

# THE SCHOOL OF ARTS AND DESIGN



## ASSOCIATE IN ARTS

### ARCHITECTURAL DESIGN (67 hrs. min.) CIP: 15.1303

Name \_\_\_\_\_ A # \_\_\_\_\_

Address \_\_\_\_\_ Catalog Year \_\_\_\_\_

Phone \_\_\_\_\_ Today's Date \_\_\_\_\_

Email \_\_\_\_\_ Advisor \_\_\_\_\_

This program is designed to provide graduates with sufficient skills and knowledge to gain entry to a Baccalaureate Architecture program. It fulfills the requirements for the application for admission to the University of New Mexico School of Architecture.

Virtual building, design drawing and modeling (digitally and by hand) provide students with skills in synthesizing design, graphics, sustainable building technology and software. Emphasis is placed on learning by direct experience. Courses offer practice in understanding and creating architectural design aesthetics, practicing design methodologies, exploring design principles and theories and graphic authorship. Teamwork, communication and self-management are learned in support of design professionalism.

	Course Taken	Grade	CR Hours	Transfer
<b>GENERAL STUDIES: (47 hrs. min.)</b>				
<b>Communications (9 hrs.)</b>				
ENGL 111 Composition and Rhetoric (3)				
ENGL 112 Composition and Literature (3)				
ENGL 216 Technical Writing (3) <b>[or]</b>				
SPCH 111 Public Speaking (3)				
<b>Humanities (9 hrs.)</b>				
PHIL 111 Introduction to Philosophy (3)				
Any World Language Course (3)				
HIST 111 Western Civilization I (3) <b>[or]</b>				
HIST 112 Western Civilization II (3)				
<b>Behavioral/Social Sciences (9 hrs.)</b>				
GEOG 111 Introduction to Physical Geography (3)				
ECON 200 Principles of Economics- Macroeconomics (3) <b>[or]</b>				
ECON 201 Principles of Economics- Microeconomics (3)				
PSYC 111 Psychology I (3) <b>[or]</b>				
SOCI 111 Introduction to Sociology (3)				
<b>Math (7 hrs.)</b>				
MATH 155 Trigonometry with Vectors (3)				
MATH 162 Calculus I (4) <b>[or]</b>				
MATH 180 Elements of Calculus I(4)				
<b>Science (8 hrs.)</b>				
GEOL 111 Physical Geology (3)				
GEOL 111L Physical Geology Lab (1)				
PHYS 111 Introduction to Physics (3)				
PHYS 111L Introduction to Physics Lab (1) <b>[or]</b>				
Any transferable Science course(s)				
<b>Computer Technology (3 hrs. min.)</b>				
ARCH 126 Digital Architectural Design (3)				

