



Snowmobile warming hut. Designed and built by UI architecture students for the US Forest Service north of Sandpoint, ID.

# ARCHITECTURE

## design your world

The collaborative culture of the University of Idaho's accredited professional architecture program teaches students to imagine future built environments while providing them with the training needed to become a licensed architect.\* We study:

- Design Process and Design Thinking
- The Importance of History and Theory in Architecture
- Building Craft and Making
- Analogue and Digital Design Tools
- Professional Communication
- Architectural Research
- Innovation and Integration of Technical and Environmental Systems
- The Social and Psychological Impacts of Architecture

Much of the instruction is centered upon the design studio: a unique classroom experience that is typically 15 students and one professor working closely together nine hours a week. International programs and the Urban Design Center in Boise offer additional opportunities for students to explore the world of architectural design.

\* The M.Arch program is accredited by the National Architecture Accrediting Board (NAAB). The pre-professional B.S. Architecture is designed to transition seamlessly into the professional M.Arch program making it possible to earn both degrees in less time.

**Randall Teal**  
**Program Head**

Phone: 208-885-6781  
[arch@uidaho.edu](mailto:arch@uidaho.edu)

**Sandi Klingler**  
**Program Coordinator**

Phone: (208) 855-6781  
[sklingler@uidaho.edu](mailto:sklingler@uidaho.edu)

**Karen Krier**  
**Academic Advisor**

Phone: 208-885-5082  
[kkrier@uidaho.edu](mailto:kkrier@uidaho.edu)

[uidaho.edu/architecture](http://uidaho.edu/architecture)



**University of Idaho**  
College of Art and Architecture



	fall credits		spring credits	
1	<b>Art 121</b> Integrated Design Process	2	<b>Arch 154</b> Intro to Arch Graphics	3
	<b>Art 110</b> Integrated Art & Design Communication	2	<b>Art 112</b> Drawing as Design Thinking	2
	<b>Arch 151</b> Intro to the Built Environment	3	<b>Math 160</b> Survey of Calc (or Alternative) <sup>2</sup>	4
	<b>ISEM 101</b> or Core Requirement	3	Humanities or ISEM 101	3
	<b>Engl 101</b> or General Education <sup>1</sup>	3	<b>Eng 102</b> College Writing Rhetoric	3
	<b>Math 143</b> Pre-Calc Algebra/Anal.Geom	3		
		TOTAL 16		TOTAL 15
2 <sup>nd</sup> YEAR GATE: APPLICATION REQUIRED				
2	<b>Arch 253</b> Architecture Design 1	4	<b>Arch 254</b> Architectural Design 2	4
	<b>Arch 266</b> Materials and Methods	3	<b>Art 243</b> Media in Architecture	3
	<b>Larch 251</b> Principles of Site Design	3	Social Science	3
	<b>Physics 111</b> General Physics 1	4	Science	4
	Gen Ed Requirement (if needed)	3	Communications	2
		TOTAL 14		TOTAL 16
3 <sup>rd</sup> YEAR GATE: APPLICATION REQUIRED				
3	<b>Arch 353</b> Architecture Design 3	6	<b>Arch 354</b> Architectural Design 4	6
	<b>Arch 361</b> Structural Systems 1	3	<b>Arch 362</b> Structural Systems 2	3
	<b>Arch 385</b> Global History of Architecture 1	3	<b>Arch 386</b> Global History of Architecture 2	3
	Elective	3	<b>Arch 388</b> Introduction to Theory	3
		TOTAL 15	<b>Isem 301</b> Great Issues	1
				TOTAL 16
4	<b>Arch 5/454</b> Vertical Studio	6	<b>Arch 5/454</b> Vertical Studio	6
	<b>Arch 463</b> ECS 1 + Lab	4	<b>Arch 464</b> ECS 2 + Lab	4
	<b>Arch 483</b> Urban Theory & Issues	3	<b>Arch 461</b> Building Assemblies	3
	Elective	3	Elective	3
		TOTAL 15		TOTAL 16
GRADUATE GATE: APPLICATION REQUIRED				
5	<b>Arch 553</b> Integrated Design	6	<b>Arch 5/454</b> Vertical Studio	6
	<b>Arch 575</b> Professional Practice	3	Graduate Architecture Elective	3
	<b>Arch 568</b> Technical Integration Design	3	Graduate Elective	3
		TOTAL 15		TOTAL 16
6	<b>Arch 510</b> Graduate Project Seminar	3	<b>Arch 556</b> Graduate Project	6
	Graduate Architecture Elective	3	Graduate Elective	3
	Graduate Elective	3	Graduate Elective	3
		TOTAL 15		TOTAL 16

1. Degree-seeking students must be enrolled in Eng 101 or 102 in their first semester in residence and in each subsequent semester until they have passed Engl 102

2. Math 160 Alternatives: Philosophy 202 (Intro to Symbolic Logic 3 cr), Statistics 251 (Princ. of Statistics 3 cr) or Computer Science 112 (Intro to Problem Solving and Programming 3 cr).

The B.S.Arch degree requires a minimum of 124 credits, at least 3 credits of 200-level or above courses taken outside the disciplines of architecture, art, landscape architecture, interior design or virtual tech design. at least 3 credits of 200-level or above courses taken within the disciplines, and 3 credits of 200-level or above courses in any discipline. (Credits earned in completion of an academic minor may be substituted for elective credits)

The M.Arch degree requires a minimum of 45 credits. 24 of these credits must be at the 500-level; others may be from 400-level courses in Architecture and 300- or 400-level courses in supporting areas. Arch 552 may be substituted for Arch 554 with permission.