ART AND ARCHITECTURE

1. Create the following course subject

CAA (College of Art and Architecture)

2. Add the following courses

CAA 105 CAA Summer Design Week (1 cr)
Intensive one week experience that offers prospective students a chance to experience the world of design. Students gain a broad view of design disciplines in the College while developing graphic and design skills and building portfolios. (Summer only)

Rationale: This course is part of the college’s on-going recruitment efforts, and is supported by summer school tuition and student fees. A CAA prefix is needed because this is truly targeted to all disciplines represented in CAA. It has been offered as a 204 course rotated through different programs to attract students from underrepresented programs. The Ambassador program is now well established and needs a permanent number. It will be administered by the Architecture program, taught by CAA faculty and financially supported by the College of Art and Architecture.

CAA 321 CAA Ambassador (1 cr, max 2)
Represent academic program and college at recruiting and other public events, developing skills in professional relations, leadership, communication, networking, and public speaking. Attending university and college recruiting events, visiting, high schools or community colleges, and communicating with prospective students is required.

Prereq: Completion of 2 years as full-time student in College of Art and Architecture

Rationale: This course is part of the college’s on-going recruitment efforts which has been an integral part of the workload of one faculty member for the past 3 years A CAA prefix is needed for this course because for the past three years, the course has rotated through different programs in the college as a 404 course in order to attract students from underrepresented programs. The Ambassador program is now well established and needs a permanent home. Since this course serves all the programs in the college, it needs a CAA prefix to more accurately reflect its purpose. It will be administered by the Architecture program and financially supported by the College of Art and Architecture.

CAA 520 Regional and Community Design (3 cr)
This course examines contemporary issues of urban and regional planning and design through focus on a particular project, generally in partnership with a local community or agency. It complements the integrated fall studio (LARC 554), utilizing thematic readings, case studies, and GIS-based geodesign methods applied to urban and regional design and planning. Particular emphasis is placed on: theory and methods in community design and planning; analytical methods and modeling; case study method in design; and data-driven design.

Prereq: Admission to M. Arch., M.L.A. or M.S. Bioregional Planning program

Available via distance: Via video-conferencing to students on the Moscow campus
Geographical Area Availability: Moscow and Boise
Rationale: We have offered this course as a 504 as a complement to the Boise landscape architecture graduate studio one in the Fall Semester. We have changed the name a bit from “Designing the Region” and demonstrated that the material covered is an excellent addition to the range of electives available to our MLA students.

Arch 361 Structural Systems I (3 cr)
Project based introduction to the physical principles that govern statics and strength of materials. Graphical and numerical methods for designing and analyzing structures are used.

Prereq: Phys 111, Math 143, Arch 266

Rationale: To better integrate the structural content of this course with the design requirements of the program and profession.

Arch 362 Structural Systems II (3 cr)
Project based course with focus on the overall building behavior of framing systems. Graphical and numerical methods for designing and analyzing structures are used.

Prereq: Arch 361 Structural Systems I

Rationale: To better integrate the structural content of this course with the design requirements of the program and profession.

Arch 388 Architectural Theory (3 cr)
This course is aimed at familiarizing students with key movements, thinkers, and developments in architectural theory’s continued evolution, so that they are prepared to go into the world and produce thoughtful work and well-crafted thought.

Prereq: Arch 151

Rationale: This course takes the place of another course we have eliminated; it does not add to the workload of courses offered.

Arch 461 Building Assemblies (3 cr)
Advanced building construction with focus on building enclosure systems and assemblies.

Prereq: Arch 332, Arch 463 or instructor permission
Coreq: Arch 463

Rationale: This course replaces Architecture 462 and 467, and changes the emphasis to advanced construction technologies. It is part of an overall revamping of the building construction and structures coursework.

Arch 585 Urban Design Seminar (3 cr)
On-line course, covering a broad view of Urban Design as an academic discipline and a field of practice in planning and design of the built environment.

Available via distance: Yes; offered online
Geographical Area Availability: On-line course
Rationale: This was offered last year as Arch 504 and we are adding it as an elective for our M.Arch. program, enriching existing content, and also targeting seniors and graduate students in Landscape Architecture and Bioregional Planning and other related fields.
VTD 151 Virtual World Building 1 (2 cr)
Introduction to the processes and principles of design associated with virtual world building. Two 2-hr lectures a week and assigned work. Recommended Preparation: Art 110 and 121.

Available via distance: No
Geographical Area Availability: Moscow
Rationale: VTD 151 is the first of four part series of courses during the freshman year (151 – VTD 154) that will provide a more comprehensive introduction to the workflows, technologies, and design processes required for introductory virtual world building. The Virtual World Building classes will cover introductory modeling, animation, lighting and textures, environmental design, character design, and interactivity in a reiterative manner. Students are tasked with creating a virtual world complete with interactive characters within the first semester of the program. Along with the design and construction, students will discuss and explore firsthand the theoretical aspects of virtual world building. The eight-week classes will be team-taught.

VTD 153 Virtual World Building 3 (3 cr)
Intermediate level virtual world building with an emphasis on intermediate-level tools and techniques for creating more complex environments, modeling, lighting, materials, characters, interaction, and behaviors. Two 2-hr lectures a week and assigned work. Recommended Preparation: Art 110 and 121

Course available via distance: No
Geographical Area Availability: Moscow
Rationale: VTD 153 is the third of four part series of courses and introduces more complexity in modeling, animation, lighting and textures, environmental design, character design, and interactivity in a reiterative manner. Students are again tasked with creating a virtual world complete with interactive characters and are tasked with exploring modeling, animation, and interactive technologies in more depth. The eight-week classes will be team-taught.

VTD 154 Virtual World Building 4 (2 cr)
Synthesis of processes, principles, tools and techniques associated with virtual world building. Two 2-hr lectures a week and assigned work. Recommended Preparation: Art 110 and 121

Course available via distance: No
Geographical Area Availability: Moscow
Rationale: VTD 154 is the fourth of four part series of courses. Students are tasked designing and building complex virtual worlds intended to solve a unique problem. Along with the design and construction, students will discuss and explore firsthand the theoretical aspects of virtual world building. The eight-week classes will be team-taught.

3. Change the following courses
Arch 151 Introduction to the Built Environment (2-3 cr)
Introduction to the built environment and the role of architecture, interior design, landscape architecture, urban design and planning in helping to shape its layers. Lectures, guest speakers, and readings will discuss the power of design to nourish the human spirit, support functional needs, and contribute to ecological and cultural sustainability. Attendance required at evening lectures by guest speakers and (3) topical seminars during the semester. Introduction to the complexities and wonders of the built environment, and the role of the humanities in successful designs. From the regional landscapes to urban design and architecture, to the intimacy of interiors and dwellings, to place making and space making, student perspectives are broadened on how the built environment is shaped by and contributes to an evolving human story. The built environment is also examined a product of a multitude of forces that include: place, climate, conservation, culture, economics, beliefs, and aspirations for well-being.
Available via distance: No
Geographical Area Availability: Moscow
Rationale: Assessment is based on the quality of student's observations, rough designs, critical reflections and ability to communicate the ideas of others, as well as their own. A notebook/journal will be the end product.

This course was previously taught for 2 hours per week, but has been expanded to 3 hours per week. The time in class and out is that expected for a e-credit course. In addition, the course was approved by the General Ed committee as a Humanities general education option, and the committee supported the increase from 2 to 3 credits so the number of credits is the same as all other humanities gen ed options. The course description has changed to reflect a more humanities-based approach.

Arch 243 Digital Design Tools for Architecture and Interior Design Media in Architecture I (3 cr)
Same as ID 243. Introduction to software programs for use in designing the built environment. Including but not limited to 3-D modeling. (8 weeks) Introduction to techniques for hybridizing manual & digital design tools for workflows relative to the architectural design process; includes virtual modeling, CNC fabrication, 2D/3D printing, manual drafting, manual modeling, various software. Two 75 minute sessions per week; in class lectures & workshops; tools, techniques, & exercises integrated with Arch 253

Coreq: Arch 253

Rationale: This course expands content and integrates more closely with Arch 253 than the previous version of the course.

Arch 253 Architectural Design I (3-4 cr)
Exploration and design of basic architectural components and ordering systems and creative resolution of basic architectural design problems while developing and refining presentation techniques. Two 2-hr studios a wk for the semester, accompanied by two 1 hr lectures/recitations a wk for the first quarter of the semester. Introduction to Architectural Design Fundamentals including formal principles, ordering systems, conceptualization, experimentation, design making, & design communication for the resolution of given architectural design problems. Two 3-hr studio sessions per wk; course includes lectures, workshops, project development, presentations, readings.

Coreq: Arch 243

Rationale: Increase in number of credits and updated description better represents the amount of work and content in this course.

Arch 353 Architectural Design III (6 cr)
Architectural building design process with emphasis on structural technology, historic influences, universal design, basic code and site related issues. Three 3-hr studios a wk and assigned work; field trips will be reqd at student expense outside scheduled hours; some class critique sessions meet outside of scheduled hours. Development of architectural design process and projects that cultivate an understanding of structures, properties of materials and building tectonics. Emphasis is also placed on precedent analysis, basic code and site related issues. Three 3-hr studios a wk and assigned work; field trips reqd at student expense outside scheduled hours; some class critique sessions may meet outside of scheduled hours.

Prereq: Arch 254 or equivalent. Application required.
Rationale: The focus of this design studio has changed and it is more closely coordinated with the new structural systems course. Some language changes also relate to changes in accreditation criteria.

Arch 454 Architectural Design VI (6 cr, max 12)
Large architectural and/or urban design projects explore and integrate urban theory sustainable design, environmental control systems technology, human and cultural factors, and construction assemblies. Design in team/collaborative settings encouraged. Three 3-hr studios a wk and assigned work. Field trips at student expense are required and meet outside scheduled hours; some class critique sessions meet outside of scheduled hours.

Prereq: Arch 353 and Arch 354, or Permission

Rationale: The design project developed for this course changes each time this course is offered. Students will be provided with more specific content prior to registration each semester. Curricular changes require that this course be taken twice for credit, and it may be substituted for Arch 354 in specific cases as determined by program faculty.

Art 211 Drawing III Life Drawing (3 cr)
Life drawing, work with various media to develop an understanding of the human figure. Two 3-hr studios a wk and assigned work.

Prereq: Art 111-112 or Permission

Rationale: The title change will make it clear for students to better understand the content of the course, and to make the title more specific as a part of 200 level studio electives.

Art 303 Contemporary Art and Theory (3 cr)
Gen Ed: International
A survey of the principal artists, movements, theories, and artistic strategies since World War II in Europe and America. Important movements examined include the New York School, Neo-dada, Post-Painterly Abstraction, British and American Pop, Minimalism, Conceptual art, Earthworks and Environments, Performance Art, Neoexpressionism, and the various approaches within contemporary art.

Prereq: One 200-level or 300-level art history elective, or Permission

Rationale: Student success in upper-level art history courses will be improved if they have taken either a lower-level art history elective (such as Art 213, History of Modern Design) or a similar-level course that covers the immediately preceding historical material (such as Art 302, History and Theory of Modern Art).

Because Art 303 is specifically required for all Art & Design majors, graduation rates may be improved if students are better-prepared for it by having taken a lower-level or complementary art history course (such as Modern Art).

However, because the Art & Design program takes in a substantial number of transfer students, flexibility with the pre-reqs is essential to helping these students to graduate on time. Pre-reqs that are too narrow or strict may impede students’ progress through the program. Thus, the proposed change is flexible, rather than strict. It represents a careful compromise that balances concerns familiar to the Art & Design faculty who arrived at this proposal by consensus.
ID 332 Furniture Design and Construction (43 cr)
Theory and application of furniture design and construction emphasizing the continuing development of three-dimensional design skills and attention to physical detail; aspects of structure, ergonomics, and aesthetics are addressed in process of designing and constructing furniture pieces. One and one-half hrs of lec and 3 hrs of lab a wk in class meetings. Recommended Preparation: ID 281, 282.

Prereq: ID 351 or Permission

Available via distance: No
Geographical Area Availability: Moscow
Rationale: Allows the enhancement of course content and accurately reflects outside of class fabrication time.

ID 243344 Digital Design Tools for Architecture & Interior Design (12 cr)
See Arch 243. Introduction to software programs, with emphasis on Revit, for use in designing environments. Including but not limited to 3-D modeling. Meets once per week.

Rationale: This course change will address the need for on campus Revit instruction focusing on Interior Design needs.

LArc 151 Introduction to the Built Environment (32 cr)
An introduction to the profession of landscape architecture and related design professions engaged in the planning and design of the built environment with an emphasis on the value and benefit of interdisciplinary professional education, and creative practice. (Fall only) Introduction to the complexities and wonders of the built environment, and the role of the humanities in successful designs. From the regional landscapes to urban design and architecture, to the intimacy of interiors and dwellings, to place making and space making, student perspectives are broadened on how the built environment is shaped by and contributes to an evolving human story. The built environment is also examined a product of a multitude of forces that include: place, climate, conservation, culture, economics, beliefs, and aspirations for well-being.

Available via distance: No
Geographical Area Availability: Moscow
Rationale: Assessment is based on the quality of student's observations, rough designs, critical reflections and ability to communicate the ideas of others, as well as their own. A notebook/journal will be the end product.

This course was previously taught for 2 hours per week, but has been expanded to 3 hours per week. The time in class and out is that expected for a 3-credit course. In addition, the course was approved by the General Ed committee as a Humanities general education option, and the committee supported the increase from 2 to 3 credits so the number of credits is the same as all other humanities gen ed options. The course description has changed to reflect a more humanities-based approach.

LArc 210 Landscape Architecture Representation and Media 2 (32 cr)
Exploration of the digital technology tools used by design professionals throughout the design process; emphasis on digital tools that assist with the conceptualization and implementation of site design with an introduction to related landscape architecture specific tools. Open to landscape architecture majors only; non-majors by permission as space permits. (Fall only)

Prereq: LArc 154 and major in Landscape Architecture; non-majors by permission as space permits
Rationale: This course currently meets for three 50-minute class sessions. Changing this course from two to three credits will reflect the true faculty contact hours provided to the students.

**LArc J310/J510 Landscape Architecture Representation and Media 3 (32 cr)**
Advanced digital technology tools used by landscape architects throughout the design process; emphasis on digital modeling tools that assist with the conceptualization and development of site design and design detail. Further exploration of digital media to assist with the communication and presentation of design process and concepts. Open to landscape architecture majors only. Additional project required for graduate credit. (Fall only)

**Prereq:** LArc 154, LArc 210, and major in Landscape Architecture; non-majors by permission as space permits

Rationale: This course currently meets for two 75-minute class sessions. Changing this course from two to three credits will reflect the true faculty contact hours provided to the students.

**LArc 480 The Emerging Resilient Landscape (3 cr)**
Gen Ed: Senior Experience
A capstone course exploring the emerging scholarship of landscape architecture and land planning. Writing, projects and attendance at activities outside of class time required. Includes a service learning option. Recommended Preparation: Comm 101. (Spring only)

**Prereq:** Engl 102 and Junior standing

Available via distance: No
Geographic Availability: Moscow
Rationale: No added workload – this is a change in title and description for an existing course.

**VTD 152 Introduction to Virtual Design Virtual World Building 2 (2 cr)**
Introduction to the language, Applied tools and techniques, Exploration of the principles of design associated with virtual world building and tangible environments. Two 2-hr lectures a week and assigned work. Recommended Preparation: Art 110 and 121, VTD 151. (Spring only)

**Prereq:** Permission

Available via distance: No
Geographical Area Availability: Moscow
Rationale: VTD 152 will become the second in a four part series of courses and introduces software tools for developing unique digital assets. The course asks students to do more complex modeling, animation, lighting and textures, environmental design, character design, and interactivity as part of the reiterative process established in the previous class, VTD 151. Students are tasked with creating a more complex virtual world complete with designed interactive characters along with interactive environments. The eight-week classes will be team-taught.
4. Make the following curricular changes to the B.A. in Art

**Computer Equipment:** beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture’s website for specifics.

Required course work includes the university requirements (see regulation J-3), the general requirements for the B.A. degree, the art core, and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in one of the following areas: graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging and:

- Art 303 Contemporary Art and Theory (3 cr)
- Art 407 New Media (3 cr)
- Art 410 Professional Practices (2 cr)

**Art History Electives selected with advisor approval (6 cr):**
- Art 205 Visual Culture (3 cr)
- Art 213 History and Theory of Modern Design I (3 cr)
- **Art 217 Ancient & Pre-Modern Art (3 cr)**
- Art 302 Modern Art and Theory (3 cr)
- Art 313 History and Theory of Modern Design II (3 cr)
- Art 323 History of Typography (3 cr)
- Art 382 History of Photography (3 cr)
- Art 409 Visual Studies (3 cr)

200-level studio courses selected from the following (students pursuing a studio emphasis in graphic design must include Art 222; and interaction design majors must include Art 272) (15-18 cr):
- Art 211 Drawing III (3 cr)
- Art 216 Digital Tools (3 cr)
- Art 221 Introduction to Graphic Design (3 cr)
- Art 222 Introduction to Typography (3 cr)
- Art 231 Painting I (3 cr)
- Art 241 Sculpture I (3 cr)
- Art 251 Printmaking I (3 cr)
- Art 261 Ceramics I (3 cr)
- Art 271 Interaction Design I (3 cr)
- Art 272 Experiential Design I (3 cr)
- Art 280 Understanding Photography (3 cr)

300-level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):
- Art 321 Graphic Design Concepts (3 cr, max 6)
- Art 322 Graphic Design Studio (3 cr, max 6)
- Art 330 Intermediate/Advanced Painting (3 cr, max 9)
- Art 340 Intermediate/Advanced Sculpture (3 cr, max 9)
- Art 350 Intermediate/Advanced Printmaking (3 cr, max 9)
- **Art 360 Intermediate/Advanced Ceramics (3 cr, max 9)**
- Art 370 Intermediate/Advanced Interaction + Experiential Design (3 cr, max 9)
- Art 380 Digital Imaging (3 cr)
- Art 390 Mixed Media (3 cr, max 9)
- Art 491 Information Design (3 cr, max 9)

**Courses to total 120 credits for this degree**
Rationale: Courses already have been approved by UCC. They need to be included in our BA Course Curriculum because this step was missed last year by the program.

5. Make the following curricular changes to the B.F.A. in Studio Art and Design

The B.F.A. is a four-year degree divided into two parts: the preprofessional program (freshman and sophomore years) and the professional program (junior and senior years). Majors are eligible to apply for the professional program when they have completed the art core, in the process of completing the 200-level art course requirements, and have earned a minimum 2.75 GPA. Applications for the professional BFA program will be requested each semester; students must be admitted to the professional BFA through the review process before being admitted to 490 BFA Art/Design Studio and 495 BFA Senior Thesis. Transcripts and a portfolio of the student's art work must accompany the application. Students accepted into the professional program must complete 15 credits of 300-level studio courses with at least 6 of the 15 credits in one sequential studio area and 12 credits of art history before enrolling in Art 490 and Art 495. Students must maintain a minimum GPA of 2.75 and receive a grade of C or better in the 300- and 400-level art courses. Students may reapply for entry into the professional program any semester after their sophomore year.

Computer Equipment: beginning with the first year of the program, all art and design students are required to have their own laptop computer and appropriate software for use in their courses. Please refer to the College of Art and Architecture’s website for specifics.

Required course work includes the university requirements (see regulation J-3), the art core, and a studio emphasis (all the 200-level and 300-level courses in a specific studio area) in one of the following areas: graphic design, interaction design, painting, sculpture, printmaking, or photography/digital imaging and:
Art 303 Contemporary Art and Theory (3 cr)  
Art 407 New Media (3 cr)  
Art 410 Professional Practices (2 cr)  
Art 490 BFA Art/Design Studio (12 cr)  
Art 495 BFA Senior Thesis (4 cr)

Art History Electives selected with advisor approval (6 cr):
Art 205 Visual Culture (3 cr)  
Art 213 History and Theory of Modern Design I (3 cr)  
Art 217 Ancient & Pre-Modern Art (3 cr)  
Art 302 Modern Art and Theory (3 cr)  
Art 313 History and Theory of Modern Design II (3 cr)  
Art 323 History of Typography (3 cr)  
Art 382 History of Photography (3 cr)  
Art 409 Visual Studies (3 cr)

200-level studio courses selected from the following (15 cr):
Art 211 Drawing III (3 cr)  
Art 216 Digital Tools (3 cr)  
Art 221 Introduction to Graphic Design (3 cr)  
Art 222 Introduction to Typography (3 cr)  
Art 231 Painting I (3 cr)  
Art 241 Sculpture I (3 cr)  
Art 251 Printmaking I (3 cr)  
Art 261 Ceramics I (3 cr)  
Art 271 Interaction Design I (3 cr)  
Art 272 Experiential Design I (3 cr)  
Art 280 Understanding Photography (3 cr)
300-400 level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):
Art 321 Graphic Design Concepts (3 cr, max 6)
Art 322 Graphic Design Studio (3 cr, max 6)
Art 330 Intermediate/Advanced Painting (3 cr, max 9)
Art 340 Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350 Intermediate/Advanced Printmaking (3 cr, max 9)
Art 360 Intermediate/Advanced Ceramics (3 cr, max 9)
Art 370 Intermediate/Advanced Interaction + Experiential Design (3 cr, max 9)
Art 380 Digital Imaging (3 cr)
Art 390 Mixed Media (3 cr, max 6)
Art 491 Information Design (3 cr, max 9)

Courses to total 120 credits for this degree
No more than a combined total of 9 credits of the following courses may be applied toward a B.F.A. degree: Art 404, Art 488, Art 497, Art 498, and Art 499.

Rationale: Courses already have been approved by UCC. They need to be included in our BFA Course Curriculum because this step was missed last year by the program.

6. Make the following curricular changes to the B.S.Arch. in Architecture

The four-year curriculum leading to a B.S.Arch. degree provides the undergraduate, pre-professional coursework that qualifies students to pursue a NAAB accredited, M. Arch degree. While the B.S.Arch. is not an accredited professional architectural degree, qualified students who earn this degree at the University of Idaho have the opportunity to proceed directly to the accredited M.Arch program. Admission to the B.S. Arch program is competitive. After the first year of study, academic achievement is reviewed to determine eligibility for continued study in architecture. Only students with a 2.5 or higher grade-point average are eligible to continue in the architecture design studio sequence. Another review is conducted at the end of the second year of study. Applicants to the third year are required to submit a portfolio containing examples of graphic work in art and architecture. A portfolio of no more than 10 pages, should be submitted in an 8-1/2" x 11" format. The submission should also contain a transcript of any college work outside the UI. The deadline for third year applications is usually May 20. Mid-May. Results of the evaluation are made known to applicants by the first week of July.

Students accepted into the years three and four of the curriculum are required to maintain a minimum 3.0 GPA and to receive a grade of “C” or higher in architectural design courses. Students who do not meet these criteria are ineligible for acceptance to the M.Arch. degree program and the College of Graduate Studies. Provisional admittance to the M. Arch. program can be granted, with permission, for students with GPAs of 2.8 cumulatively, or 3.0 over the last 60 credit hours. See below for M.Arch. degree requirements.

College permission is required for admittance into Architecture design courses (ARCH 253, Arch 254, Arch 353, Arch 354, Arch 453, and Arch 454) and students must achieve a minimum grade of C in the previous studio course to enroll in the next sequential studio course.

Note: Students who have not been accepted into the third year curriculum may not enroll in architectural design courses. Students who have left the program may only re-enter the curriculum by application to the college admissions committee.

Required course work includes the university requirements (see regulation J-3) and:
Arch 151 Introduction to the Built Environment (3 cr)
Arch 154 Introduction to Architectural Graphics (3 cr)
Arch 243 Digital Design Tools for Architecture and Interior Design (3 cr)
Arch 244 Computer Aided Drafting and Modeling (2 cr)
Arch 253 Architectural Design I (3 cr)
Arch 254 Architectural Design II (4 cr)
Arch 266 Materials and Methods (3 cr)
Arch 353 Architectural Design III (6 cr)
Arch 354 Architectural Design IV (6 cr)
Arch 361 Structures I (3 cr)
Arch 362 Structures II (3 cr)
Arch 367 Building Technology I - Steel Structures (3 cr)
Arch 385 History of Architecture I (3 cr)
Arch 386 History of Architecture II (3 cr)
Arch 388 Architectural Theory (3 cr)
Arch 450 Architectural Programming (2 cr)
Arch 453 Architectural Design V (6 cr)
Arch 454 Architectural Design VI (6 cr)
Arch 461 Building Assemblies (3 cr)
Arch 462 Building Technology II - Concrete (2 cr)
Arch 463 Environmental Control Systems I (3 cr)
Arch 463L Environmental Control Systems I Lab (1 cr)
Arch 464 Environmental Control Systems II (3 cr)
Arch 464L Environmental Control Systems II Lab (1 cr)
Arch 466 Building Technology III - Seismic Design (2 cr)
Arch 483 Urban Theory and Issues (3 cr)
Art 110 Integrated Art and Design Communication (2 cr)
Art 112 Drawing as Integrated Design Thinking (2 cr)
Art 121 Integrated Design Process (2 cr)
LAr 251 Introduction to Principles of Site Design (3 cr)
Math 143 Pre-calculus Algebra and Analytic Geometry (3 cr)
Phys 111, Phys 111L General Physics I and Lab (4 cr)
RMat 365 Wood Building Technology (3 cr)

One of the following (3-4 cr):
Math 160 Survey of Calculus (4 cr)
Phil 202 Intro to Symbolic Logic (3 cr)
Stat 251 Statistical Methods (3 cr)
CS 112 Computational Thinking and Problem Solving (3 cr)

Courses to total 128-126 credits for this degree (including at least 3 cr of 200-level or above courses taken outside the disciplines of architecture; landscape architecture; art and design; interior design; and virtual technology and design; and 3 cr of 200-level or above courses taken within the disciplines; and at least 3 credits of 200-level or above courses taken in any discipline. (Credits earned in completion of an academic minor may be substituted).

Rationale: Curricular changes reduce the required undergraduate credits from 128 to 126, transform the building technologies sequence to be more integrated with the design studio, expand design theory content to improve student learning outcomes and are responsive to changes in the professions students enter upon graduation.

7. Make the following curricular changes to the B.I.D. in Interior Design

The Interior Design program is a four-year professional program that leads to a Bachelor of Interior Design. Our mission is to serve as Idaho's only public, accredited, professional interior design program by providing a strong interdisciplinary design experience through a curriculum accredited by the Council for Interior Design Accreditation (CIDA), allied research, and outreach
opportunities. We prepare our graduates to serve society through their professional and community work.

Due to the unique configuration and relationship between Architecture and Interior Design, students in the interior design program graduate with a major in interior design and a minor in architecture. Students can also minor in other disciplines of their choice. Students have the option of double majoring or completing seamless degrees in interior design and architecture over the period of seven years, thus graduating with a B.I.D. in interior design and an M.Arch. in architecture. Students must hold a minimum GPA of 2.50. A portfolio and transcript review will be conducted in the spring of the sophomore year. The portfolio, of no more than 10 pages, should be submitted in an 8-1/2" x 11" x 17" format. Results of the evaluation are made known to applicants by the first week of July.

College permission is required for admittance into Architecture and Interior Design studio courses (Arch 253, Arch 254, Arch 353, Arch 354, Arch 453, Arch 454 and ID 152, ID 254, ID 351, ID 352, ID 451, ID 452) and students must achieve a minimum grade of C in the previous Interior Design studio course to enroll in the next sequential studio course.

Required course work includes the university requirements (see regulation J-3) and:
Arch 151 Introduction to the Built Environment (2 cr)
Arch 154 Introduction to Architectural Graphics (3 cr)
Arch 243 Media in Architecture I (3 cr)
Arch 253 Architectural Design I (3 cr)
Arch 266 Materials and Methods (3 cr)
Arch 385 History of Architecture I (3 cr)
Arch 386 History of Architecture II (3 cr)
Arch 463 Environmental Control Systems I (3 cr)
Arch 463L Environmental Control Systems I Lab (1 cr)
Arch 464 Environmental Control Systems II (3 cr)
Arch 464L Environmental Control Systems II Lab (1 cr)
Arch 475 Professional Practice (3 cr)
Art 100 World Art and Culture (3 cr)
Art 110 Integrated Art and Design Communication (2 cr)
Art 112 Drawing as Integrated Design Thinking (2 cr)
Art 121 Integrated Design Process (2 cr)
Comm 101 Fundamentals of Public Speaking (2 cr)
ID 151 Introduction to Interior Design (3 cr)
ID 152 Interior Design I (3 cr)
ID 243 Digital Design Tools for Architecture and Interior Design (2 cr)
ID 244 Computer Aided Drafting and Modeling (2 cr)
ID 254 Architectural Design II (4 cr)
ID 281 History of Interiors I (3 cr)
ID 282 History of Interiors II (3 cr)
ID 332 Furniture Design and Construction (3 cr)
ID 344 Digital Design Tools for Interior Design (1 cr)
ID 351 Interior Design III (6 cr)
ID 352 Interior Design IV (6 cr)
ID 368 Materials and Specifications (3 cr)
ID 404 Special Topics (2 cr)
ID 410 Capstone Proposal Development (2 cr)
ID 443 Universal Design (3 cr)
ID 451 Interior Design V (6 cr)
ID 452 Interior Design VI (6 cr)

One of the following (3 cr):
Arch 385 History of Architecture I (3 cr)
Arch 386 History of Architecture II (3 cr)

Courses to total 125 credits for this degree

Distance Education Availability: More than 50% of the curricular requirements cannot be completed via distance.

Geographical Area Availability: Moscow

Rationale: Art 100 will be a required Humanities course with no added workload. The expansion of ID 332 from 3 credits to 4 credits is needed for enhanced content and time allocation no additional instructors will be hired and the change reflects the time current instructors are allocating. Technical core has changed from Arch/ID 243 and 244 at 4 credits total to Arch 243 and ID 344 at 4 credits total with no change in workload or instruction. Total credits required for the BID decrease from 125 to 124 addressing the need to encourage graduation in 4 years.

8. Make the following curricular changes to the Minor in Landscape Architecture

LArch 151 Introduction to the Built Environment (2 cr)
LArch 288 Planting Design Studio 1 (3 cr)
LArch 389 History of Landscape Architecture (3 cr)
LArch 480 The Emerging Landscape (3 cr)

Courses chosen from the following (7 cr):
LArch 154 Landscape Architecture Representation and Media 1 (3 cr)
LArch 210 Landscape Architecture Representation and Media 2 (2 cr)
LArch 254 Origins of Landscape Form (2 cr)
LArch 268 Landscape Construction 1 (2 cr)
LArch 269 Landscape Construction 2 (2 cr)
LArch 288 Planting Design Studio 1 (3 cr)
LArch 289 Planting Design Studio 2 (3 cr)
LArch 353 Landscape Architecture Studio 1 (3 cr)
LArch 355 Landscape Architecture Studio 2 (3 cr)
LArch 363 Landscape Architecture Studio 3 (3 cr)
LArch 365 Landscape Architecture Studio 4 (3 cr)
LArch 364 Summer Study Abroad Design Studio (6 cr) (with instructor’s permission)
LArch 368 Landscape Architecture Construction III (2 cr)
LArch 369 Landscape Architecture Construction 4 (2 cr)
LArch 382 Landscape, Language and Culture (2 cr) (with instructor’s permission)
LArch 390 Italian Hill Towns and Urban Centers (3 cr) (with instructor’s permission)
LArch 395 GIS Applications in Land Planning 1 (3 cr)
LArch 495 GIS Applications in Land Planning 2 (3 cr)
LArch 499 Directed Study (3-6 cr)

Courses to total 18 credits for this minor

Rationale: Add LARCH 254 Origins of Landscape Form (2 cr) to the list of optional course offerings that satisfy credits required for the landscape architecture minor.

9. Make the following curricular changes to the B.S.L.A. in Landscape Architecture

Students are typically accepted into the landscape architecture B.S.L.A. major as freshman or as transfer students. All new students whether freshman or transfer will be required to submit a portfolio of creative work at the end of their first year in the program. (Students are encouraged to include work from landscape architecture courses and any art or architecture courses they may
have taken.) A committee of faculty will review this portfolio along with each student's cumulative GPA to determine their eligibility to continue in the program. Portfolios are due no later than the Monday of No Examination Week. All students will be notified of their eligibility for the coming fall semester no later than three weeks after the last day of classes of spring semester.

All majors in the program must maintain at least a 2.5 cumulative GPA in landscape architecture major courses. Failure to do so will require the student to meet with their advisor and repeat the landscape architecture major courses that impact this overall GPA before advancing in the program.

On registering for a course offered by the program, the student agrees that the college may retain work completed by the student for display, instruction, and accreditation purposes.

Computer Equipment: beginning with the first year of the program, all landscape architecture students are required to have their own laptop computer and appropriate software for use in their courses.

Required course work includes the university requirements (see regulation J-3) and:
Arch 483 Urban Theory and Issues (3 cr)
Art 110 Integrated Art and Design Communication (2 cr)
Art 112 Drawing as Integrated Design Thinking (2 cr)
Art 121 Integrated Design Process (2 cr)
Biol 102, Biol 102L Biology and Society and Lab (4 cr)
Geol 101, Geol 101L Physical Geology and Lab (4 cr)
LArc 151 Introduction to the Built Environment (2 cr)
LArc 154 Landscape Architecture Representation and Media 1 (3 cr)
LArc 210 Landscape Architecture Representation and Media 2 (32 cr)
LArc 251 Introduction to Principles of Site Design (3 cr)
LArc 254 Origins of Landscape Form (2 cr)
LArc 268 Landscape Construction 1 (2 cr)
LArc 269 Landscape Construction 2 (2 cr)
LArc 288 Planting Design Studio 1 (3 cr)
LArc 289 Planting Design Studio 2 (3 cr)
LArc 310 Landscape Architecture Representation and Media 3 (2 cr)
LArc 353 Landscape Architecture Studio 1 (3 cr)
LArc 355 Landscape Architecture Studio 2 (3 cr)
LArc 358 Professional Office Practice, LA (2 cr)
LArc 363 Landscape Architecture Studio 3 (3 cr)
LArc 365 Landscape Architecture Studio 4 (3 cr)
LArc 368 Landscape Architecture Construction 3 (2 cr)
LArc 369 Landscape Architecture Construction 4 (2 cr)
LArc 380 Water Conservation Technologies (2 cr)
LArc 389 History of Landscape Architecture (3 cr)
LArc 395 GIS Applications in Land Planning 1 (3 cr)
LArc 453 Landscape Architecture Studio 5 (3 cr)
LArc 455 Landscape Architecture Studio 6 (3 cr)
LArc 463 Landscape Architecture Studio 7 (3 cr)
LArc 465 Landscape Architecture Studio 8 (3 cr)
LArc 480 The Emerging Landscape (3 cr)
Math 143 Pre-calculus Algebra and Analytic Geom (3 cr)
Soil 205 The Soil Ecosystem (3 cr)
WLF 440 Conservation Biology (3 cr) or other related course approved by faculty committee

One of the following (3-4 cr):
Biol 314 Ecology and Population Biology (4 cr)
For 221 Ecology (3 cr)
REM 221 Ecology (3 cr)
Courses to total 128 credits for this degree

Recommended electives:
Art 380 Digital Imaging (3 cr)
CSS 486 Public Involvement in Natural Resource Management (3 cr)
Fish 430 Riparian Ecology and Management (3 cr)
For 235 Society and Natural Resources (3 cr)
Geol 335 Geomorphology (3 cr)
LArc 364 Summer Study Abroad Design Studio (6 cr)
LArc 382 Landscape, Language and Culture (2 cr)
LArc 390 Italian Hill Towns and Urban Centers (3 cr)
LArc 495 GIS Applications in Land Planning 2 (3 cr)
Phil 452 Environmental Philosophy (3 cr)
VTD 245 Advanced Modeling (3 cr)
VTD 266 Animation (3 cr)
VTD 271 Interactive Technologies (3 cr)

Rationale: This is a request to Drop WLF 440 Conservation Biology (3 cr) as a required course for the Landscape Architecture B.S.L.A degree and to add one additional credit to LArc 210 and LArc 310. This will change the total credits required for the degree to 127 (currently is 128).

Our reasons for this request are as follows:

LArc 210 and 310 meet the requirements for three credit hours but are currently offered as 2 credit courses.

We have designed these 2 courses as second and third in a three course sequence with LArc 154 introducing students to design concept graphics, diagramming, traditional landscape architecture plan, section and perspective graphics as well as color rendering and Photoshop interpretation. LArc 210 introduces students to AutoCAD and specific site design digital tools as well as Sketchup; and 310 extending the 210 emphasis on digital rendering and animation using Lumion, a professional standard particularly suited to landscape architecture.

We will continue to require FOR 221 Ecology and SOIL 205 Soil Ecology and encourage qualified students to take WLF 440 as an elective.

10. Make the following curricular changes to B.S. in Virtual Technology and Design

This is a four-year curriculum leading to a B.S. in Virtual Technology and Design. After the first year of study, academic achievement is reviewed to determine eligibility for continued study in VTD. Only students with a 2.5 or higher grade-point average are eligible to continue in the studio sequence. Another review is conducted at the end of the second year of study. Applicants to the second and third year are required to submit an electronic media based portfolio containing examples of their art and design work. Applicants should contact the program coordinator regarding acceptable media formats. The submission should also contain a transcript of any college work outside the UI. The deadline for third year applications is the close of the spring semester. Results of the evaluation will be made known to applicants by the end of June. Students accepted into the third and fourth years of the curriculum are required to maintain a minimum GPA of 3.0 and to receive a grade of ‘C’ or higher in all required VTD courses.

Note: Students who have not been accepted into the second year of the curriculum may not enroll in VTD 200 level design courses. Students who have not been accepted into the third year of the curriculum may not enroll in VTD 300 level design courses. Students who have left the program
or fail a design studio course may only re-enter the curriculum by application to the program admissions committee.

Required course work includes the university requirements (see regulation J-3) and:

Art 110 Integrated Art and Design Communication (2 cr)
Art 112 Drawing as Integrated Design Thinking (2 cr)
Art 121 Integrated Design Process (2 cr)
CS 112 Computational Thinking and Problem Solving (3 cr)
Math 143 Pre-calculus Algebra and Analytic Geometry (3 cr)
Phys 111, Phys 111L General Physics (4 cr)
VTD 151 Virtual World Building 1 (2 cr)
VTD 152 Introduction to Virtual Design Virtual World Building 2 (2 cr)
VTD 153 Virtual World Building 3 (2 cr)
VTD 154 Virtual World Building 4 (2 cr)
VTD 244 Introduction to 3D Modeling (3 cr)
VTD 245 Advanced Modeling (3 cr)
VTD 246 Advanced Lighting and Materials (3 cr)
VTD 253 Virtual Design I (3 cr)
VTD 254 Virtual Design II (3 cr)
VTD 266 Animation (3 cr)
VTD 271 Interactive Technologies (3 cr)
VTD 355 Virtual Design III (4 cr)
VTD 356 Virtual Design IV (4 cr)
VTD 367 Advanced Animation (3 cr)
VTD 372 Advanced Interactive Technologies (3 cr)
VTD 400 Seminar (3 cr)
VTD 457 Capstone Design Studio I (6 cr)
VTD 458 Capstone Design Studio II (6 cr)

Two history or theory courses, that are associated with the disciplines of architecture, art, film, media, music or theatre, with approval of the VTD program (6 cr).

Three directed elective courses that allow a student to develop an emphasis area or breadth in a supporting discipline, with approval of VTD program (8-9cr).

Courses to total 120 credits for this degree

**Distance Education Availability:** More than 50% of the curricular requirements cannot be completed via distance

**Geographical Area Availability:** Moscow

**Rationale:** Four consecutive courses during the freshman year (VTD 151 – VTD 154) will provide a more comprehensive introduction to the workflows, technologies, and design processes required for introductory virtual world building. The four classes (2 cr. each) incorporate introductory modeling, animation, lighting and textures, environmental design, character design, and interactivity in a iterative manner. Students are tasked with creating a virtual world complete with interactive characters within the first semester of the program. Along with the design and construction, students will discuss and explore firsthand the theoretical aspects of virtual world building. In the second semester they will be asked to create more complex environmental designs and virtual characters with more complex behaviors and interactivity.

The material covered in VTD 244 (Introduction to 3D modeling) and VTD 266 (Introduction to Animation) will be incorporated into the VTD 151-154 and the new courses will provide a better introduction to the material through iterative practice. Students will achieve learning objectives at an intermediate level at the end of the freshman year.