

**College of Art and Architecture  
Proposed Catalog Changes  
Effective Summer 2018**

**ARCHITECTURE**

1. Make the following curricular changes to the **Major in Architecture (M.Arch.)**:

Candidates must fulfill the requirements of the College of Graduate Studies and the Architecture program. Twenty-four of the 45 credits required for this degree must be at the 500 level, including the following courses: ARCH 510 Graduate Seminar (2 cr), ARCH 553 Architectural Design VII (6 cr), ARCH 554 Architectural Design VIII (6 cr), and ARCH 556 Architectural Design IX (6 cr). The remaining courses required to complete credits for this degree may be 400- or 500-level architecture courses or 300- or 400-level courses in supporting areas.

**Required courses include:**

ARCH 510	Graduate Project Seminar	3 cr
ARCH 553	Integrated Architectural Design	6 cr
ARCH 554	Architectural Design: Vertical Studio	6 cr - Max 12 cr
ARCH 556	Graduate Project	6 cr
ARCH 568	Technical Integration in Design	3 cr
ARCH 575	Professional Practice	3 cr

**Graduate Architecture Electives selected from the following (6 cr):**

ARCH 502	Directed Study	1-16 cr
ARCH 504	Special Topics	1-16 cr
ARCH 511	Native American Architecture	3 cr
ARCH 512	Identity and Place in Global Space	3 cr
ARCH 513	Architectural Theory: Modernism into Postmodernism	3 cr
ARCH 520	Architectural Research Methods	3 cr
ARCH 521	China Program Preparation Seminar	2 cr
ARCH 522	China's Urbanization Seminar	2 cr
ARCH 523	Cultural & Ethical Issues in Global Architectural Practice	2 cr
<a href="#">ARCH 552</a>	<a href="#">Alternative Graduate Design Experience</a>	<a href="#">6 cr</a>
ARCH 570	Natural Lighting	3 cr
ARCH 571	Building Performance Evaluation	3 cr
ARCH 572	Integrated Design Seminar	1 cr - Max 4 cr
ARCH 573	Daylight Design and Simulation	3 cr
ARCH 574	Building Performance Simulation for Integrated Design	3 cr
ARCH 580	British Green Architecture	2 cr
ARCH 585	Urban Design Seminar	3 cr
ARCH 599	Non-thesis Master's Research	1-16 cr

Equivalentents must be approved by the graduate program coordinator. Graduate students without an undergraduate architecture degree may also earn an accredited M.Arch. degree. Those students are placed in the program according to their academic qualifications, and depending on the background of the applicant, up to six years of study may be required to complete the degree requirements. Candidates must fulfill the requirements of the College

of Graduate Studies and the Architecture program. Master of Architecture degree requirements are listed above.

**Distance Education:** 50% or more of curricular requirements cannot be completed via distance

**Geographical Area:** Moscow, Boise

**Rationale:** Add an existing course (Arch 552 Alternative Graduate Experience ) that is listed in the catalog as a course, but is not included in the Architecture Graduate Curriculum as an elective.

## ART AND DESIGN

1. Change the following courses:

### Art 221 Introduction to Graphic Design (3 cr)

Creative problem solving with emphasis on two dimensional 2-D solutions to formal and conceptual design problems; fundamental design principles are reiterated and developed into visual communication translation of concept into form using word, and image, and layout; introduction to graphic design theory. Design process, prototyping and industry standard software will be used. Recommended Preparation: Working knowledge of digital design software or Art 216 (strongly recommended). Two 3-hr studios a wk and assigned work.

~~Prereq: Art 121-122 or Permission~~

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Course description updated to reflect current terminology and practice. The reasons for removing prerequisites are: basic design principles are covered through design with type and image; students will develop necessary competencies to be successful in the class; and transfer students will be accommodated and their transitions will go smoothly. Adding recommended reparation is to better clarify the expectations and to correlate with other design courses.

### Art 222 Introduction to Typography (3 cr)

~~Continued translation of concept into form~~ Visual communication design with emphasis on typography, letterforms, and typographic syntax. ~~The potential of type as image is emphasized;~~ Ideas are developed into thoughtful visual communication through the exploration of typographic conventions and the use of type as image. Introduction to history and theory of typography. Working knowledge of digital design software or Art 216 (strongly recommended). Two 3-hr studios a wk and assigned work.

~~Prereq: Art 121-122 or Permission~~

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Course description updated to reflect current terminology and practice. The reasons for removing prerequisites are: basic design principles are covered through design with type and image; students will develop necessary competencies to be successful in the class; and transfer students will be accommodated and their transitions will go smoothly. Adding recommended

reparation is to better clarify the expectations and to correlate with other design courses.

### Art 271 Interaction Design I (3 cr)

Introduction to ~~interactive design methodologies,~~ [User Experience \(UX\) and User Interaction \(UI\) design practices](#), including usability strategies and [user testing, with emphasis on design and development for mobile devices](#). ~~best practices for interaction design. Various industry standard software and Open Source Tools will be introduced. Relevant industry standard programming languages will be covered throughout semester.~~ Exercises and projects assigned will address production project workflows including: project proposal, ~~mind mapping, wireframes & flowcharts, layout design, and technical development.~~ [product identity, design personas, user personas, development of user interfaces, documentation of product user flows, and live prototyping using industry standard software.](#) ~~Two 3-hr studios a week and assigned work.~~ Recommended Preparation: ~~Basic~~ [Working](#) knowledge of digital design software or Art 216 (strongly recommended).

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Updates Interaction Design terminology to current industry standards, and clarifies deliverables for project work. No added workload.

### Art 272 Experiential Design I (3 cr)

Introduction to Experiential Design. ~~strategies and methodologies that focus upon i~~mmersive storytelling, ~~and~~ place making, ~~and theming and the interfaces that connect content to environments.~~ Exercises and projects ~~assigned will analyze and~~ explore [a variety of scenarios, including retail and dining, entertainment, and cultural and educational venues](#). ~~the use of rich media, technology, and interface design.~~ ~~Two 3-hr studios a week and assigned work.~~ Recommended Preparation: ~~Basic~~ [Working](#) knowledge of digital design software or Art 216 (strongly recommended).

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Updates Experiential Design terminology to current industry standards, and clarifies deliverables for project work. No added workload.

### Art 321 Graphic Design: Concepts (3 cr, max 6)

Advanced design problems that center on individual development and the exploration of contemporary design issues. The conceptual potential of words and images is emphasized. [Individual and group work.](#) Two 3-hr studios a wk and assigned work.

**Prereq:** Art 221 and 222, or Permission

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Course description updated to reflect current terminology and practice.

### Art 322 Graphic Design: Studio (3 cr, max 6)

~~Graphic problem solving~~ [Visual communication design and problem solving](#) in the community environment; [strategies for](#) client interaction, project presentation and production [preparation are practiced techniques for the graphic designer.](#) Two 3-hr studios a wk and assigned work.

**Prereq:** Art 221 and 222, or Permission

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Course description updated to reflect current terminology and practice.

**Art 370 Intermediate/Advanced Interaction + Experiential Design (3 cr, max 9)**

~~Advanced analysis of interaction and experiential design and development strategies and methodologies. Emphasis on individual development in conceptual and technical abilities. Collaboration, installation and exhibition of work outside of class may be assigned.~~ Building on the coursework of ART 271 and 272, intermediate/advanced combination of both the built environment and virtual experiences as expressed in the development of individual, term-length projects. Two 3-hr studios a week and assigned work.

**Prereq:** Art core, Art 216, ~~and~~ Art 271 ~~or~~ and Art 272; or Permission

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Clarifies degree track within the Interaction Design Emphasis Area, and further clarifies that ART 271 and 272 lead to 370.

No added workload. Add ART 216 for prerequisite is to reinforce the foundation of digital literacy to better prepare students.

**Art 515 (s) Art Faculty Studio (3-6 cr, max 12)**

Open only to art majors. Studio research taken with support of art & design faculty group; ~~from the entire art faculty; students are required to arrange~~ at least two three intensive studio critiques/faculty presentations required each semester.

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** Department work load is not changing. This description better clarifies the impact and expectations of this course.

2. Drop the following courses:

**Art 510 Gallery (1-3 cr, max 6)**

Descriptive analysis of gallery functions; hands-on student participation installing, packaging art works for shipping, lighting, promotions, advertising and marketing; speakers series of professionals in the field or allied areas; e.g., gallery directors, artists as presenters/installers, professional art movers.

**Prereq:** Permission of UI Gallery director

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** This course has been discontinued as Art 597 (s) Practicum (3 cr, max 6) fulfills its contents.

**BIOREGIONAL PLANNING AND COMMUNITY DESIGN**

1. Add and joint list the following courses:

**BIOP J423/J523 Planning Sustainable Places (3 cr)**

This course discusses the concept of sustainable development and its promises and pitfalls as a leading concept for the planning and design of communities. The course provides an overview of the different interpretations of sustainability and discusses the usefulness of these interpretations for planning in the context of the communities we live in.

**BIOP 523 Planning Sustainable Places (3 cr)**

See BIOP J423/J523.

**Available via distance:** Yes

**Geographical Area:** Online

**Rationale:** The Bioregional Planning program was part of the university wide Sustainable Communities Initiative. For some reason, the program never developed a course about sustainable communities. The course was developed as an online course last year and will add minimal additional work for the program.

The course is offered as both a graduate and undergraduate level course with slight differences in reading requirements but most importantly, undergraduate students are not required to write a paper demonstrating in-depth understanding of the relationship between sustainable development and local planning efforts.

**INTERIOR DESIGN**

1. Change the following courses:

**ID 344 Digital Design Tools for Interior Design (~~4~~2 cr)**

Introduction to software programs, with emphasis on Revit, for use in designing environments. Including but not limited to 3-D modeling. Meets ~~once~~twice per week.

Coreq: ID 351 or Permission

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** The course now meets twice per week instead of just once, so credit hours and course description have been revised to reflect this. Course needs and content demand more time necessary for applied projects and enhanced student learning. Compatible with completing degree in a timely manner.

**ID 368 Materials and Specifications (3 cr)**

In-depth study of interior finishes, materials, and products; emphasis on performance characteristics, manufacturing methods, testing, codes, specifications, and professional liability. Field trips reqd at student expense. ~~Recommended Preparation: FCS 123.~~

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** The FCS 123 course referenced as recommended preparation is no longer offered to interior design students. Content is already integrated into ID 368 course per program accreditation standards, so preparation reference is no longer necessary.

### **ID 451 Interior Design V (6 cr)**

Advanced problems in mixed use contract interior design requiring synthesis of related course work into comprehensive design resolution that communicates design impact on sense of place and place making; projects will seek to refine the design decision making process by requiring in-depth programming, client participation, and development beyond schematic phases, e.g., integration of building systems, lighting design, interdisciplinary investigation, and understanding of cultural/environmental context. Nine hrs of studio a wk and assigned work; field trips reqd at student expense; some class jury sessions will meet outside of scheduled hours. Recommended Preparation: ~~Arch 244 and~~ ID 443.

**Prereq:** ID 352

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** The Arch 244 course referenced as recommended preparation is no longer offered and the content for that course is addressed as a part of a different course (ID 344) that is already noted as co-requisite for an earlier studio (ID 351). Therefore, the preparation reference is unnecessary.

## **LANDSCAPE ARCHITECTURE**

1. Drop the following courses:

### **LArc 550 Landscape Architecture Studio 1 (3 cr)**

See LArc J353/J450/J550.

### **LArc 551 Landscape Architecture Studio 6 (3 cr)**

See LArc J455/J551.

### **LArc 552 Landscape Architecture Studio 3 (3 cr)**

See LArc J363/J454/J552.

### **LArc 553 Landscape Architecture Studio 8 (3 cr)**

See LArc J465/J553.

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** LARC 550, 551, 552, LARC 553 – Graduate Bridging Studios  
Last year, the graduate bridging studios were reorganized and renumbered to be more compatible with the undergraduate studios that deliver similar content, so that the undergrad and bridging studios could be offered together. This creates efficiency in course delivery, and engages the first-professional MLA students with undergraduate students that are at a similar level in the professional curriculum. However, this reorganization did not remove the previously existing graduate level studio courses that were intended to achieve the same level of development in the bridging year MLA students. We are now

requesting that these courses be removed from the catalogue: LARC 550 Landscape Architecture Studio 1, LARC 551 Landscape Architecture Studio 6, LARC 552 Landscape Architecture Studio 3, LARC 553 Landscape Architecture Studio 8. *[Editor's Note: Undergraduate levels are unchanged]*

## VIRTUAL TECHNOLOGY AND DESIGN

1. Change the following course:

### VTD 367 ~~Advanced Animation~~ VFX Visual Effects (3 cr)

Exploration of methods used for visual and experiential communication, problem solving, and storytelling through linear and interactive 3D computer generated animation. Three 1hr lecture/lab a wk and associated work. (Spring only)

**Prereq:** VTD 266 or Permission

**Available via distance:** No

**Geographical Area:** Moscow

**Rationale:** The name change from VTD367: Advanced Animation to VTD367: VFX Visual Effects more closely describes the content of the course and aligns to the course curriculum. This change will have minimal impact to the VTD program and instructors.

2. Make the following curricular changes to the **Major in Virtual Technology and Design (B.S.)**:

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
PHYS 111	General Physics I	3 cr
PHYS 111L	General Physics I Lab	1 cr
VTD 151	Virtual World Building 1	2 cr
VTD 152	Virtual World Building 2	2 cr
VTD 153	Virtual World Building 3	2 cr
VTD 154	Virtual World Building 4	2 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 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	1-16 cr
VTD 457	Capstone Design Studio I	6 cr
VTD 458	Capstone Design Studio II	6 cr

**One of the following (3-4 cr):**

MATH 143	<del>Pre-calculus Algebra and Analytic Geometry</del>	<del>3 cr</del>
MATH 160	<del>Survey of Calculus</del>	<del>4 cr</del>
MATH 170	<del>Analytic Geometry and Calculus I</del>	<del>4 cr</del>
MATH 175	<del>Analytic Geometry and Calculus II</del>	<del>4 cr</del>

**History or Theory Courses (~~6~~12 cr):**

~~Two~~ History or Theory Courses ~~6~~12 cr

*Minimum one (3 cr) 400-level. Must be associated with the disciplines of architecture, art, film, media, music or theatre, with approval of the VTD program.*

**Directed Electives (8-9 cr):**

Three Directed Elective Courses 8-9 cr

*Elective Courses that allow a student to develop an emphasis area or breadth in a supporting discipline, with approval of VTD program.*

**Courses to total 120 credits for this degree**

**Distance Education:** 50% or more of curricular requirements cannot be completed via distance

**Geographical Area:** Moscow

**Rationale:** The VTD program requests to change from 6 required credits for History/Theory courses to 12 credits in order to meet the minimum NASAD accreditation standards. VTD approved history/theory courses will be updated yearly and published for students, faculty and advisors. Advisors will be trained to select supporting history/theory courses associated with the disciplines of architecture, art, film, media, music or theatre, that have approval of the VTD program. The VTD program also requests to will remove the base Math requirements but will still require Physics 111 which Math 143 is a prerequisite and will not affect the minimum standards expected for VTD students entering the program. Not making this curricular requirement shift may hinder NASAD accreditation.