Purpose
This fellowship recognizes academic excellence and a focused interest in teaching. Successful candidates will have the
topportunity to demonstrate their commitment to developing pedagogical methods in the area of beginning design education
with an emphasis on visualization instruction. The selection committee seeks applicants who have demonstrated a high level
of academic achievement and enthusiasm for design education.

Eligibility
All current graduate students in the Department of Architecture who are not in their final year of their degree are eligible to
apply. Path 2.5 students may apply during their second academic year, if they are willing to extend their time as a student in
the School of Architecture for the spring semester immediately following their final fall semester. Previous experience as a
teaching assistant in the School of Architecture is preferred, but not required.

Number of fellowship positions
Two

Description
The fellows will focus on the instruction of visualization principals and skill sets and are expected to be self-directed in
terms of proposing and developing curricular instruments including workshops, tutorials, and exercises in collaboration with
faculty. The fellows are expected to assume leadership roles while working with other graduate and undergraduate teaching
assistants.

• One fellow will work specifically with faculty teaching ARCH 1030 and ARCH 2010 undergraduate foundation studios
to develop comprehensive visualization curricula. The fellow will be expected to work directly with students on their
design projects to support the development of a sound understanding of foundational principles and the application of
visualization techniques with the intention of positively influencing best practices across all levels of the undergraduate
architecture program.

• One fellow will work specifically with faculty teaching ARCH 6010 and ARCH 6020 graduate foundation studios and
Building Integration Workshops 1 & 2 (ARCH 6231 and ARCH 6261) to develop comprehensive visualization curricula.
The fellow will be expected to work directly with students on their design and building technology projects to support
the development of a sound understanding of foundational principles and techniques while effectively integrating the
visualization of building systems as part of their design methodology.

Application Requirements
Applicants are required to submit materials in the following order for review by the selection committee:
• Page 1: name, degree path and year, and statement explaining fellowship interests and goals
• Pages 2 to 8: samples of design and visualization work
• Page 9: brief curriculum vitae
• Page 10: three faculty references (names, emails, and phone numbers)

Amount
The fellowship financial package includes:
• In-state tuition costs and in- or out-of-state fees (dependent on residency status)*
• One year of University student health insurance stipend (if student is not covered by another plan)
• Stipend for living expenses

*Note: The exact amount of fellowship funding varies year to year based on tuition cost and fees.

Deadline
5pm, March 14, 2016

Email application package as a single PDF document to Adela Su (acs3r@virginia.edu)