



Snowmobile warming hut. Designed and build 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

Craft and Innovation in Building Construction

Integration of Technical and Environmental Systems

Digital and Analog Tools in Design and Practice

Histories and Theories of Architecture

Architectural Research Methods

Professional Communication

And the Environmental, Social, and Psychological Impacts of Architecture.



www.uidaho.edu/caa

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B.S. + M. Arch

seamless | professional, accredited degree in architecture

fall	credits	spring	credits
ARCH 1510 Intro to the Built Environment [H] 3 ART 1210 Int Des Pr or ARCH 2010 Fndtn Arch* 3 ART 1100 Introduction to Art* [H,I] 3 Gen Ed Social Science 3 ENGL 1101 Writing and Rhetoric I [W] 3	15	ARCH 1540 Intro to Architectural Graphics 3 ART 1110 Drawing I or ARCH 2020 Dwg Arch* 3 Gen Ed Oral Communication 3 MATH 1143 Pre-Calculus I: Algebra [M] 3 ENGL 1102 Writing and Rhetoric II [W] 3	15

2ND YEAR GATE: APPLICATION REQUIRED

ARCH 2530 Architectural Design I 4 ARCH 2660 Materials and Methods 3 Gen Ed Social Science 3 PHYS 1111 General Physics I + Lab [S] 4 Elective 3	17	ARCH 2540 Architectural Design II 4 Gen Ed Science 3 Gen Ed American Diversity 3 Elective 3 Elective 3	16
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3RD YEAR GATE: PORTFOLIO AND APPLICATION REQUIRED

ARCH 3530 Architectural Design III 6 ARCH 3610 Structural Systems I 3 ARCH 3850 Global History of Architecture I 3 ARCH 3430 Media in Architecture 3	15	ARCH 3540 Architectural Design IV 6 ARCH 3620 Structural Systems II 3 ARCH 3860 Global History of Architecture II 3 ARCH 3880 Introduction to Theory 3	15
ARCH 4540 Vertical Studio 6 ARCH 4630 Principles of Env Building Design 4 ARCH 4830 Urban Theory & Issues 3 Elective 3	16	ARCH 4540 Vertical Studio 6 ARCH 4640 Environ Building Performance 4 ARCH 4610 Building Assemblies 3 Elective 3	16

total major degree credits needed	125
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GRADUATE GATE: APPLICATION REQUIRED

ARCH 5530 Integrated Architectural Design 6 ARCH 5680 Technical Integration in Design 3 Graduate Elective 3	12	ARCH 5540 Vertical Studio 6 ARCH 5750 Professional Practice 3 Graduate Architecture Elective 3	12
ARCH 5100 Graduate Project Seminar 3 Graduate Architecture Elective 3 Graduate Elective 3 Graduate Elective 3	12	ARCH 5560 Graduate Project 6 Graduate Architecture Elective 3	9

total B.S. Arch to M. Arch degree credits	170
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*Moscow students may take Art Core courses any semester during years 1&2. Boise students must take courses during semester indicated.

All degree seeking students must complete 36 General Education credits. Indicators of designated courses fulfilling Gen Ed categories below:

[H] Humanistic & Artistic Ways of Knowing
[I] International
[M] Mathematical Ways of Knowing
[S] Scientific Ways of Knowing
[W] Written Communication

The B.S. Arch degree requires a minimum of 125 credits, including:

- at least 3 cr of 2000-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 2000-level or above courses taken within the disciplines
- at least 6 credits of 2000-level or above course 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 5000-level; others may be 4000-level courses in Architecture and 3000- or 4000-level course in supporting areas. Arch 5520 may be substituted for Arch 5540 with permission.