

Architecture, B.Arch

The Bachelor of Architecture (B.Arch) is a five-year professional degree that prepares students for leadership in the profession of architecture and urban design. The program promotes a built environment that bolsters genuine communities through architecture that is durable, useful, beautiful, and human-scaled. Designed to meet the National Architectural Accreditation Board (NAAB) requirements, the degree is rooted in classical and traditional architecture with a holistic foundation in the craft of building, building technology, practice-based coursework, plan and document generation, building codes, specifications, digital parametric modeling, building information modeling, architectural visualization, digital fabrication, building envelope systems, structural systems, and sustainability. The program is structured as a two-plus-three stackable credential, awarding an Associate of Science in Engineering Design Technology (Architectural Design Drafting Track) after the first two years and a comprehensive professional B.Arch degree for the final three years. This allows students who do not wish to pursue licensure a two-year path into the profession. In their final three years, students engage in coursework which readies them to become licensed, practicing architects, projects managers, principals, owners, and community leaders in the profession. Students learn to design buildings in a historical and cultural context through coursework in history, theory, culture, and community service. Concurrently, students engage in arts and science courses to expand critical thinking and understand current design and building technologies, making them ideal employees in architecture offices and related design construction industries including civil, mechanical, and electrical engineering. Students acquire leadership skills through courses in professional practice, ethics, and architectural registration exam preparation. A total of at least 153 hours of coursework is required for the Bachelor of Architecture (B.Arch).

Matriculation Requirements

1. Before being formally admitted into the Bachelor of Architecture (B-Arch) degree program, students must matriculate into the Architecture Cohort (the final 3 years of the program) by either completing the AS Engineering Design Technology (Architecture Design and Drafting Track) with a minimum grade of C or better in all courses, OR by completing matriculation requirements 2:
2. Complete the following courses with a C grade or better:

Code	Title	Credit Hours
PHYS 1010 or PHYS 2010	Elementary Physics PP College Physics I PP	3
EGDT 1020	3D Architectural Modeling	3
EGDT 1100	Architectural Drafting and Design	3
EGDT 2100	Architecture Materials and Methods	3
EGDT 2600	Applied Structures I - Statics (MATH 1050 is a prerequisite for this course)	3
ARC 1010	Classical Architecture Workshop	3
ARC 2110	Architecture Studio I	4
ARC 2210	Architecture Studio II	4
ARC 2220	Construction Documents and Specifications	3

All Architecture students must complete a Matriculation Application and Portfolio by the appointed deadline during the Spring semester prior to the Fall Bachelor Degree cohort to which the student desires to gain entry. Subsequently an official acceptance letter must be obtained from the Architecture Program Coordinator prior to taking any further Architecture courses. Part-time students may be admitted into the Architecture cohort and may be allowed to proceed through the program at their own pace. All transfer credits must be approved in writing by UVU and the Architecture Program Coordinator.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		153
General Education Requirements		36 Credits
Complete the following:		
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC Literacies and Composition Across Contexts CC	3
ENGL 2010	Intermediate Academic Writing CC	3
Complete the following:		
MATH 1050 or MATH 1055	College Algebra QL (MATH 1050 is a prerequisite for many classes in the program core.) College Algebra with Preliminaries QL	4

Complete one of the following:		3
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
HIST 2700 & HIST 2710	US History to 1877 AS and US History since 1877 AS (6)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
PHIL 2050	Ethics and Values IH	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE Fitness for Life TE	2
PHYS 1010 or PHYS 2010	Elementary Physics PP College Physics I PP	3
Biology (Recommend BIOL 1010 General Biology)		3
Humanities (Recommend ENGL 2100 Technical Communication HH)		3
Social/Behaviorial Science (Recommend COMM 1050 Introduction to Speech Communication)		3
Physical Science (Recommend GEO 1010 Introduction to Geology)		3
Fine Arts (Recommend EGDT 1720 Architectural Rendering)		3
Discipline Core Requirements		102 Credits
EGDT 1020	3D Architectural Modeling	3
EGDT 1100	Architectural Drafting and Design	3
EGDT 2100	Architecture Materials and Methods	3
EGDT 2600	Applied Structures I - Statics (MATH 1050 is a prerequisite for this course)	3
EGDT 2610	Applied Structures II - Strength of Materials	3
ARC 1010	Classical Architecture Workshop	3
ARC 2110	Architecture Studio I	4
ARC 2210	Architecture Studio II	4
ARC 2220	Construction Documents and Specifications	3
ARC 3110	Architecture Studio III	6
ARC 3120	Architectural Graphic Communication	3
ARC 3130	Codes and Construction Law	3
ARC 3210	Architecture Studio IV	6
ARC 3220	Passive Environmental Systems	3
ARC 3230	Global History of Architecture to 1700 WE	3
ARC 4110	Architecture Studio V	6
ARC 4120	Active Environmental Systems	3
ARC 4130	Global History of Architecture Since 1700 WE	3
ARC 4210	Architecture Studio VI	6
ARC 4220	Building Envelope and Science	3
ARC 4230	Capstone Project Research	3
ARC 4510	Architecture Studio VII	6
ARC 4520	Architectural Theory	3
ARC 4530	Culture and Behavior in Architecture	3
ARC 4540	Architecture Professional Practice	3
ARC 4610	Architecture Studio VIII	7
CMGT 405G	Global Sustainability and the Built Environment GI WE	3
Architecture Elective Requirements		15 Credits
Choose 15 credits from the following: (Some courses may have additional prereqs.)		15
ARC 459R	Special Topics in Architecture (1-6) (Strongly Recommended)	
EGDT 1040	Fundamentals of Technical Engineering Drawing (3)	
EGDT 1050	Intro to 3D Printing and Fabrication PP (2)	
EGDT 1070	3 Dimensional Modeling Inventor (undefined)	

EGDT 1071	3 Dimensional Modeling--Solidworks (3)
EGDT 1200	Mechanical Drafting and Design (3)
EGDT 1300	Structural Drafting and Design (3)
EGDT 1400	Surveying Applications and Field Techniques I (3)
EGDT 1720	Architectural Rendering FF (3)
EGDT 2300	Advanced Structural CAD (3)
EGDT 2310	Structural Steel Modeling (3)
EGDT 2400	Surveying Applications and Field Techniques II (3)
ART 1810	Introduction to Interior Design (3)
ART 1820	Interior Space Design (3)
ART 1830	Residential Interior Design (3)
ART 2815	Historical Architecture and Interior Design FF (3)
ART 2825	Modern Architecture Interiors and Furnishings (3)
ARTH 2710	Prehistoric Through Gothic Art History FF (3)
ARTH 2720	Renaissance Through Contemporary Art History FF (3)
ARTH 3010	History of Design and Visual Arts WE (3)
ARTH 3015	Ancient Near Eastern Art and Architecture (3)
ARTH 3020	Ancient Greek Art and Architecture (3)
ARTH 3030	Medieval Art and Architecture (3)
ARTH 3040	Renaissance Art History (3)
ARTH 3050	Southern Baroque Art History (3)
ARTH 3060	Nineteenth-Century Art History (3)
ARTH 3080	History of Architecture (3)
ARTH 3100	History of American Art and Architecture (3)
CAW 1100	Artistic Wood Design (3)
CMGT 1190	Concrete and Framing Lab (3)
CMGT 1010	Introduction to Construction Management WE (3)
CMGT 1220	Finishing Lab (3)
CMGT 1020	Construction Materials and Methods I (3)
CMGT 2010	Construction Materials and Methods II (3)
CMGT 2080	Principles of Construction Scheduling (3)
CMGT 3030	Principles of Construction Estimating (3)
CMGT 3140	Construction Real Estate (3)
CMGT 3160	Building Information Modeling (3)
CMGT 4010	Construction Contracts (3)
DWDD 1400	Digital Design Essentials (undefined)
DAGV 1300 & DAGV 130L	Animation Essentials and Animation Essentials Lab (3)
DAGV 1200	3D Modeling Essentials (undefined)
DAGV 2210	3D Modeling and Animation (undefined)

Graduation Requirements

1. Completion of a minimum of 153 semester credits required for the B.Arch degree; at least 40 credit hours must be upper-division courses.
2. Overall grade point average of 2.5 or above, with a minimum grade of C- in all Architecture courses and elective requirements.
3. Residency hours: Minimum of 45 credit hours of Architecture courses through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements. Students are responsible for completing all prerequisite courses.
5. Successful completion of at least one Global/Intercultural course.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (<http://www.uvu.edu/wolverinetrack/>).

First Year

Semester 1		Credit Hours
EGDT 1020	3D Architectural Modeling	3
MATH 1050	College Algebra QL	4
EGDT 1720	Architectural Rendering FF	3
HIST 1700	American Civilization AS (Or American Institutions (AS) General Education requirement)	3
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2

Credit Hours **15**

Semester 2

ARC 1010	Classical Architecture Workshop	3
EGDT 1100	Architectural Drafting and Design	3
PHYS 1010	Elementary Physics PP	3
ENGL 1010	Introduction to Academic Writing CC	3
GEO 1010	Introduction to Geology PP (Or Physical Science (PP) General Education equivalent)	3

Credit Hours **15**

Second Year

Semester 1

ARC 2110	Architecture Studio I	4
EGDT 2100	Architecture Materials and Methods	3
ENGL 2010	Intermediate Academic Writing CC	3
COMM 1050	Introduction to Communication SS GI (Or Social Science (SS) General Education equivalent)	3
BIOL 1010	General Biology BB (Or Biology (BB) General Education equivalent)	3

Credit Hours **16**

Semester 2

ARC 2210	Architecture Studio II	4
ARC 2220	Construction Documents and Specifications	3
EGDT 2600	Applied Structures I - Statics	3
PHIL 2050	Ethics and Values IH	3
ENGL 2030	Writing for Social Change HH (Or Humanities (HH) General Education equivalent)	3

Credit Hours **16**

Third Year

Semester 1

ARC 3110	Architecture Studio III	6
ARC 3120	Architectural Graphic Communication	3
CMGT 405G	Global Sustainability and the Built Environment GI WE	3
EGDT 2610	Applied Structures II - Strength of Materials	3

Credit Hours **15**

Semester 2

ARC 3210	Architecture Studio IV	6
ARC 3220	Passive Environmental Systems	3
ARC 3230	Global History of Architecture to 1700 WE	3
ARC 3130	Codes and Construction Law	3

Credit Hours **15**

Fourth Year

Semester 1

ARC 4110	Architecture Studio V	6
ARC 4120	Active Environmental Systems	3
ARC 4130	Global History of Architecture Since 1700 WE	3
ARC 4520	Architectural Theory	3

Credit Hours **15**

Semester 2

ARC 4210	Architecture Studio VI	6
ARC 4220	Building Envelope and Science	3
ARC 4530	Culture and Behavior in Architecture	3

Architecture Elective		3
	Credit Hours	15
Fifth Year		
Semester 1		
ARC 4510	Architecture Studio VII	6
ARC 4230	Capstone Project Research	3
ARC 4540	Architecture Professional Practice	3
Architecture Elective		3
	Credit Hours	15
Semester 2		
ARC 4610	Architecture Studio VIII	7
ARC 459R	Special Topics in Architecture	3
Architecture Elective		3
Architecture Elective		3
	Credit Hours	16
	Total Credit Hours	153

Program Learning Outcomes

1. ARCHITECTURAL SOLUTIONS: Demonstrate the ability to integrate design solutions and utilize appropriate building materials, building systems, and sound construction practices.
2. BUILDING SYSTEMS KNOWLEDGE: Incorporate a wide range of technical skills and professional architectural knowledge during schematic design to demonstrate a comprehensive application of life safety, accessibility, and sustainability issues in making sound design decisions across varying scales and levels of complexity.
3. GRAPHIC DESIGN AND REPRESENTATION: Conceive of multifaceted two and three-dimensional graphic representation techniques using a wide variety of both traditional and digital methods, to describe the architectural design.
4. BUILDING DESIGN PRINCIPLES: The knowledge and the know how to apply design decisions through appropriate technical documentation to serve client's needs, create a pleasing aesthetic, create cost effective solutions, and become responsible stewards of the environment.
5. ARCHITECTURAL SOLUTIONS: Demonstrate the ability to integrate design solutions and utilize appropriate building materials, building systems, and sound construction practices.
6. PRACTICE OF ARCHITECTURE: Collaborate and lead teams of stakeholders throughout the design process.
7. Conceive, develop, and implement solutions to a wide range of design problems in the physical built environment.
8. Understand the ethics, legal requirements, financial and social responsibilities of professional practice.