College of Design

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A unique academic ecosystem, the College of Design includes not only creative practitioners—artists, architects, and designers—but also social scientists, humanities scholars, engineers, economists, biologists, planners, and policy makers. Using diverse methods, we are asking critical questions and tackling complex problems. The college (founded in 1914 and formerly known as the School of Architecture and Allied Arts) has degree programs in both Eugene and Portland.

The College of Design 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 (which includes nine media areas); art and technology; history of art and architecture; interior architecture; landscape architecture; planning, public policy and management; and product design. In addition, the college offers minors in most of those areas.

Graduate degree programs offered include architecture, art, art history, community and regional planning, historic preservation, interior architecture, landscape architecture, nonprofit management, public administration, public affairs, and sports product design. Several graduate certificate programs are also available including arts management, museum studies, and nonprofit management. Visit the College of Design website (https://design.uoregon.edu) for the latest information.

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, lighting, mass timber, and design are led by faculty members in partnership with area professionals, governmental leaders, and nonprofit agencies.

Admission

Admission to a major or a minor, degree requirements, and course offerings are described in the department sections of the College of Design website (https://design.uoregon.edu). First-year students 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

Academic and Career advisors in the College of Design provide comprehensive academic advising and robust help with identifying career goals, finding internships, and setting job-search strategies. Career advising services also encompass 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 along with special studio shops. 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, Pacific Northwest Just Futures Institute for Racial and Climate Justice, Sustainable Cities Initiative, and Urbanism Next, among others.

Premajors and Nonmajors

Many courses are open to majors outside of the College of Design or to students who are exploring their major options. 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 they have competed the appropriate course prerequisites. Courses are subject to change but may include the following:

College of Design

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

Department of the History of Art and Architecture

Code	Title	Credits
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 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

Code	Title	Credits
IARC 204	Understanding Contemporary Interiors	4

Department of Landscape Architecture

Code	Title	Credits
LA 260	Understanding Landscapes	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 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. Practicum: [Topic]. 1-12 Credits.
Repeatable.

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

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

DSGN 409. Terminal Project. 1-12 Credits.
Repeatable when topics change.

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

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. Practicum: [Topic]. 1-16 Credits.
Repeatable.

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

DSGN 609. Terminal Project. 1-12 Credits.
Repeatable.