - Independent Design Research Studio Credits: 6
  Students may pursue Independent Design Research in lieu of ALAR 802. These students must
take ARCH 821 (Design Research Seminar, 3 credits) and get approval from the chair.
- ARCH 848 - Professional Ethics and Communication Credits: 4

Degree Total - 99 Credits

Architecture Course Descriptions

- ALAR 501 - Introduction to Design Credits: 1
- ALAR 502 - Introduction to Design Graphics Credits: 1
- ALAR 503 - Introduction to Design Theory and Analysis Credits: 1
- ALAR 651 - Studio Workshop Credits: 2
- ALAR 652 - Studio Workshop Credits: 2
• ALAR 702 - Design Research Studio I Credits: 6
• ALAR 802 - Design Research Studio II Credits: 6
• ALAR 806 - Urbanism Design Studio Credits: 6
• ALAR 808 - Independent Design Research Studio Credits: 6
• ALAR 821 - Design Research Seminar Credits: 3
• ARCH 511 - Design Approaches to Existing Sites Credits: 3
• ARCH 516 - Contemporary Architectural Theory Credits: 3
• ARCH 517 - New Urban Housing Credits: 3
• ARCH 521 - Advanced Architectural Detailing Credits: 3
• ARCH 529 - Soft Services Operations Credits: 3
• ARCH 530 - Evaluating Eco-MOD Credits: 3
• ARCH 531 - Eco-Mod Seminar Credits: 3
• ARCH 536 - Concepts in Architecture Detailing Credits: 3
• ARCH 540 - Experimental Technologies Credits: 3
• ARCH 541 - CAAD 3D Modeling & Visualization Credits: 3
• ARCH 542 - Digital Animation & Storytelling Credits: 3
• ARCH 545 - Digital Moviemaking & Animation Credits: 3
• ARCH 550 - InfoLab: Laboratory for Visualizing Information Credits: 3
• ARCH 551 - Photography and Digital Media Credits: 3
• ARCH 554 - Drawing and Composition Credits: 3
• ARCH 556 - Drawing and Sketching Credits: 3
• ARCH 557 - Drawings and Collages Credits: 3
• ARCH 558 - Painting and Public Art Credits: 3
• ARCH 562 - Robotic Ecologies Credits: 3
• ARCH 563 - Design of Cities Credits: 3
• ARCH 566 - Design and Leadership Credits: 3
• ARCH 568 - Lessons of the City Credits: 3
• ARCH 570 - Some Assembly Required: Research and Development Credits: 3
• ARCH 574 - Depth of Surface Credits: 3
• ARCH 575 - Some Assembly Required: Design Build Credits: 4
• ARCH 591 - Faculty Research Seminar Credits: 1 to 2
• ARCH 598 - Independent Study Credits: 1 to 6
• ARCH 601 - Foundation Studio I Credits: 6
• ARCH 602 - Foundation Studio II Credits: 6
• ARCH 612 - Architectural Theory and Analysis Credits: 3
• ARCH 614 - Architectural Analysis: Key Buildings of Modernism Credits: 3
• ARCH 623 - Building and Climate Credits: 3
• ARCH 624 - Introduction to Structural Design Credits: 4
• ARCH 626 - Construction and Intention Credits: 3
• ARCH 701 - Foundation Studio III Credits: 6
• ARCH 721 - Structural Design for Dynamic Loads Credits: 3
• ARCH 723 - Design Development Credits: 4
• ARCH 725 - Environmental Systems and Lighting Credits: 4
• ARCH 782 - Independent Study Credits: 1 to 3
• ARCH 801 - Comprehensive Studio Credits: 6
• ARCH 823 - Building Synthesis Credits: 3
• ARCH 848 - Professional Ethics and Communication Credits: 4
• ARCH 870 - Advanced Independent Study Credits: 1 to 3
• ARCH 871 - Independent Study Credits: 3 to 4
• ARCH 880 - Teaching Experience Credits: 3
• ARCH 896 - Independent Study Credits: 1 to 6
• ARCH 897 - Independent Study Credits: 1 to 6
• ARCH 898 - Non-Topical Research Credits: 1 to 6
• SARC 600 - The Common Course Credits: 3