College of Design

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Founded in 1914, the College of Design is a collaborative community dedicated to environmental sustainability, civic responsibility, creativity and innovation, international understanding, and interdisciplinary education. The college (formerly known as the School of Architecture and Allied Arts) has degree programs in Eugene and Portland. Its goal is to provide students with the skills and mentorship needed to tackle complex global challenges in the 21st century.

The college comprises three schools and one independent department:

- School of Architecture and Environment
- School of Art and Design
- School of Planning, Public Policy and Management
- Department of the History of Art and Architecture

Programs

Undergraduate students may major in architecture; art (including nine media areas); art and technology; art history; interior architecture; landscape architecture; planning, public policy and management; and product design. In addition, the college offers minors in architecture, art, art history, historic preservation, interior architecture, landscape architecture, multimedia, nonprofit administration, and planning, public policy and management.

Graduate programs offered include architecture, art, art history, community and regional planning, historic preservation, interior architecture, landscape architecture, nonprofit management, public administration, and sports product design.

In addition, the college offers advanced study opportunities in architecture, historic preservation, product design, and sports product design at the University of Oregon in Portland, located at the historic White Stag Block. Research initiatives in urban design, housing, historic preservation, energy studies, and design are led by faculty members in partnership with area professionals, governmental leaders, and nonprofit agencies.

Admission

Admission to the major or the minor, degree requirements, and course offerings are described in the department sections of the website. Freshman and transfer students must meet University of Oregon requirements for admission to College of Design departments and programs. Work submitted for transfer credit must be approved by the major department. Please note that some majors have several application cycles a year and some invite current students to apply to the major on a rolling admission cycle.

Student Services

The Student Services office helps students in the College of Design to develop career goals and job-search strategies. The office collaborates with both administrative and academic units to provide comprehensive career-advising services including job counseling, professional mentoring, group presentations, workshops, job fairs, and several career symposiums.

Technology and Facilities

Students in the College of Design learn to explore new ideas through a combination of traditional methods and experimental techniques. The college provides access to a full array of computing applications through its instructional and research laboratories located in Eugene and Portland. A technical staff maintains these resources as well as shared large-scale color plotters and high-resolution printers. Technical support is available through Information Services, College of Design Technology Services, and informal peer consulting. Lecture rooms, studios, classrooms, and review rooms are networked (wired and wireless) to support instructional technology on Windows and Macintosh operating system workstations. The university provides server accounts for e-mail and web pages and maintains a high-speed computer network.

Facilities include classrooms, studio spaces, fabrication laboratories, workshops, galleries, the Design Library, and the Urban Farm.

Research, Scholarship, and Creative Work

Faculty members in the architecture, design, and planning fields are active in professional practices, design competitions, and theoretical studies. Faculty members in the arts participate nationally and internationally in exhibitions of their creative work.

The College of Design faculty participates in many of the university's interdisciplinary research centers, institutes, and initiatives including the Center for Art Research, Center for Latino and Latin American Studies, Fuller Center for Productive Landscapes, Institute for Health in the Built Environment, Institute for Policy Research and Engagement, Sustainable Cities Initiative, and Urbanism Next, among others.

Premajors and Nonmajors

Many courses are open to majors outside the College of Design or to students who have not yet declared a major. The college offers a range of general-education, group-satisfying courses as well as courses that satisfy multicultural requirements. In addition, students may access art and art and technology studio offerings as nonmajors, provided the appropriate course prerequisites have been completed. These courses include the following:

College of Design

Code	Title	Credits
DSGN 321	Inclusive Urbanism	4

Department of Architecture

Code	Title	Credits
ARCH 201	Introduction to Architecture	4

Department of Art

Code	Title	Credits
ART 101	Understanding Contemporary Art	4
ART 111	The Artist Experience	4
ART 115	Surface, Space, and Time	4
ART 233	Drawing I	4

Arts and Administration Program

Code	Title	Credits
AAD 250	Art and Human Values	4
AAD 251	The Arts and Visual Literacy	4

AAD 252	Art and Gender	4
AAD 301	Understanding Arts and Creative Sectors	4

Department of the History of Art and Architecture

Code	Title	Credits
ARH 101	Global Masterpieces: Monuments in Context	4
ARH 204–206	History of Western Art I-III	12
ARH 208	History of Chinese Art	4
ARH 209	History of Japanese Art	4
ARH 210	Contemporary Asian Art and Architecture	4
ARH 314–315	History of Western Architecture I-II	8
ARH 322	Ancient Greek Art & Architecture	4
ARH 323	Roman Art & Architecture	4
ARH 351	19th-Century Art	4
ARH 353	Modern Art, 1880–1950	4
ARH 354	Contemporary Art	4
ARH 358	History of Design	4
ARH 359	History of Photography	4
ARH 387	Chinese Buddhist Art	4
ARH 488/588	Japanese Prints	4

Interior Architecture Program

Code	Title	Credits
IARC 204	Understanding Contemporary Interiors	4

Department of Landscape Architecture

Code	Title	Credits
LA 260	Understanding Landscapes	4
LA 333	Photography and Environmental Values	4
LA 375	Contemporary American Landscape	4

School of Planning, Public Policy and Management

Code	Title	Credits
PPPM 201	Introduction to Public Policy	4
PPPM 202	Healthy Communities	4
PPPM 205	Introduction to City Planning	4
PPPM 280	Introduction to the Nonprofit Sector	4
PPPM 340	Climate-Change Policy	4

Department of Product Design

Code	Title	Credits
PD 101	Introduction to Product Design	4

Courses

DSGN 196. Field Studies: [Topic]. 1-2 Credits.
Repeatable.

DSGN 198. Workshop: [Topic]. 1-2 Credits.
Repeatable.

DSGN 199. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

DSGN 321. Inclusive Urbanism. 4 Credits.
Investigates the relationship between social-economic inclusion and the physical form of cities.

DSGN 399. Special Studies: [Topic]. 1-5 Credits.
Repeatable.

DSGN 401. Research: [Topic]. 1-21 Credits.
Repeatable.

DSGN 404. Internship: [Topic]. 1-12 Credits.
Repeatable when topics change.

DSGN 405. Reading and Conference: [Topic]. 1-21 Credits.
Repeatable.

DSGN 406. Special Problems: [Topic]. 1-21 Credits.
Repeatable.

DSGN 407. Seminar: [Topic]. 1-5 Credits.
Repeatable.

DSGN 408. Workshop: [Topic]. 1-21 Credits.
Repeatable when topics change.

DSGN 409. Practicum: [Topic]. 1-5 Credits.
Repeatable when topics change.

DSGN 410. Experimental Course: [Topic]. 1-5 Credits.
Repeatable.

DSGN 425. Reflective Practice. 2 Credits.
Use of research in developing professional vision statements, portfolios, and synthesis papers that reflect on academic, internship, practicum, or field experiences. Identifies possibilities for future professional trajectories.

DSGN 507. Seminar: [Topic]. 1-5 Credits.
Repeatable.

DSGN 508. Workshop: [Topic]. 1-21 Credits.
Repeatable when topics change.

DSGN 510. Experimental Course: [Topic]. 1-5 Credits.
Repeatable.

DSGN 604. Internship: [Topic]. 1-12 Credits.
Repeatable.

DSGN 605. Reading and Conference: [Topic]. 1-16 Credits.
Repeatable.

DSGN 606. Special Problems: [Topic]. 1-16 Credits.
Repeatable.

DSGN 608. Workshop: [Topic]. 1-16 Credits.
Repeatable.

DSGN 609. Practicum: [Topic]. 1-5 Credits.
Repeatable when topics change.