

**College of Art and Architecture
Proposed Catalog Changes
Effective Summer 2019**

ARCHITECTURE

1. Make the following curricular changes to the **Architecture Minor**:

ARCH 151	Introduction to the Built Environment	3
ARCH 385	Global History of Architecture	3
ARCH 386	Global History of Architecture II	3
Select 10 credits from the following:		10
ARCH 154	Introduction to Architectural Graphics	
ARCH 253	Architectural Design I	
ARCH 254	Architectural Design II	
ARCH 266	Materials and Methods	
ARCH 388	Architectural Theory	
ARCH 463	Environmental Control Systems I	
ARCH 464	Environmental Control Systems II	
ARCH 483	Urban Theory and Issues	
LARC 251	Introduction to Principles of Site Design	
Total Hours		19

Courses to total 19 credits for this minor

Rationale: Adding the Architectural Theory course to Architecture's Minor options will not increase faculty workload because the course already exists. Adding the course to the Architecture Minor is consistent with what the architecture faculty have deemed as an appropriate option for understanding and appreciating architecture.

LARC 251 is no longer a required class in the architecture curriculum.

2. Make the following curricular changes to the **Architecture Major (B.S.Arch.)**:

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

ARCH 151	Introduction to the Built Environment	3
ARCH 154	Introduction to Architectural Graphics	3
ARCH 243	Media in Architecture	3
ARCH 253	Architectural Design I	4
ARCH 254	Architectural Design II	4
ARCH 266	Materials and Methods	3

ARCH 353	Architectural Design III	6
ARCH 354	Architectural Design IV	6
ARCH 361	Structural Systems I	3
ARCH 362	Structural Systems II	3
ARCH 385	Global History of Architecture	3
ARCH 386	Global History of Architecture II	3
ARCH 388	Architectural Theory	3
ARCH 454 & 454	Architectural Design: Vertical Studio and Architectural Design: Vertical Studio (Must be taken twice for credit)	12
ARCH 461	Building Assemblies	3
ARCH 463	Environmental Control Systems I	3
ARCH 463L	Environmental Control System I Lab	1
ARCH 464	Environmental Control Systems II	3
ARCH 464L	Environmental Control System II Lab	1
ARCH 483	Urban Theory and Issues	3
ART 110	Integrated Art and Design Communication	2
ART 112	Drawing as Integrated Design Thinking	2
ART 121	Integrated Design Process	2
LARC 251	Introduction to Principles of Site Design	3
PHYS 111	General Physics I	3
PHYS 111L	General Physics I Lab	1
Select one of the following:		3-4
CS 112	Computational Thinking and Problem Solving	
MATH 160	Survey of Calculus	
MATH 170	Analytic Geometry and Calculus I	
MATH 175	Analytic Geometry and Calculus II	
PHIL 202	Introduction to Symbolic Logic	
STAT 251	Statistical Methods	

Total Hours**86-87~~89-90~~**

Courses to total 124 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: Architectural accreditation requires that every program produce consistent evidence of certain “student performance criteria;” for the sake of consistency and reliability, the architecture program is addressing all “SPC’s” within the framework of existing architecture courses. Thus the site design course is no longer needed for this purpose and therefore should no longer be “required,” and will be moved to the status of “recommended elective.”

Survey of Calculus is not necessary for understanding the field of architecture nor is it necessary for architectural accreditation. The elimination of the course will lower the overall credit load to 123 credits which is closer to the minimum University of Idaho undergraduate requirement of 120 credits.

ART AND DESIGN

1. Add the following course:

ART 513 Pedagogy Seminar

3 credits

This seminar designed for Graduate students teaching and/or interested in teaching in higher-ed creative classrooms. Assignments and discussions designed to further critical awareness and build adaptive strategies that foster engagement in a contemporary, creative classroom

Prereq: Instructor permission

Available via distance: No

Geographical Area: Moscow

Rationale: This course was offered as a special topics course in Fall 2017 & 2018 to better foster Graduate Students teaching as instructors of record and/or interested in teaching 100 & 200 level courses in the Art + Design Program. It has been a successful addition to our graduate program as it offers more professional support. It has been & will continue to be taught by the foundations program coordinator. [510 unavailable; 513 assigned]

2. Change the following courses:

ART 111 Drawing I

23 credits

Freehand drawing; emphasis on expressive use of materials. Two ~~23~~-hour studios a wk.

Rationale: Drawing is the most fundamental skill for both artists and designers. The additional credit will allow for longer drawing sessions and an expanded set of exercises.

ART 495 ~~BFA Senior Thesis~~Critical Art Writing Seminar

23 credits, ~~max 4~~

Gen Ed: Senior Experience

Open only to B.F.A. Art and Design majors who have been admitted to the professional program through the BFA Art and Design Review. ~~BFA majors take 2 semesters. Preparation of thesis, portfolio, and senior exhibition.~~ Writing portfolio includes: visual analysis, short essay, statement of intent, artist's statements, and other pertinent types of writing.

Prereq: Senior standing and completion of 15 cr in 300-level art courses with a minimum grade of C and a minimum GPA of 2.75.

Available via distance: No

Geographical Area: Moscow

Rationale: The thesis class has, in the past, focused on the development of one document. The new course would introduce students to a variety of writings and better coalesce with their creative portfolio and professional practice. The course would be offered once a year for 3 credits instead of twice a year for 2 credits.

BIOREGIONAL PLANNING AND COMMUNITY DESIGN

1. Change the following courses:

BIOP 520 Introduction to Bioregional Planning

3 credits

This class introduces ~~first semester Bioregional Planning and Community Design~~ students to bioregional planning concepts and ~~current implementation practices.~~ [shows the difference between “traditional” planning and bioregional planning, and explores the relevance of “traditional” planning and bioregional planning for communities in the American West.](#)

Available via distance: Yes

Geographical Area: Moscow, Boise

Rationale: Course description changed to better represent course content.

BIOP 522 Bioregional Planning Methods

3 credits

This is an overview course of the methods used in making evidence based decisions in regional planning. This course [covers the most common ways that planners collect and analyze data. The course specifically focuses on the challenges of the collection, analysis and evaluation of data within the setting of non-metropolitan areas and rural communities.](#) ~~will focus on the scientific method, statistics, hypothesis testing, regression analysis, spatial analysis, qualitative analysis, and design methods; giving students a feel for power and limitations of each.~~

Available via distance: Yes

Geographical Area: Moscow, Boise

Rationale: Course description changed to better represent course content.

BIOP 530 ~~Public~~ Planning Theory and Process

~~2 to~~ **3 credits**

Seminar provides a historical and theoretical basis to address the application of knowledge to public and political decisions and the ethics of professional practice within public and non-governmental settings. Readings, discussions, and essays ~~will~~ focus on underlying traditions and

assumptions, cultural contexts, social justice and “planner” roles. ~~Non-majors may choose to take the course for two credits, which will not include a professional ethics segment.~~

Available via distance: Yes

Geographical Area: Moscow, Boise

Rationale: Course has no prerequisites and can be taken by majors and non-majors. Planning ethics are an essential element of this course and are equally important for majors and non-majors. Therefore the 2 credit option should not be included as an option for non-majors.

INTERIOR DESIGN

1. Add a course:

ID 231 Design Communication

2 credits

Development of Design Communication tools and practices relevant to interior design, including presentation techniques using various materials/methods for communication of interior design processes and solutions, as well as development of interior design branding and portfolios.

Prereq: Admission to Second Year / Sophomore Standing

Available via distance: No

Geographical Area: Moscow

Rationale: Program level portfolio and project review assessments found design communication skills an area in need of strengthening. In response, this course was developed and offered as an ID 404 Special Topics. Student communication skills and portfolios have seen marked improvement since the introduction of the course. These are used as assessment measures that are tracked for assessment as well as for accreditation documentation. This proposal is to make the course permanent.

2. Make the following changes to the **Interior Design Major (B.I.D.):**

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 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 11" x 17" format.~~ Results of the evaluation are made known to applicants in July.

Program(s) permission is required for admittance into Architecture and Interior Design studio courses:

ARCH 253	Architectural Design I	4
ARCH 254	Architectural Design II	4
ID 152	Interior Design I	3
ID 254	Architectural Design II	4
ID 351	Interior Design III	6
ID 352	Interior Design IV	6
ID 451	Interior Design V	6
ID 452	Interior Design VI	6

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 385 or ARCH 386	Global History of Architecture Global History of Architecture II	3
ARCH 151	Introduction to the Built Environment	3
ARCH 154	Introduction to Architectural Graphics	3
ARCH 243	Media in Architecture	3
ARCH 253	Architectural Design I	4
ARCH 266	Materials and Methods	3
ARCH 463	Environmental Control Systems I	3
ARCH 463L	Environmental Control System I Lab	1
ARCH 464	Environmental Control Systems II	3
ARCH 464L	Environmental Control System II Lab	1
ARCH 475	Professional Practice	3
ART 100	World Art and Culture	3
ART 110	Integrated Art and Design Communication	2
ART 112	Drawing as Integrated Design Thinking	2
ART 121	Integrated Design Process	2
COMM 101	Fundamentals of Public Speaking	2
ID 151	Introduction to Interior Design	3
ID 152	Interior Design I	3
ID 231	Design Communication	2
ID 254	Architectural Design II	4
ID 281	History of the Interior I	3
ID 282	History of the Interior II	3

ID 332	Furniture Design and Construction	4
ID 344	Digital Design Tools for Interior Design	2
ID 351	Interior Design III	6
ID 352	Interior Design IV	6
ID 368	Materials and Specifications	3
ID 404	Special Topics	2
ID 410	Capstone Proposal Development	2
ID 443	Universal Design	3
ID 451	Interior Design V	6
ID 452	Interior Design VI	6

Total Hours

9799

Courses to total ~~126~~128 credits for this degree

Available via distance: Less than 50% of curricular requirements can be completed via distance

Geographical Area: Moscow

Rationale: Portfolio submissions are accepted in a digital or hardcopy format and submission guidelines are included in the application form, so this statement regarding specific format/sizing has been removed from the program curriculum summary of the catalog.

The ID 231 Design Communication course is being added after it was offered (as an intervention) for two years as a special topics course to address assessment results over the past four years (closing the loop, assessment plan 2017-2018 as well as accreditation standards and capacity building in design communication, portfolio preparation (used as direct measure in assessment), and beginning professional practice pathway. Through documented portfolio review results it became evident that instruction in these areas is needed at the sophomore level as a retention strategy for interior design, as well as developing students' capacity earlier on in their curriculum.

VIRTUAL TECHNOLOGY AND DESIGN

1. Add the following courses:

VTD 101 Introduction to Virtual Reality

3 credits

This course explores introductory design methods for virtual reality (VR) design and technical application. Designed to allow students the ability to rapidly develop their programming, and technical design skills required to produce VR experiences. Three 1hr online lecture/lab a wk and associated work.

Available via distance: Yes

Geographical Area: Moscow

Rationale: The VTD program requests to develop a new course VTD 101: Introduction to Virtual Reality, for the potential of offering dual credit options for fundamental programming/technology training in VR (Fall 2019). This course will also be used to facilitate transfer students who come from community colleges or programs where fundamental VR training is not taught. The VTD program ultimately wishes offer and to support this course through Dual Credit.

VTD 201 (s) History and Theory of VR

3 credits

This seminar course is designed to develop the historical and philosophical understanding of virtual reality (VR) technology and its cultural evolution. The course will explore the formal description of VR technology and interpret recent psychological theories of VR knowledge construction.

Prereq: VTD 154

Available via distance: Yes

Geographical Area: Moscow

Rationale: The VTD program developed a new 204 Special Topic course for Fall2017, 2018 and Spring 2018, 2019 and increased the program's required History and Theory credits (12 total) to meet NASAD accreditation requests (approved 2017). The VTD program now wishes to formalize the 204:ST course to a permanent line: VTD 201. This History/Theory seminar course makes the VTD program compliant to NASAD accreditation standards. This course will be taught by a current VTD faculty member or qualified Graduate student(s) on a dedicated TA line.

VTD 301 (s) Theory and Applications of VR

3 credits

This seminar course is designed to develop the student's understanding of virtual reality (VR) design theory and application. The course will challenge students to develop new concepts for VR that have the potential to significantly impact society and expand on current concepts of the built environment.

Prereq: VTD 201 or permission

Available via distance: Yes

Geographical Area: Moscow

Rationale: The VTD program developed a new 204 Special Topic courses for Fall2017, 2018 and Spring 2018, 2019 and change the program requirements to add additional History and Theory credits (12 total) to meet NASAD accreditation requests (approved). The VTD program now wishes to formalize the 204:ST course to a permanent line as, VTD 301. This additional History/Theory course will make the VTD program compliant to NASAD accreditation standards and the course will be taught by a current VTD faculty member with no additional teaching load.

2. Change the following courses:

VTD 271 ~~Interactive Technologies~~ XR-1

3 credits

~~Exploration of technologies to create and deliver interactive and immersive applications. Focus on navigation, way-finding and behavior issues associated with virtual environments.~~ Designed to introduce students to the art and science of Cross-Reality (XR) Technology and explores mixed methods of technologies that create and deliver interactive and immersive applications.

Two 1-1/2hr lecture/lab a wk and associated work. (Fall only)

Prereq: VTD 154 ~~244~~ or Permission.

Available via distance: No

Geographical Area: Moscow

Rationale: The change from VTD271: Interactive Technologies, to VTD271: XR-1, more closely describes the content of the course and aligns to the course curriculum. The change of Prereq from VTD 244 to VTD 154 aligns with the current program course guidelines. These changes will have no impact to the VTD program and instructors.

VTD 372 ~~Advanced Interactive Technologies~~ XR-2

3 credits

~~Exploration of advanced methods for the creation and delivery of interactive and immersive applications. Focus on object-oriented, event-driven environments and Virtual Reality technologies.~~ Designed to develop advanced methods for the creation and delivery of Cross-Reality (XR) environments and to further develop the necessary skillsets required for XR interactions (object-oriented and event-driven). Two 1-1/2hr lecture/lab a wk and associated work. (Spring only)

Prereq: VTD 154 ~~244~~ and VTD 271; or Permission.

Available via distance: No

Geographical Area: Moscow

Rationale: The change from VTD 372: Advanced Interactive Technologies, to VTD 372: XR-2, more closely describes the content of the course and aligns to the course curriculum. The change of Prereq from VTD 244 to VTD 154 aligns with the current program course guidelines. These changes will have no impact to the VTD program and instructors.

VTD 400 (s) Seminar

~~Credit arranged.~~ 3 credits

A senior seminar course that travels twenty-five years into the future by analyzing historic time lines of emerging singularity events that will significantly impact students' design careers. Concepts ranging from life expectancy, computer processing power, artificial intelligence, cross-reality, trans-humanism and a plethora of various contemporary influences are discussed while they prepare to present their "career" as they see it twenty-five years into the future. Projects

range from network maps, written research reports, pecha kucha presentations and video animations, ultimately culminating in a self-directed vision of the future. Two 1 1/2hr seminar/lecture a week and associated work.

Prereq: VTD 356

Available via distance: Yes

Geographical Area: Moscow

Rationale: The VTD 400: Senior Seminar needs to change from variable credit to the required 3 credits. Many students are signing up for 1 credit on accident.