



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

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 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.



University of Idaho
College of Art and Architecture

www.uidaho.edu/architecture

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I B.S.+ M.ARCH

seamless | professional, accredited degree in architecture

	fall	credits		spring	credits
1	Art 121 Integrated Design Process*	3	TOTAL 15	Arch 154 Intro to Architectural Graphics	3
	Art 111 Drawing I*	3		Art 100 Introduction to Art: Why Art Matters*	3
	Arch 151 Intro to the Built Environment	3		Gen Ed Requirement	3
	Gen. Ed Credit or Math	3		Math 143 Pre-Calc Algebra/Analytic Geom	3
	Eng 101 or General Education ¹ I	3		Eng 102 College Writing and Rhetoric	3
2 ND YEAR GATE: APPLICATION REQUIRED					
2	Arch 253 Architectural Design 1	4	TOTAL 14	Arch 254 Architectural Design 2	4
	Arch 266 Materials and Methods	3		Arch 243 Media in Architecture	3
	Gen Ed	3		Gen Ed Requirement	3
	Phys 111 General Physics 1 + Phys. Lab	4		Gen Ed Requirement	3
				Elective	3
3 RD YEAR GATE: PORTFOLIO AND APPLICATION REQUIRED					
3	Arch 353 Architectural Design 3	6	TOTAL 15	Arch 354 Architectural Design 4	6
	Arch 361 Structural Systems 1	3		Arch 362 Structural Systems 2	3
	Arch 385 Global History of Architecture 1	3		Arch 386 Global History of Architecture 2	3
	Arch 483 Urban Theory & Issues	3		Arch 388 Introduction to Theory	3
				Elective	1
4	Arch 454 Vertical Studio	6	TOTAL 16	Arch 454 Vertical Studio	6
	Arch 463 ECS 1 + Lab	4		Arch 464 ECS 2 + Lab	4
	Elective	3		Arch 461 Building Assemblies	3
	Elective	3		Elective	3
Total major degree credits					123
GRADUATE GATE: APPLICATION REQUIRED					
G1	Arch 553 Integrated Architectural Design	6	TOTAL 12	Arch 554 Vertical Studio	6
	Arch 568 Technical Integration in Design	3		Arch 575 Professional Practice	3
	Graduate Elective	3		Graduate Architecture Elective	3
G2	Arch 510 Graduate Project Seminar	3	TOTAL 12	Arch 556 Graduate Project	6
	Graduate Architecture Elective	3		Graduate Architecture Elective	3
	Graduate Elective	3			
	Graduate Elective	3			
Total BS Arch to M Arch degree credits					168

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

* These Core Art Courses are interchangeable. Consider order of choices based on interest.

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.