

## ASSOCIATE IN ARTS

# ARCHITECTURAL DESIGN

(67 hrs. min.)

CIP: 04.0901

School of Arts and Design, (505) 428-1731

This program is designed to provide graduates with sufficient skills and knowledge to gain entry to a Baccalaureate Architecture program. Fulfills the requirements for the application for admission to the UNM School of Architecture. Students must work closely with their transfer institutions and their SFCC advisers to ensure the best transition to four-year schools.

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.

### PROGRAM OUTCOMES

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

- Apply design methodology to solve architectural design problems, including diagramming, modeling, prototyping, illustrating and presenting.
- Apply design elements, principles and theories to create visual solutions through freehand and computer-based sketching.
- Describe the periods, styles, movements and philosophies of architecture.
- Use computer-aided drafting and digital media software to create models, illustrations and presentations.
- Integrate sustainable site and building technologies into architectural designs.
- Create a portfolio for application to Bachelor of Arts in Architecture programs.

### GENERAL EDUCATION REQUIREMENTS: (47 HRS. MIN.)

#### Communications (9 hrs.)

ENGL 111      Composition Rhetoric (3)  
ENGL 112      Composition and Literature (3)  
ENGL 216      Technical Writing (3)

[or]

SPCH 111      Public Speaking (3)

#### Math (7 hrs.)

MATH 155      Trigonometry with Vectors (3)  
MATH 162      Calculus I (4)

[or]

MATH 180      Elements of Calculus I (4)

#### Science (8 hrs.)

GEOL 111      Physical Geology (3)  
GEOL 111L      Physical Geology Lab (1)  
PHYS 111      Introduction to Physics (3)  
PHYS 111L      Introduction to Physics Lab (1)

#### Social/Behavioral Sciences (9 hrs.)

ECON 200      Principles Economics-Macroeconomics (3)

[or]

ECON 201 Principles of Economics- Microeconomics (3)  
GEOG 111 Introduction to Physical Geography (3)  
PSYC 111 Psychology I (3)

[or]

SOCI 111 Introduction to Sociology (3)

**Humanities and Fine Arts (9 hrs.)**

Any World Language course (3)

HIST 111 Western Civilization I (3)

[or]

HIST 112 Western Civilization II (3)

PHIL 111 Introduction to Philosophy (3)

**Computers/Technology (3 hrs.)**

ARCH 126 Digital Architectural Design (3)

**Health, Physical Education and Recreation (HPER) or Dance.  
(2 hrs. min.)**

**CORE REQUIREMENTS: (17 HRS. MIN.)**

ARCH 111L Introduction to Architectural Drawing (3)

ARCH 123 Introduction to Architecture (3)

ARCH 201L Design Studio (1- 4)

ARCH 246 Portfolio Workshop (1-3)

DESN 134 Interior Architecture (3)

And choose one of the following:

ARTS 113L 2-Dimensional Design (3)

[or]

ARTS 116L 3-Dimensional Design (3)

**APPROVED ELECTIVES: (3 HRS.)**

AHST 201 Art History I (3)

AHST 202 Art History II (3)

ARCH 112 Materials Research and Design I (3)

ARCH 114 Sustainable Architectural Design (3)

ARCH 121 Architectural Graphics (3)

ARCH 132 Architectural Design (3)

ARCH 235 Design Presentation (3)

ARCH 246 Portfolio Workshop (3)

BLDG 112 Construction Skills I (3)

DRFT 111 Technical Drawing with CAD (3)

NOTE: See "College Success Course Requirement" on Page 10.

**TOTAL 67 CREDITS MIN.**