The objective of the five-year Bachelor of Architecture degree program is to develop design and related skills necessary for entry into the professional field of architecture. Preparation for architecture spans several disciplines and requires a range of aptitudes. As the architect has a responsibility for solving problems of the built environment involving people, an understanding and sensitivity to human needs is required. Therefore, programs in architecture are broad in nature. With careful selection of elective work, students may develop focus areas.

The Bachelor of Architecture degree is accredited by the National Architectural Accrediting Board.

**Statement on NAAB Accredited Degrees**

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year term with conditions or two-year term of continuing accreditation, or a three-year term of initial accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may require a non-accredited undergraduate degree in architecture for admission. However, the non-accredited degree is not, by itself, recognized as an accredited degree.

California Polytechnic State University, Architecture Department, offers the following NAAB-accredited degree program:

**B.Arch. (225 undergraduate credits)**

Next accreditation visit for the B.Arch. program: 2025

**Transfer Students**

Transfer applicants into Architecture are ranked by University Admissions in accordance to the formula outlined on the Admissions Web Site. The Architecture Department then invites the top ranked candidates to submit a portfolio of their work for final selection by the Architecture Department faculty.

**Laptop Requirement**

The department has a requirement that all freshmen or transfer students have a notebook computer when they enter the program. In the profession of architecture, computing is an integral component, and developing the ability to critically integrate hand and digital tools is a fundamental aspect of architectural education. A notebook computer is the key to having computing capabilities available at all times and all locations. Financial aid may be available to cover the cost of the laptop computer (contact the Financial Aid Office [http://financialaid.calpoly.edu/] for more information).

**Off-Campus Architecture Programs**

Off-campus study opportunities for fourth year Architecture students are offered in a variety of formats and locations. Programs from one quarter to a full year are available abroad and in the United States. There is a third-year student general information session each fall quarter to present the department pre-approved programs offered for the following year. Applications from third year students for all programs are due in the winter quarter.

**CSU International Programs and Direct International Exchanges**

There are several CSU-sponsored study abroad programs for Architecture majors, including Copenhagen, Denmark; Florence, Italy; Biberach, Germany; Queretaro, Mexico; and, Santiago, Chile. The concept of the studio organization is similar to Cal Poly. Credit for major design courses, professional electives, general education courses and free electives are coordinated collectively through the CSU Office of International Programs (CSUIP), Cal Poly International Center and Architecture Department. In addition, there are several direct international exchange programs to choose from including the Ecole Nationale Superieure d'Architecture Paris Val de Seine, Lucerne University of Applied Sciences, and Munich University of Applied Sciences and others.

**San Francisco Urban Design / LA Metro Programs**

Two Urban Design/Internship Programs offer fourth-year students the opportunity to live and study in San Francisco or Los Angeles for two quarters (winter and spring). Each class utilizes projects with the participation of talented, award-winning architectural offices and urban designers to introduce students to urban design and architectural practice.

**Washington Alexandria Architecture Center (WAAC)**

The WAAC, now offered to Cal Poly students through the National Student Exchange, is an extension of the Virginia Polytechnic Institute and State University (Virginia Tech) in the Washington DC Metropolitan Area. In addition to offering fourth-year students studio, major, and professional elective courses, internship opportunities exist in both the Alexandria, VA and Washington DC areas.

**Other Architecture Off Campus Programs**

The Architecture Department offers students a changing variety of off-campus programs throughout the world. In addition to opportunities listed above, there are campus partnerships with organizations such as the National Student Exchange (NSE), the Council for International Education Exchange (CIEE) and The Education Abroad Network (TEAN). Contact the Architecture Department and the Cal Poly International Center for the most current information.

**Cooperative Education (Co-op)**

In addition to traditional classroom study and instructor-led field trips, students have the opportunity to intern for professional architecture firms and receive professional elective credits and, in some cases, fourth-year studio credit. To find out more about cooperative education opportunities, visit the Architecture Department's webpage or Career...
Services. Applications and opportunities for co-op credit are available year-round.

**Undergraduate Programs**

**Bachelor of Architecture**

The objective of the five-year Bachelor of Architecture degree program is to develop design and related skills necessary for entry into the professional field of architecture.

**Architecture Minor**

The Architecture Minor blends studies in aesthetics, culture, sciences, math, technologies and craft and their influences on the design and construction of buildings and spaces. Architectural constructs embody collective values and impact quality of life, affecting experiences at multiple scales, from the context of the individual to the expanse of cities, often over long periods of time. In this minor, students may choose courses in the categories of history and theory, architectural technology, architecture and society, or create a path around personal interests, but at least 50% of the courses selected must be upper division. The Architecture Minor welcomes students from all majors and is meant to provide an introduction to the discipline.

**Graduate Program**

**Master of Science in Architecture**

Graduate Coordinator: Thomas Fowler

The Master of Science in Architecture (MS ARCH) program prepares graduates for research and consulting in the fields of architecture, environmental design and the built environment. The MS ARCH program provides opportunities for specialization and interdisciplinary collaboration through coursework and research. The program welcomes applications from candidates holding bachelor degrees including graduates with a Bachelor of Architecture seeking post-professional specialization and those with a degree outside of architecture.

The post-professional Master of Science in Architecture (MS ARCH) Degree is not a NAAB (https://www.naab.org/-accredited professional degree in architecture. Read more about the differences between professional/non-professional degrees and requirements for licensure at NCARB (https://www.ncarb.org/become-architect/study-architecture/ accredited-programs/).

**Curriculum Overview**

The MS ARCH involves a master’s research project as the principal component. A research proposal is prepared by each student, based upon their scholarship interests formulated during the first year of the program. The first year of the curriculum immerses students in multi-disciplinary design teams on professionally-oriented projects. Students learn best practices of collaboration, and skills are developed through partnerships with students in other disciplines and with industry professionals. Students also have opportunities for coursework and engagement with the four other departments in the College of Architecture and Environmental Design (CAED) which includes City and Regional Planning, Architectural Engineering, Construction Management and Landscape Architecture. Forty-five (45) total units are required for completion of the degree.

**Graduate Study Areas**

The MS ARCH provides a wide range of areas of study. Graduate students are encouraged to build on the knowledge that they have gained from their previous academic studies and/or professional experiences, as they acquire and contribute new knowledge in their chosen research specialization within one of the following broadly defined research areas:

- **Innovative Materials Practice**: This specialization focuses on design integration through innovations in materials and material assemblies enabled by contemporary modes of traditional and digital fabrication and their impact on design and construction processes. Of particular interest are sustainable practices in fabrication from material economies and cradle-to-cradle methodologies to responsive envelopes. The Innovative Materials Practice research area promotes interdisciplinary work as essential to innovation in design and construction with connections to other disciplines.

- **Interdisciplinary Building Design**: The making of architecture is a complex process and involves multiple disciplines to be successful. Studying this collaborative model for design and understanding the range of workflow strategies, tools and coordination issues, design challenges and the implications for applying new approaches to a component of this building design / systems integration process should be the focus. Study and research areas include, but are not limited to: collaborative projects involving two or more disciplines, collaborative workflow strategies, advanced tools for collaboration, and small scaled design-build projects that model proof of concept multi-disciplinary examples.

- **Resilient, Sustainable and Circular Communities**: Given the increasing number, intensity and size of natural and social catastrophes in the world today, it is apparent that sustainability principles alone may not be explicit enough to ignite the kind of societal and economic transformations that are needed for the health of the planet and all its inhabitants. Study and research areas include, but are not limited to: adapting full cycle principles involving theory and practice examples, design detailing for deconstruction, biomaterials development for construction, service-learning education opportunities with local schools and businesses, and construction waste reuse for industrial byproducts.

- **Urban Architecture and Design**: Urban architecture is extremely important today as it attempts to comprehend the impact architecture and infrastructure not only on city life, but on global and local society, culture, politics, and economics. Study and research areas include, but are not limited to: GIS mapping of defined range of urban architecture parameters (i.e., biological ecologies, material resources and energy allocation systems, social proximities and cultural iconographies), 3D city modeling with open source “dapps” in the urban design of buildings, and infrastructure.

**Blended Bachelor of Architecture + MS Architecture**

For motivated students, a blended master of science program, also referred to as a 5 + 1 program, is available. The blended program allows students to simultaneously complete both a BARCH and an MSARCH. The blended program offers promising individuals an opportunity to continue their studies in architecture in a collaborative multi-disciplinary learning environment.

**Eligibility for the Blended Program**

Acceptance into the blended program is contingent upon completion of the fourth year of the Architecture courses and 205 units. Please note that all blended program applicants must have completed their
Graduation Writing Requirement (GWR) prior to acceptance. The Architecture Graduate Committee reviews all applications and selects individuals with records that demonstrate success at the undergraduate level and potential to succeed at the graduate level. Candidates shall meet the University requirements, as a minimum, stated in “Blended BS + MS Programs” in the Graduate Education (http://catalog.calpoly.edu/graduateeducation/#generalpoliciesgoverninggraduatetestudiestext) section, in addition to the requirements outlined in the “MS ARCH Program Supplemental Components” by the Architecture Department MSARCH Program (https://architecture.calpoly.edu/prospective/masters/msarch-appl-process/).

Students wishing to pursue the blended BARCH + MSARCH degree shall complete the Blended BARCH + MSARCH application. Applicants may contact the MSARCH coordinator, msarch@calpoly.edu, after their third year of the BARCH program for further information. Blended Applications (https://architecture.calpoly.edu/draft-blended-msarch-program-application/) Admission’s Process Opens up on October 1st for the Following Fall Start.

ARCH Courses

ARCH 101. Survey of Architectural Education and Practice. 1 unit
CR/NC
Exploration of the major paradigms which have guided the development of architectural education and the profession. Survey of the roles of the architects and an introduction to curricula and programs designed to prepare students for careers in architecture. Credit/No Credit grading only. 1 lecture. Total credit limited to 3 units.

ARCH 131. Design and Visual Communication 1.1. 4 units
Prerequisite: Architecture or Architectural Engineering majors only.
An introduction to the issues, concepts, processes and skills pertaining to two- and three-dimensional design and the freehand, constructed and digital representation and visual communication of ideas, objects and environments. 4 laboratories.

ARCH 132. Design and Visual Communication 1.2. 4 units
Prerequisite: ARCH 131.
Continuation of ARCH 131 plus the issues, concepts, processes and skills pertaining to color theory and the design and visual communication of architectural space. 4 laboratories.

ARCH 133. Design and Visual Communication 1.3. 4 units
Prerequisite: ARCH 132.
Continuation of ARCH 131 and ARCH 132 plus the issues, concepts, processes and skills pertaining to the analysis and design of architectural form, space and organizations. 4 laboratories.

ARCH 207. Architectural Technology Fundamentals 2.3. 4 units
Theory and application of climate, energy use and comfort as determinants of architectural form in small-scale buildings. Emphasis on architectural methods of ventilating, cooling, heating, and lighting for envelope-load dominated buildings. 2 lectures, 2 activities.

ARCH 217. History of World Architecture: Prehistory - Middle Ages. 4 units
2020-21 or later catalog: GE Area C1
2019-20 or earlier catalog: GE Area C3
Architecture and urbanism in the ancient world, from prehistory to the Middle Ages. Social, cultural and physical conditions that influenced the built environment to the Mediterranean basis, plus Europe, Asia, Africa and Pre-Columbian America. 4 lectures. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

ARCH 218. History of World Architecture: Middle Ages - 18th Century. 4 units
2020-21 or later catalog: GE Area C1
2019-20 or earlier catalog: GE Area C3
World architecture and urbanism from the Middle Ages until the end of the 18th century Baroque. Social, cultural and physical conditions which influenced the built environment of Europe, Asia, and the Pre-Columbian and Colonial Americas. 4 lectures. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

ARCH 219. History of World Architecture: 18th Century - Present. 4 units
2020-21 or later catalog: GE Area C1
2019-20 or earlier catalog: GE Area C3
Architecture and urbanism of the modern world, from the 18th century to the present. Social, cultural and physical conditions influencing the built environment of Europe, Asia, Africa and the Americas. 4 lectures. Fulfills GE Area C1 (GE Area C3 for students on the 2019-20 or earlier catalogs).

ARCH 241. Architectural Technology Fundamentals 2.1. 4 units
Prerequisite: ARCH 133. Corequisite: ARCH 251.
The language, principles and materials of construction with an emphasis on the origin, history, and application of traditional and emergent materials. 2 lectures, 2 activities.

ARCH 242. Architectural Technology Fundamentals 2.2. 4 units
Prerequisite: ARCH 241. Corequisite: ARCH 252.
A continuation of ARCH 241 with an emphasis on the fundamental aspects of construction systems and the basics of construction documentation. 2 lectures, 2 activities.

ARCH 251. Architectural Design 2.1. 5 units
Prerequisite: ARCH 133. Corequisite: ARCH 241.
Continuation of ARCH 133 in terms of materiality and the theories, concepts, processes and skills pertaining to the analysis and design of architectural form, space and organizations to communicate intended concepts and meanings. 5 laboratories.

ARCH 252. Architectural Design 2.2. 5 units
Continuation of ARCH 251 plus the theories, concepts, processes and skills pertaining to light, construction and function as determinants that shape the built environment and support the communication of intended concepts and meanings. 5 laboratories.
ARCH 253. Architectural Design 2.3. 5 units
Prerequisite: ARCH 252 and ARCH 242. Corequisite: ARCH 207.
Continuation of ARCH 251 and ARCH 252 plus the theories, concepts, processes and skills pertaining to context, structure and climate as determinants that shape the built environment and support the communication of intended concepts and meanings. 5 laboratories.

ARCH 270. Selected Topics. 1-4 units
Directed group study of selected topics. The Class Schedule will list topic selected. Open to first-, second-, third-year students. Total credit limited to 8 units. 1 to 4 lectures.

ARCH 307. Architectural Systems Integration 3.2. 4 units
Prerequisite: ARCH 341. Concurrent: ARCH 352.
Continuation of ARCH 341 plus theory and application of climate, energy use and comfort as determinants of architectural form in large-scale buildings. Emphasis on architectural and mechanical methods of ventilating, cooling, heating, lighting, acoustics, and water and waste systems for internal-load dominated buildings. 2 lectures, 2 discussions.

ARCH 313. Advanced Delineation. 4 units
Prerequisite: ARCH 253.
Development of proficiency in architectural presentation. Projects and critiques. 4 seminars.

ARCH 320. Topics in Architectural History. 4 units
2020-21 or later: Upper-Div GE Area C
2019-20 or earlier catalog: GE Area C4
Prerequisite: Junior standing; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and one of the following: ARCH 217, ARCH 218, ARCH 219, or ART 112.

In-depth examination of a significant region, movement or period in architectural history, theory and criticism. The material covered will vary depending upon the topic. The Class Schedule will list topic selected. Total credit limited to 8 units. 4 lectures. Fulfills GE Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs).

ARCH 326. Native American Architecture and Place. 4 units
2020-21 or later: Upper-Div GE Area C
2019-20 or earlier catalog: GE Area C4
USCP
Prerequisite: Junior standing; completion of GE Area A with grades of C- or better; one course in GE Area B4 with a grade of C- or better (GE Area B1 for students on the 2019-20 or earlier catalogs); and one lower-division course in GE Area C.

The role of culture and setting in the construction of spatial, material and landscape concepts and artifacts, through the introduction of selected North American cultures, with focus from 1300 AD through contemporary time. 4 lectures. Crosslisted as ARCH/ES 326. Fulfills GE Upper-Division C (GE Area C4 for students on the 2019-20 or earlier catalogs); and USCP.

ARCH 341. Architectural Systems Integration 3.1. 4 units
Prerequisite: ARCH 207 and ARCH 253. Corequisite: ARCH 351.
Continuation of ARCH 207 plus the concepts, methods and processes and building systems that pertain to the detailing and construction of large-scale masonry, steel, concrete and combination structures. 2 lectures, 2 discussions.

ARCH 342. Architectural Systems Integration 3.3. 4 units
Prerequisite: ARCH 307. Concurrent: ARCH 353.
Continuation of ARCH 307 plus the concepts, methods, and processes pertaining to the preparation of outline specifications, production of design development drawings, life safety, building systems integration and building envelope and fabrication systems that inform the design and development of large scale buildings. 2 lectures, 2 discussions.

ARCH 351. Architectural Design 3.1. 5 units
Prerequisite: ARCE 212, ARCH 253, ARCH 207 and PHYS 122 or PHYS 132, or consent of department head. Corequisite: ARCH 341.
Continuation of ARCH 253 plus the development and exploration of architectural theories, building systems, and design concepts and processes involved in creating architecture with an emphasis on implications of the program and space planning issues as building form generator. 1 lecture, 4 laboratories.

ARCH 352. Architectural Design 3.2. 5 units
Continuation of ARCH 351 plus the development and exploration of architectural theories, building systems, and design concepts and processes involved in creating sustainable architecture with an emphasis on implications of ecological, environmental and site issues as building form generator. 1 lecture, 4 laboratories.

ARCH 353. Architectural Design 3.3. 5 units
Prerequisite: ARCH 352. ARCH 357. Corequisite: ARCH 342.
Continuation of ARCH 352 plus the development and exploration of architectural theories, building systems, and design concepts and processes involved in creating large-scale architecture with an emphasis on implications of socio-cultural issues and comprehensive/life safety systems integration as building form generator. 1 lecture, 4 laboratories.

ARCH 363. Off-Campus Orientation Seminar. 2 units
Cr/NC
Prerequisite: Consent of instructor.
Preparation for off-campus architectural study programs includes cultural orientation, an introduction to basic language skills, travel and housing protocols as well as academic and financial advising. Credit/No Credit grading only. Total credit limited to 4 units, with a maximum of 2 units per quarter. 2 seminars.

ARCH 400. Special Problems for Advanced Undergraduates. 1-2 units
Cr/NC
Prerequisite: Consent of instructor.
Individual investigation, research, studies, or surveys of selected problems. Total credit limited to 4 units, with a maximum of 2 units per quarter. Credit/No Credit grading only.

ARCH 420. Seminar in Architectural History, Theory and Criticism. 4 units
Prerequisite: ARCH 217; ARCH 218; and ARCH 219.
Special topics based on the exploration of specific approaches, periods of time, and cultural or geographic areas. The Class Schedule will list topic selected. Total credit limited to 12 units; repeatable in same term. 4 seminars.
ARCH 443. Issues in Contemporary Professional Practice. 4 units
Prerequisite: ARCH 342, ARCH 353.

An exploration of topics related to the practice of architecture, including financial considerations, client obligations, project and practice management, leadership, legal responsibilities, ethics and professional judgment, community and social responsibility, as well as the process and requirements for internship and licensure. 2 lectures, 2 discussions.

ARCH 445. Urban Design in Architecture. 3 units
Prerequisite: Completion of GE Area A2 with a grade of C- or better (GE Area A1 for students on the 2019-20 or earlier catalogs).

Analysis of the roles of architects and related professionals in urban areas. Emphasis on design reactions to environmental, economic, and technological conditions. Total credit limited to 12 units. 3 lectures.

ARCH 451. Architectural Design 4.1. 5 units
Prerequisite: ARCE 316, ARCH 353, ARCH 342.

Problems of increasing architectural complexity involving the comprehensive integration of architectural theory, design processes, and building systems with emphasis placed on multifunction singular buildings. 5 laboratories.

ARCH 452. Architectural Design 4.2. 5 units
Prerequisite: ARCE 316, ARCH 353, ARCH 342.

Problems of increasing architectural complexity involving the comprehensive integration of architectural theory, design processes, and building systems with emphasis placed on multifunctional projects. 5 laboratories.

ARCH 453. Architectural Design 4.3. 5 units
Prerequisite: ARCE 316, ARCH 353, ARCH 342.

Problems of increasing architectural complexity involving the comprehensive integration of architectural theory, design processes, and building systems with emphasis placed on multifunctional projects in an urban context. Total credit limited to 10 units and may substitute for ARCH 451 or ARCH 452. 5 laboratories.

ARCH 460. Computer Applications. 3 units
Prerequisite: ARCH 133.

Advanced methods in the application of computer graphics and multimedia techniques in architectural design. Total credit limited to 6 units. 2 lectures, 1 activity.

ARCH 461. Advanced Computer-Aided Fabrication in Architecture. 4 units
Prerequisite: Junior standing.

Applications of computer-aided manufacturing in architectural design with emphasis on subtractive and additive fabrication methods, material assemblies, and advanced techniques in digital design software. 2 lectures, 2 activities.

ARCH 462. Topics in Architectural Practice. 3-4 units
Prerequisite: ARCH 242.

Selected advanced topics addressing various aspects of Architectural Practice. Open to undergraduate and graduate students. The Class Schedule will list topic selected. Total credit limited to 12 units; repeatable in same term. 3 to 4 lectures.

ARCH 463. Architectural Design 4.4. 5 units
Prerequisite: ARCE 316, ARCH 353, ARCH 342.

Problems of increasing architectural complexity involving the comprehensive integration of architectural theory, design processes, and building systems with emphasis placed on mixed-use projects. 5 laboratories.

ARCH 464. Advanced Computer Applications. 3 units
Prerequisite: ARCH 342.

Advanced methods in the application of computer graphics and multimedia techniques in architectural design (see today). Total credit limited to 6 units. 2 lectures, 1 activity.

ARCH 469. Topics in Design Methods. 3 units
Prerequisite: Junior standing and current participation in the Washington Alexandria Architectural Consortium off-campus program.

Relationship of art and architecture addressed to encourage critical debate. Historically, the "art" and the "architecture" were not as polarized as today. Both historical perspective and practical issues concerning collaboration. Class Schedule will list topic selected. Total credit limited to 12 units. 3 lectures.

ARCH 470. Selected Advanced Topics. 1-4 units
Prerequisite: Consent of instructor.

Directed group study of selected topics for advanced students. The Class Schedule will list topic selected. Total credit limited to 16 units. 1 to 4 lectures.

ARCH 471. Selected Advanced Laboratory. 1-4 units
Prerequisite: Consent of instructor.

Directed group laboratory study of selected topics for advanced students. Open to undergraduate and graduate students. The Class Schedule will list topic selected. Total credit limited to 8 units. 1 to 4 laboratories.

ARCH 472. Housing Design Concepts. 3-4 units
Prerequisite: Third-year standing.

For students preparing for further study or practice relating to housing, urban design and new communities. This course will address design objectives, concepts, and current theories and forms in housing and mixed-use projects. 3-4 lectures.

ARCH 473. Material Innovation Lab. 4 units
Prerequisite: ARCH 461.

Applied research through the design and fabrication of full-scale building assemblies, using computer-aided manufacturing. Material properties, methods of manufacturing, and building performance. Total credit limited to 12 units. 2 lectures, 2 activities.

ARCH 474. Design Build. 4 units
Prerequisite: Third-year standing.

Experimental design-build projects derived from real-world architectural problems. Objectives achieved through design, analysis, construction, and team-based production. The Class Schedule will list topic selected. Total credit limited to 12 units. 2 lectures, 2 activities.

ARCH 480. Special Studies in Architecture. 1-12 units
Prerequisite: Junior standing.

Special issues and problems through research, field trips, design projects, and other forms of investigation and involvement. Course requirements are determined prior to each individual project through a contractual agreement between students and department. The departmental Off Campus Study Guidelines apply except when superseded by guidelines and practices of the London Study Program of the College of Liberal Arts. Total credit limited to 36 units.
ARCH 481. Senior Architectural Design Project. 5 units
Prerequisite: ARCH 451, ARCH 452 and ARCH 453.

Advanced architectural design and research project. Integration of architectural theory, principles and practice with creative, organizational and technical abilities in architectural design and design research. Total credit limited to 15 units. 5 laboratories.

ARCH 484. Architectural Research. 2-4 units
Prerequisite: Architecture, Architectural Engineering, City and Regional Planning, Construction Management, and Landscape Architecture majors only; and consent of instructor.

Development of guided architectural research under the direction of faculty. The Class Schedule will list topic selected. Total credit limited to 8 units, repeatable in the same term. 2 to 4 seminars.

ARCH 485. Internship/Cooperative Education Experience. 1-12 units
Prerequisite: Senior standing.

Part-time or full-time professional work experience in architecture and related fields, usually off-campus. Positions are paid or unpaid. Formal report and evaluation by work supervisor required. 30 hours of work experience per quarter per unit of credit. Total credit limited to 24 units.

ARCH 492. Senior Design Thesis. 3 units
Prerequisite: ARCH 451, ARCH 452 and ARCH 453. Concurrent: First quarter of ARCH 481.

Review and research of architectural theory and precedents related to the specific design option. Development of a thesis and a design project proposal. 3 seminars.

ARCH 532. Research Methods in Architecture. 3 units
Prerequisite: Graduate standing.

Roles of research and analysis in architecture. Approaches to research, hypothesis testing, design process, and systems for design. Use of research findings in various decision-making systems. 3 seminars.

ARCH 551. Architectural Design. 5 units
Prerequisite: Graduate standing.

Professional initiative and responsibility in integrating architectural design theory and practice with fields influencing the total environment. Building types considered as the coordinating factor. Total credit limited to 15 units with no more than 5 units in any one quarter. 5 laboratories.

ARCH 561. Advanced Design. 3 units
Prerequisite: Graduate standing.

Continuation of ARCH 551. Advanced studies integrating architectural design theory and practice with fields influencing the shaping of the total environment. Total credit limited to 9 units. 3 laboratories.

ARCH 570. Selected Advanced Topics. 1-4 units
Prerequisite: Graduate standing or consent of instructor.

Directed group study of selected topics for graduate students. Open to undergraduate and graduate students. The Class Schedule will list topic selected. Total credit limited to 8 units. 1 to 4 lectures.

ARCH 598. Master's Design Project. 3-6 units
Prerequisite: Consent of graduate advisor.

Completion of a master project demonstrating in-depth research ability at a graduate level. Total credit limited to 9 units. 3 or 6 laboratories.

ARCH 599. Master's Thesis. 1-9 units
Prerequisite: Consent of graduate advisor.

Completion of a thesis embodying original research in an area of environmental design. Total credit limited to 9 units.