



Snowmobile warming hut, designed and built by U of I architecture students for the U.S. Forest Service north of Sandpoint.

ARCHITECTURE

design your world

The collaborative culture of Idaho's only accredited professional architecture program provides the training required to become a licensed architect, teaching students how to creatively imagine and design future built environments. Much of the instruction is centered around the design studio, a unique classroom experience that combines experiential learning with small class sizes. In the U of I Architecture Program, students learn:

- Design Process and Design Thinking
- The Role of History and Theory in Architecture
- Building Craft and Making
- Integration of Technical and Environmental Systems
- The Use of Analogue and Digital Tools in the Creation of Thoughtful and Well-Crafted Architecture
- Professional Communication
- The Social and Psychological Impacts of Architecture
- Architectural Research Methods
- Innovation with Technical, Aesthetic and Conceptual Constructions



University of Idaho

College of Art and Architecture

uidaho.edu/architecture

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B.S. + M. ARCHITECTURE

seamless | professional accredited degree in architecture

fall credits

spring credits

1	Art 121 Integrated Design Process	2	TOTAL 13
	Art 110 Integrated Art & Design Communication	2	
	Arch 151 Intro to the Built Environment	3	
	ISEM 101 Integrated Freshman Seminar	3	
	Engl 101 or General Education ¹	3	

Arch 154 Intro to Architectural Graphics	3	TOTAL 14
Art 112 Drawing as Design Thinking	2	
Gen Ed Requirement	3	
Math 143 Pre-Calc Algebra/Analytic Geom	3	
Eng 102 College Writing and Rhetoric	3	

2ND YEAR GATE: APPLICATION REQUIRED

2	Arch 253 Architectural Design 1	4	TOTAL 14
	Arch 266 Materials and Methods	3	
	Gen Ed Requirement	3	
	Physics 111 General Physics 1	4	

Arch 254 Architectural Design 2	4	TOTAL 16
Arch 243 Media in Architecture	3	
Gen Ed Requirement	3	
Gen Ed Requirement	3	
Elective	3	

3RD YEAR GATE: PORTFOLIO AND APPLICATION REQUIRED

3	Arch 353 Architectural Design 3	6	TOTAL 15
	Arch 361 Structural Systems 1	3	
	Arch 385 Global History of Architecture 1	3	
	Arch 483 Urban Theory & Issues	3	

Arch 354 Architectural Design 4	6	TOTAL 16
Arch 362 Structural Systems 2	3	
Arch 386 Global History of Architecture 2	3	
Arch 388 Introduction to Theory	3	
Isem 301 Great Issues	1	

4	Arch 454 Vertical Studio	6	TOTAL 16
	Arch 463 ECS 1 + Lab	4	
	Elective	3	
	Elective	3	

Arch 454 Vertical Studio	6	TOTAL 16
Arch 464 ECS 2 + Lab	4	
Arch 461 Building Assemblies	3	
Elective	3	

GRADUATE GATE: APPLICATION REQUIRED

G1	Arch 553 Integrated Architectural Design	6	TOTAL 12
	Arch 568 Technical Integration in Design	3	
	Arch 575 Professional Practice	3	

Arch 554 Vertical Studio	6	TOTAL 12
Graduate Architecture Elective	3	
Graduate Elective	3	

G2	Arch 510 Graduate Project Seminar	3	TOTAL 12
	Graduate Architecture Elective	3	
	Graduate Elective	3	
	Graduate Elective	3	

Arch 556 Graduate Project	6	TOTAL 9
Graduate Architecture Elective	3	

UNIVERSITY OF IDAHO SEAMLESS B.S. + M.ARCH ADVISING SHEET

TRACK: MOSCOW

1. Degree-seeking students must be enrolled in Eng 101 or 102 in their first semester in residence and in each subsequent semester until they have passed Engl 102.

The B.S.Arch degree requires a minimum of 120 credits, including:

- at least 3 credits of 200-level or above courses taken outside the disciplines of architecture, art, landscape architecture, interior architecture and design or virtual technology and design
- 3 credits of 200-level or above courses taken within the disciplines
- at least 6 credits of 200-level or above courses in any discipline.

Note that credits earned in completion of an academic minor may be substituted for elective credits.

The M.Arch degree requires a minimum of 45 credits. 36 of these credits must be at the 500-level; others may be from 400-level courses in architecture and 300- or 400-level courses in supporting areas. Arch 552 may be substituted for Arch 554 with permission.