

BACHELOR OF ARCHITECTURE

Curriculum Requirements

Code	Title	Credit Hours
ARC 101	Architecture Design I	6
ARC 102	Architecture Design II	6
ARC 111	Visual Representation I	3
ARC 112	Visual Representation II	3
ARC 121	Architecture and Culture	1
ARC 122	Architecture and Behavior	1
ARC 203	Architecture Design III	6
ARC 204	Architecture Design IV	6
ARC 213	Visual Representation III	3
ARC 223	Architecture and the Environment	1
ARC 230	Building Technology I: Materials and Methods	3
ARC 231	Building Technology II: The Elements of Structure	3
ARC 267	History of Architecture I: Ancient, Medieval and Renaissance	3
ARC 268	History of Architecture II: Baroque through Contemporary	3
ARC 305	Architecture Design V	6
ARC 306	Architecture Design VI	6
ARC 362	Environmental Building Systems I	3
ARC 363	Environmental Building Systems II	3
ARC 407	Architecture Design VII	6
ARC 408	Architecture Design VIII	6
ARC 451	Profiles in Practice	3
ARC 452	Management of Professional Practice	3
ARC 509	Architecture Design IX	6
ARC 510	Architecture Design X	6
CAE 213	Behavior of Structural Systems I	3
CAE 313	Behavior of Structural Systems II	3
Architecture Electives ²		21
Select one of the following ARC History Electives:		3
ARC 371	Ancient Architecture	
ARC 373	Early Christian, Byzantine, and Medieval Architecture	
ARC 475	Colonial Architecture	
ARC 476	19th and 20th Century Architecture	
ARC 554	Architecture of South Florida	
ARC 555	18th and 19th Century American Architecture and Architects	
ARC 570	Modern Architecture	
ARC 572	Selected Topics in World Architecture	
ARC 574	Renaissance Architecture	
ARC 590	History of Cities	
ARC 592	Cinema and Architecture	
General Education Requirements		
Written Communication Skills:		
WRS 105	First-Year Writing I	3
WRS 106 or ENG 106	First-Year Writing II Writing About Literature and Culture	3
Quantitative Skills:		
MTH 130	Introductory Calculus (Fulfills Quantitative Skills Requirement)	3
Areas of Knowledge:		

Arts & Humanities or STEM Cognate (9 credits fulfilled through the major)		
People and Society Cognate		9
STEM Cognate or Arts & Humanities Cognate (depending on which one is fulfilled through the major)		9
Additional Requirements		
PHY 103	General Physics	3
Non-Architecture Electives		15
Total Credit Hours		171

- ¹ **Curriculum Notes**
- The School reserves the right to retain all student projects done in for academic credit hour.
 - MTH 130 AND WRS 105 are entry-level courses.

- ² **Electives**
- The program requires four types of electives:
- Architecture electives (7 courses): Investigations in areas of architectural interest beyond the core requirements
 - Non-Architecture electives (5 courses): Explorations of general University offerings
 - Minor (4-5 courses) or 2 cognates (6 courses): Concentrated study in an area outside of architecture

A minor or its equivalent is required for all students who began the program prior to the Fall of 2013. All others shall complete the cognate requirements. Areas are selected in consultation with advisors.

- ³ **Policies and Procedures**
- Specific procedures and policies are detailed in the student handbook available from the Office of Academic Services.

Suggested Plan of Study

First Year		Credit Hours
First Semester		
ARC 101	Architecture Design I	6
ARC 111	Visual Representation I	3
ARC 121	Architecture and Culture	1
MTH 130	Introductory Calculus	3
WRS 105	First-Year Writing I	3
Credit Hours		16
Second Semester		
ARC 102	Architecture Design II	6
ARC 112	Visual Representation II	3
ARC 122	Architecture and Behavior	1
PHY 103	General Physics	3
WRS 106	First-Year Writing II	3
Credit Hours		16
Second Year		
First Semester		
ARC 203	Architecture Design III	6
ARC 223	Architecture and the Environment	1
ARC 230	Building Technology I: Materials and Methods	3
ARC 267	History of Architecture I: Ancient, Medieval and Renaissance	3
ARC 213	Visual Representation III	3
Credit Hours		16
Second Semester		
ARC 204	Architecture Design IV	6
ARC 231	Building Technology II: The Elements of Structure	3
ARC 268	History of Architecture II: Baroque through Contemporary	3
Cognate A		3
Cognate A		3
Credit Hours		18

Third Year		
First Semester		
ARC 305	Architecture Design V	6
ARC 362	Environmental Building Systems I	3
CAE 213	Behavior of Structural Systems I	3
Cognate A		3
Cognate B		3
Credit Hours		18
Second Semester		
ARC 306	Architecture Design VI	6
ARC 363	Environmental Building Systems II	3
CAE 313	Behavior of Structural Systems II	3
Cognate B		3
Architecture History Elective		3
Credit Hours		18
Fourth and Fifth Years		
ARC 407	Architecture Design VII	6
ARC 408	Architecture Design VIII	6
ARC 509	Architecture Design IX	6
ARC 510	Architecture Design X	6
ARC 451	Profiles in Practice	3
ARC 452	Management of Professional Practice	3
Cognate B		3
Non- Architecture Electives		15
Architecture Electives		21
Credit Hours		69
Total Credit Hours		171

Mission

To prepare students for professional leadership and lifelong learning in architecture, urbanism, and related fields.

To advance knowledge and technology through research, and creative practice.

To deploy knowledge and technology through professional engagement, real-world applications, and community service.

To promote the goals of environmental responsibility, social equity, and economic sustainability.

Goals

- To prepare students for professional leadership and lifelong learning in architecture, urbanism, and related fields.
- To preserve and develop knowledge for the profession through research and practice.
- To share knowledge locally and internationally through community service.
- To promote building and community design goals of environmental responsibility, social equity, and economic sustainability.

Student Learning Outcomes

- Students will demonstrate the ability to effectively use basic architectural and environmental principles in design.
- Students will demonstrate the ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards.
- Students will demonstrate the ability to read, write, speak and listen effectively.
- Students will demonstrate the ability to use appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process.