Architecture (BArch)

http://architecture.uoregon.edu

Architecture is about learning to make physical changes to our surroundings that enhance the quality of the built environment and our experience of life. This broad purpose includes providing shelter and environmental protection with the highest standards for energy efficiency and environmentally sustainable architecture, designing appropriate settings for human activities, and creating forms that are aesthetically pleasing and supportive of social well-being and environmental health.

While basics are taught in Eugene, as an advanced student, you may also study and work in the exciting urban setting of Portland at the UO's White Stag Block. The Department of Architecture at the UO offers a large number of special topic courses, and a robust program of visiting architects from around the world who come to campus to lecture and teach. The department's exceptional faculty bring strengths to a wide variety of areas that include:

- healthy built environments
- sustainable, resilient design
- housing and urban design
- design process and theory
- art and science of building
- computational design
- lighting and lighting design

The Department of Architecture at the University of Oregon is accredited by the National Architectural Accrediting Board (NAAB). The program leading to the B.Arch degree is a vibrant and collaborative learning environment that prepares students to be value-based leaders in the architecture and design disciplines as well as within the communities in which they work and live.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Demonstrate knowledge of issues of social justice and environmental sustainability as core components of a dynamic design process between built and natural environments.
- Demonstrate the critical thinking, values, knowledge, skills, and practices they need to create meaningful architecture that resonates with people and their cultural, physical, and ecological worlds.
- Develop a holistic design process that integrates human experience and building systems across a range of scales considering innovative approaches, methods and technologies.
- Develop a critical understanding of the histories and theories of architecture and urbanism as framed by diverse social, cultural, economic, and political forces, nationally and globally.
- Develop a capacity for collaboration along with an ability to communicate with diverse constituencies.
- Understand the paths to becoming licensed as an architect and the associated professional ethics, regulatory requirements, and fundamental business processes relevant to architecture practice in the United States.

The five-year professional BArch degree program is highly structured the first two years and more flexible the last three. This flexibility allows each student to establish a study sequence according to individual interests and needs. Transfer students should be aware that an accelerated program is normally possible only for students who transfer from an NAAB-accredited architecture program.

Architecture Major Requirements

Code	Title	Credits
Introductory Architectural Design Studios		
ARCH 283 & ARCH 284	Architectural Design I and Architectural Design II	12
ARCH 383 & ARCH 384	Architectural Design III and Architectural Design IV	12
Intermediate Architectural Design Studios		
ARCH 484	Architectural Design (repeatable studio for all professional-degree students; BArch students must complete four terms of ARCH 484) [1]	24
Advanced Architectural Design Studios		
ARCH 485 & ARCH 486	Advanced Architectural Design I and Advanced Architectural Design II	16
General Theory		
ARCH 201	Introduction to Architecture	4
Architectural Design Theory and Practice		
ARCH 202	Design Skills	3
ARCH 222	Introduction to Architectural Computer Graphics	4
ARCH 423	Media for Design Development: [Topic]	3
Architectural Design Theory and Practice		
ARCH 430	Architectural Contexts: Place and Culture	4
ARCH 440	Human Context of Design	4
ARCH 450	Spatial Composition	4
Building Technology		
ARCH 461	Structural Behavior	4
ARCH 462	Structural Design	4
ARCH 470	Building Construction	4
ARCH 471	Building Enclosure	4
ARCH 491 & ARCH 492	Environmental Control Systems I and Environmental Control Systems II	8
Approved advanced technology course [2]		4
Professional Practice		
ARCH 417	Context of the Architectural Profession	4
Architectural History		
ARH 314	History of World Architecture I	4
ARH 315	History of World Architecture II	4
Two additional architectural history courses taught either in the Department of the History of Art and Architecture or the School of Architecture and Environment [3]		8
Subject Area Electives [4]		**2**
General Electives		
Upper-Division elective courses outside the ARCH, ART, IARC, or MUP subject codes [5,6]		16
PHYS 201	General Physics	4
or PHYS 251	Foundations of Physics I	
PHYS 202	General Physics	4

or PHYS 252	Foundations of Physics I
Total Credits	**164**

1 One may be Interior Design (IARC 484), Furniture Design (IARC 486), or Site Planning and Design (LA 489).

2 Approved advanced technology courses vary by term; visit department website (https://archenvstudents.uoregon.edu/architecture-and-interior-architecture/course-syllabi/eugene-courses/) for full list.

3 Approved architectural history courses vary by term; visit department website (https://archenvstudents.uoregon.edu/architecture-and-interior-architecture/course-syllabi/eugene-courses/) for full list.

4 Approved subject area electives vary by term; visit department website for full list. One 3-credit (minimum) subject area elective must be an approved design arts course (not technology or media).

5 Art history (ARH) courses at the 300 level or above taken beyond the art history requirement may be applied toward the upper-division, general-education elective requirements.

6 These courses delve into the literature of academic subjects outside the subject areas of architecture and interior architecture. The upper-division electives may not be courses in service, weekend seminar, human development, or leisure studies. They must be taken in residence at the University of Oregon.

Courses required for the major must be passed with a grade of at least C- or P or P* to count toward the major.

A sample plan for the bachelor of architecture degree (https://archenvironment.uoregon.edu/architecture/undergrad/barch/) is available on the department website.