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 upon the design studio: a unique classroom experience that combines experiential learning with small class sizes. In the UI 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
- Social and Psychological Impacts of Architecture
- Architectural Research Methods
- Innovation with Technical, Aesthetic, and Conceptual Constructions.

Snowmobile warming hut. Designed and built by UI architecture students for the US Forest Service north of Sandpoint, ID.

**ARCHITECTURE**

design your world

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**University of Idaho**
College of Art and Architecture
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The B.S. Arch degree requires a minimum of **120 credits**, including:
- at least **3 cr** of 200-level or above courses taken outside the disciplines of architecture; landscape architecture; art and design; interior design; and virtual technology and design
- **3 cr** of 200-level or above courses taken within the disciplines
- at least **6 credits** of 200-level or above courses taken 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.