

# School of Architecture

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## Mission

The School of Architecture combines teaching, research and service to proactively develop the discipline of creative and innovative problem solving to address the needs of our society.

The mission of the Architecture program is to prepare college graduates for entry into design and management positions in the profession, to attend graduate school, and to obtain professional registration.

The mission of the Construction Science program is to empower students to assume a broad range of professional positions in the construction industry.

The mission of the Digital Media Arts program is dedicated to educating and training students for significant roles as practitioners and leaders in graphic design, digital art, interactive media, and design research.

The mission of the Community Development graduate program prepares graduates to address the needs of our society, develop leadership roles in rebuilding cities, and improve the quality of the built environment.

## Vision

Graduates of the School of Architecture will participate in the contemporary milieu, encourage, anticipate, and respond to changes in the local, national and international communities.

The School of Architecture with programs in Architecture, Construction Science and Community Development, and Digital Media Arts, are dedicated to accomplishing its mission through graduates for excellence in teaching, research, and service by preparing graduates for leadership roles in rebuilding America's cities and improving the quality of the built environment. By offering a diverse curriculum led by an accomplished faculty in a comprehensive studio and classroom environment, the School of Architecture programs will educate students for significant roles as practitioners, developers, and leaders in architecture, construction, community planning, and community development. Students will be challenged to develop their abilities in problem-solving, creative thinking, and informed decision making as a focus of their professional education. They will accomplish this in a nurturing and student-centered environment that fosters personal development and professional excellence.

The location of the School of Architecture near the City of Houston offers an opportunity for students to enrich their learning experience through access to the greater architectural and construction community of the region and the many employment opportunities in the field.

## Instructional Organization

Program	Degree Offered
Architecture	BS, MARCH
Community Development	MCD
Construction Science	BS
Digital Media Arts	BS

## Accreditation

The Master of Architecture degree is accredited by the National Architectural Accrediting Board (NAAB). The NAAB provides the following mandatory accreditation statement.

"In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year term, an eight-year term with conditions, or a two-year term of continuing accreditation, or a three-year term of initial accreditation, depending on the extent of its conformance with established education standards.

Doctor of Architecture and Master of Architecture degree programs may require a non-accredited undergraduate degree in architecture for admission. However, the non-accredited degree is not, by itself, recognized as an accredited degree."

Prairie View A&M University School of Architecture offers the following NAAB accredited degree program:

Master of Architecture (pre-professional degree with a minimum of 132 credit hours that includes eight design studios + 37 graduate credit hours)

Next accreditation visit: 2026

## Centers

Within the School of Architecture, the Texas Institute for the Preservation of History and Culture and the Community Urban and Rural Enhancement Service Center serve as the research and service arms in the Community. Both centers serve to educate and involve the students and faculty in the School and the University with projects and activities related to the historic fabric and urban settings of the community.

### The Texas Institute for the Preservation of History and Culture (TIPHC)

Serving as a research and service center for the University and the School of Architecture. The Institute integrates multiple disciplines and a wide range of knowledge, e.g., oral history, historic preservation; and comprehensive documentation reflecting the historical influence of large scale and on small scale communities in Texas. The institute also views indigenous culture, architecture and community development as potentially symbiotic; it moves beyond the tripartite disciplines to a search for ways to educate the students and the community and to actively regenerate human understanding.

### Community Urban and Rural Enhancement Service Center (CURES)

The center's focus is on the survey to work with inner city neighborhoods and documentation, rural communities across the State of Texas to identify their needs pertaining to the built environment as it pertains and to the legacies of culturally specific help them shape their communities. Through collaboration within the School of Architecture programs, the center is able to prepare to help deliver a comprehensive holistic approach to problem solving that assist neighborhoods, local governing bodies, community-based organizations, and citizens with their vision. CURES, develop visions and plans for many types of places and open spaces using green building concepts. Faculty and students involved in the center apply their education and training in architecture, construction and development to promote innovation planning and re-adaptive use of exciting and historic structures. The center is also involved in many of the university's wide service learning activities that involve students of all disciplines with the enhancement of communities in our state and across our country.

## Admission Requirements

Admission is open to all qualified individuals in accordance with the policies of Prairie View A&M University. Application instructions and information for incoming students is completed through the State of Texas Common Application for Freshman Admission available at [www.pvamu.edu](http://www.pvamu.edu) (<http://www.pvamu.edu>).

For qualified entering freshmen and transfer students, the School of Architecture offers the Architectural Concepts Institute (ACI), a special summer program described in the catalog section, "Summer and International Enrichment Programs."

## Transfer Students

Transfer students from accredited architecture programs or with non-architectural education backgrounds should contact the School of Architecture for information regarding appropriate placement within the curriculum.

## Transfer Courses

Students wishing to transfer architecture and/or construction science courses taken at another institution must provide sufficient evidence of equivalency. No course with a grade less than a "C" will be accepted.

## Admission to the Programs

During the spring semester of the third year of study, students wishing to pursue a professional degree in architecture will make formal application to continue in the professional program. Admission will be determined by grade point average (overall and in architecture), a review of the student portfolio of work, and faculty recommendations. Students admitted to the professional program will complete the Program A: Professional Track, during their senior year and complete a formal application with the Office of Graduate Studies prior to completing their final semester of undergraduate studies.

**Computer Requirement.** Students in the program are required to have their own computer for use in the classroom or studio no later than the start of their sophomore year. Computer equipment and software must meet prescribed hardware and software standards. Computer equipment and software requirements are posted on the school's website.

**Grades.** A grade of a "C" or better is required for all Architecture and Construction Science core courses. Students may repeat architecture and construction science courses only one time for grade replacement purposes.

**Student Projects, Papers or Reports.** The School of Architecture reserves the right to retain, exhibit, and reproduce all work submitted by students. Work submitted for a grade is the property of the school and remains so until it is returned to the student.

**Counseling and Advising.** Program Directors, staff, and senior faculty members assist students in career counseling and guidance. Advisement for course registration is provided by the academic staff and the responsible academic program director.

**Ineligible Registration.** The School of Architecture reserves the right to prevent any student who is not eligible for registration from entering a course for reasons such as unapproved overloads, unapproved repeated courses, lower division-upper division rule infractions, and lack of prerequisites. Any student found to be ineligible for a course, maybe dropped from that course at the time of discovery.

**Catalog Selection.** Students will use the catalog issued for the year in which they were first officially admitted to the School of Architecture or may elect to use a more recent catalog. However, if they later transfer to another institution or another college at PVAMU and wish to return to the School of Architecture at Prairie View A&M University they will follow the current catalog curricula in effect if they are readmitted.

**Course Load.** Approval from the Program Director and the Dean is required for a course load of more than 18 semester hours (12 hours for a summer term). Correspondence courses are included in the student's course load, as are courses taken concurrently at other institutions. **Students that are employed and working more than 20 hours a week should limit their semester hour enrollment and course selection must be determined with the assistance of the student academic advising staff prior to registration.**

**Class Attendance.** Prairie View A&M University requires regular class attendance. **Students in the School of Architecture are expected to attend all scheduled class meeting times and activities.** Absences in excess of those stipulated in each individual course syllabus may result in a student's course grade being reduced. Students should refer to the university's policy, procedures, and dates on dropping a course. Students are encouraged to meet with their academic advisor for additional information.

**Application for Degree.** Candidates for graduation must file with the School of Architecture and the university in accordance with deadlines established by the university. Typically, cut-off dates to submit an application occur in the final semester prior to the start of the final semester before their anticipated date of graduation. Undergraduate students must have a grade of "C" or better in all Architecture and Construction Science courses and a 2.5 GPA to graduate.

**Practicum and Internship Programs.** The School of Architecture requires a graduate-level internship with an architecture firm for the Masters of Architecture degree. Students may also enroll in an internship at the undergraduate level as an elective course. Students in Construction Science are required to complete two (2) internships. In order to obtain academic credit for the internship, all internships must be approved by the respective academic program director. Architecture students are encouraged to participate in the professional practicum program which offers the opportunity to receive academic credit for such activities as: "study abroad," completing a semester at another accredited architecture program, or studying in the offices of several leading architectural firms.

**Minor.** Minors are offered in Architecture, Construction Science, Digital Media Arts, and Art. The students should consult with an academic advisor and have a Minor Approval Form completed, approved, and signed by the Program Director and the Dean. A list of recommended courses is available from the advisor. All minors require 18 hours as listed in this catalog. A listing of courses for both minors is provided in this catalog. At least 9 of the 18 hours must be taken in residence for the Art minor. For the Construction Science minor, only three hours may be taken off-campus with the approval of the program director. Grades of a "C" or better are required in each course for both minors.

## Academic Standards and Academic Progress

To earn credit for a course in architecture and to qualify for the next course in a sequence, a student must have earned a "C" or better. To repeat a course more than once in architecture, construction science, or digital media arts, students must request and have the permission of the dean.

## Bachelor of Science in Architecture

The Bachelor of Science degree in Architecture, (pre-professional program) provides the common foundation for studies in architecture. It is intended to deliver the basic knowledge for the preparation of an educated practitioner and to lead to professional studies at the graduate level.

The Bachelor of Science in Architecture degree has two concentrations; Program A, the professional concentration, which upon successful completion, leads directly to enrollment in the Master of Architecture professional degree. Program B, the non-professional concentration, provides a basic education in architecture with the opportunity to study a broad range of elective opportunities. Both tracks consist of 132 credit hours of undergraduate courses.

## Degree Program Requirements

**Complete Core Curriculum Listing at <https://catalog.pvamu.edu/universitycorecurriculum/>**

### Core Curriculum 42 Credit Hours

Communication		6
ENGL 1301	Freshman Composition I	
ENGL 2311	Technical and Business Writing	
Mathematics		3
MATH 1316	Trigonometry	
Life and Physical Sciences		6
PHSC 1315	Physical Science I	
PHSC 1317	Physical Science II	

Language, Philosophy, and Culture		3
ARCH 1301	Architectural History I	
Creative Arts		3
ARCH 1303	Architectural Design I	
American History		6
HIST 1301	United States History I	
HIST 1302	United States History II	
Government/Political Science		6
POSC 2305	American Government	
POSC 2306	Texas Government	
Social and Behavioral Sciences		3
ECON 1301	Fundamentals of Economics in a Global Society	
Component Area Option One		3
FINA 2313	Financial Planning from a Global Perspective	
Component Area Option Two		3
ARCH 1327	Multimedia Digital Application	
<b>Major Requirements</b>		
ARCH 1307	Visual Communications	3
ARCH 1626	Architectural Design II	6
ARCH 1315	Computer Aided Design	3
ARCH 1302	History of Architecture II	3
ARCH 2603	Architecture Design III	6
ARCH 2604	Architecture Design IV	6
ARCH 2312	Architectural Technology	3
ARCH 3625	Architecture Design V	6
ARCH 3626	Architecture Design VI	6
ARCH 3328	Materials and Methods	3
ARCH 3329	Structural Systems I	3
ARCH 3345	Environmental Systems	3
ARCH 3346	Sustainable Building	3
ARCH 4343	Structural Systems II	3
ARCH 4344	CAD Construction Documents and Codes	3
ARCH 4359	Professional Practice	3
<b>Concentration (Select one from below)</b>		<b>27</b>
<b>Professional Track Concentration take the following courses:</b>		
ARCH 4645	Architecture Design VII	
ARCH 4647	Architecture Design VIII	
Architecture Electives (Take 6 hours of ARCH Electives)		
Non-Architecture Electives ( Take 9 hours of electives in any area)		
<b>Non-Professional Track Concentration</b>		
Electives (Take 27 hours of electives)		
<b>Total Hours</b>		<b>132</b>

## Bachelor of Science in Construction Science Program

The Bachelor of Science in Construction Science comprises of a total of 120 credit hours. The curriculum is structured to prepare graduates for professional management and technical positions within the construction industry. Graduates also have the option of obtaining a graduate degree in construction management or business.

The mission of the Construction Science program is to empower students to assume a broad range of professional positions in the construction industry. Graduates will be prepared for employment in planning, estimating, scheduling, coordinating, supervising and managing construction projects. The curriculum structure is designed to provide a well-rounded preparation for entry into the construction business. It is structured to provide students with knowledge of materials, methods, estimating, scheduling, operations, logistics, supervision, management and law. Additional courses required in business, architecture and general education will result in a well-rounded preparation for entry into the field.

## Construction Science Degree Program Requirements

Complete Core Curriculum Listing at <https://catalog.pvamu.edu/universitycorecurriculum/>

### Core Curriculum 42 Credit Hours

Communication		6
ENGL 1301	Freshman Composition I	
ENGL 2311	Technical and Business Writing	
Mathematics		3
MATH 1314	College Algebra	
Life and Physical Sciences		6
PHSC 1315	Physical Science I	
PHSC 1317	Physical Science II	
Language, Philosophy, and Culture		3
ARCH 1302	History of Architecture II	
Creative Arts		3
ARCH 1303	Architectural Design I	
American History		6
HIST 1301	United States History I	
HIST 1302	United States History II	
Government/Political Science		6
POSC 2305	American Government	
POSC 2306	Texas Government	
Social and Behavioral Sciences (Select One)		3
Component Area Option One		3
ECON 1301	Fundamentals of Economics in a Global Society	
Component Area Option Two		3
ARCH 1327	Multimedia Digital Application	
<b>Major Requirements</b>		
CONS 3301	Construction Estimating	3
CONS 3353	Managing Construction Operations	3
CONS 3363	Surveying and Soils	3
CONS 4346	Construction Internship	3
CONS 4346	Construction Internship	3
CONS 4360	Construction Labor and Safety	3
CONS 4363	Construction Law and Ethics	3
ARCH 4373	Advanced Computer Aided Design	3
or ARCH 4375	Introduction to Geographical Information Systems	
CONS 4375	Scheduling and Mobilization	3
CONS 4377	Construction Project Controls	3
<b>Select one of the following (Students should enroll in one of the following courses that best fits their career goals.)</b>		<b>3</b>
CONS 4341	Residential Construction	
CONS 4342	Commercial Construction	
CONS 4344	Highway/Heavy Construction	
CONS 4345	Facilities Management	
<b>Architecture Requirements:</b>		
ARCH 1307	Visual Communications	3
ARCH 1315	Computer Aided Design	3
ARCH 2312	Architectural Technology	3
ARCH 3328	Materials and Methods	3
ARCH 3329	Structural Systems I	3
ARCH 3345	Environmental Systems	3
ARCH 3346	Sustainable Building	3

ARCH 4343	Structural Systems II	3
ARCH 4344	CAD Construction Documents and Codes	3
ARCH 4374	Building Information Modeling	3
or CONS 4374	Building Information Modeling	
<b>Other Requirements:</b>		
ACCT 2301	Principles of Accounting	3
BLAW 2301	Legal Environment of Business	3
MGMT 3310	Principles of Management	3
MRKT 3310	Principles of Marketing	3
MATH 2318	Informal Geometry	3
<b>Total Hours</b>		<b>120</b>

## Construction Science as a Double Major and a Minor

Due to the increased use of the Design-Build Method for project delivery, the School of Architecture offers students majoring in architecture or engineering, the opportunity to obtain a second baccalaureate degree or a minor in the field of construction science. The hours required for the second baccalaureate degree are an addition to those counted for the first degree and must be completed in accordance with university and School of Architecture requirements.

## Requirements for Construction Science as a Second Baccalaureate Degree

A double major in Construction Science can be obtained by architecture majors with completion of the following 30 credit hours.

CONS 3301	Construction Estimating	3
CONS 3353	Managing Construction Operations	3
CONS 3363	Surveying and Soils	3
CONS 4346	Construction Internship	3
CONS 4342	Commercial Construction	3
CONS 4360	Construction Labor and Safety	3
CONS 4363	Construction Law and Ethics	3
CONS 4375	Scheduling and Mobilization	3
CONS 4377	Construction Project Controls	3
MATH 1342	Elementary Statistics	3
<b>Total Hours</b>		<b>30</b>

## Bachelor of Science in Digital Media Arts Program

The Digital Media Arts program is dedicated to educating and training designers of the future. Students will be prepared to meet the high demand of the design industry using their skills in graphic design and interactive media. In addition, students will be introduced to critical design theory and analysis in preparation for graduate study.

Students can apply to the University using the State of Texas Common Application for Freshman Admission available at [www.pvamu.edu](http://www.pvamu.edu). Admission information can be found by visiting <https://www.pvamu.edu/admissions/how-to-apply-for-admission/>.

## Degree and Courses

The Digital Media Arts degree emphasizes:

1. Increasing the ability to create and develop visual responses to communication problems;
2. Increasing the ability to solve communication problems using the design thinking process and beta testing implementation; and
3. Increasing the understanding of and ability to utilize tools and technology. The lower-division coursework, Creative Thinking, Sign + Symbols, Fundamentals of Digital Imaging, and Fundamentals of Interactive Media, introduce content associated with developing problem-solving strategies and honing technical proficiency. The upper-division coursework focuses on advanced training in technology, branding, print graphic design, motion graphics, various forms of interactive media, and project/concept development.

## Career Opportunities

### Question:

How will a degree in Digital Media Arts help me to be a successful designer?

### Answer:

Becoming a successful designer is more than just mastering software. Designers must study the history, theory, and traditions of the industry. Design requires excellent communication and basic math skills in addition to creativity. For every aspect of your design, you should be able to explain why. With a degree in Digital Media Arts, you will master all the “other” tools that will make you a well-rounded designer.

Professional designers and media artists can work in a range of different design careers and projects including digital design, multimedia design, type design, motion graphics (film title and/or tv graphics), exhibit design, signage design, environmental design, package design, publications systems, educational design, magazine illustration, identity design (branding), information design, design entrepreneur, front-end game development, and animation. Graduates are working in a variety of fields in the industry and many have chosen to further their education by pursuing advanced degrees in design, animation, and game development.

## Program Requirements

Complete Core Curriculum Listing at <https://catalog.pvamu.edu/universitycorecurriculum/>

### Core Curriculum 42 Credit Hours

Communication (Select Two)		6
Mathematics (Select One)		3
Life and Physical Sciences (Select Two)		6
Language, Philosophy, and Culture		3
ARTS 1303	Art History I (Prehistoric to the 14th Century)	
Creative Arts		3
ARTS 2328	African American Art	
American History (Select Two)		6
Government/Political Science (Select Two)		6
Social and Behavioral Science (Select One)		3
Component Area Option One (Select One)		3
Component Area Option Two (Select One)		3

### Major Requirements

ARTS 1311	Design I (2-Dimensional)	3
ARTS 1312	Design II	3
ARTS 1315	Creative Thinking	3
ARTS 1316	Drawing I	3
ARTS 1304	Art History II (14th century to the present)	3
ARTS 2331	Graphic Design History	3
ARTS 2311	Design III	3
ARTS 2336	Sign + Symbol	3
DGMA 3312	Layout I	3
DGMA 3313	Layout II	3
DGMA 3332	Typography I	3
DGMA 3333	Typography II	3
DGMA 3334	Branding	3
DGMA 3335	Interactive Media	3
DGMA 4314	Problems in Media Arts I	3
DGMA 4315	Problems in Media Arts II	3
DGMA 4316	Advanced Interactive Media	3
DGMA 4317	Social Media Design	3
DGMA 4318	Motion Graphics	3
DGMA 4321	Senior Studio Thesis	3

### Prescribed Electives

ARTS 3319	Printmaking	3
ARTS 4310	Creative Photography I	3
DGMA 2317	Fundamentals of Digital Imaging	3
DGMA 2318	Fundamentals of Interactive Media	3

### Free Arts Electives (Select Two)

ARTS 2316	Painting	6
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ARTS 3314	Sculpture I
ARTS 3317	Watercolor
ARTS 3351	Crafts Design
ARTS 4313	Printmaking II
ARTS 4321	Book Arts
DGMA 4323	Design Practice

**Total Hours****120**

## Master of Architecture with a Major in Architecture

The Master of Architecture is a NAAB Accredited professional degree program that prepares students for roles in the profession of architecture by building on the content of the pre-professional degree through intensive and focused advanced studies in architecture design and practice. A major objective of this program is preparing graduates of the professional program to obtain their professional architecture registration. The degree program consists of an undergraduate curriculum of 132 credit hours plus a graduate curriculum of 37 credit hours.

### Admission Requirements

All students admitted to the Master of Architecture program must meet the admission requirements of Graduate Studies at Prairie View A&M University. In addition, for students matriculating from a four-year, pre-professional program or entering the program with a bachelor's degree in some discipline other than architecture, the School of Architecture will require submission of a design portfolio for review.

### Accreditation

The Master of Architecture degree is accredited by the National Architectural Accrediting Board (NAAB). The NAAB provides the following mandatory accreditation statement.

"In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a 6-year, 3-year, or 2-year term of accreditation, depending on the extent of its degree of conformance with established educational standards.

The Doctor of Architecture and Master of Architecture Degree programs may consist of a preprofessional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the preprofessional degree is not, by itself, recognized as an accredited degree."

Prairie View A&M University, School of Architecture offers the following NAAB-accredited degree program:

Master of Architecture (pre-professional degree with a minimum of 132 credit hours that includes eight design studios + 37 graduate credit hours).

Next accreditation visit: 2027

## Professional Degree Program Requirements

The degree requires a minimum of 37 semester credit hours. The core of the program consists of 27 credit hours of courses required of all students. The remaining ten credit hours of electives may be selected from courses in architecture, community development, or other graduate degree programs on campus.

### Major Requirements

ARCH 5348	Structural Systems III	3
ARCH 5351	Research Seminar	3
ARCH 5650	Internship	6
ARCH 5656	Architecture Design IX	6
ARCH 5957	Comprehensive Project Studio	9
Electives		10
<b>Total Hours</b>		<b>37</b>

There are three track options available for students wishing to complete the professional Master of Architecture (M. Arch.) degree.

**Track I:** For students matriculating from Bachelor of Science in Architecture degree at PVAMU School of Architecture. This options requires 37 semester credit hours of study at the graduate level. A list of courses for students enrolled in Track I is listed in Table 1.

**Table 1**



ARCH 5348	Structural Systems III	3
ARCH 5351	Research Seminar	3
ARCH 5650	Internship	6
ARCH 5656	Architecture Design IX	6
ARCH 5957	Comprehensive Project Studio	9
Electives		10
<b>Total Hours</b>		<b>37</b>

**Track II:** For students matriculating from a four-year, non-professional degree in architecture (e.g. BS in Architecture, Bachelor of Environmental Design, Bachelor of Art in Architecture, B.S. in Environmental Design, or similar degree). This option requires degree evaluation by the Academic Advisor and Program Director. Depending on the extent and level of the courses completed in the pre-professional degree, a degree plan will be identified to include between 48 and 60 semester credit hours of undergraduate and graduate-level courses. Courses for students enrolled in Track II are listed in Table 2.

Please note, any undergraduate or graduate leveling courses not included in the 37 SCH Master of Architecture may not qualify for federal aid under the Course Program of Study (CPoS) requirements.

**Table 2**

ARCH 3345	Environmental Systems	3
ARCH 3346	Sustainable Building	3
ARCH 4344	CAD Construction Documents and Codes	3
ARCH 4359	Professional Practice	3
ARCH 5348	Structural Systems III	3
ARCH 5351	Research Seminar	3
ARCH 5650	Internship	6
ARCH 5656	Architecture Design IX	6
ARCH 5698	Special Projects (For Design VII)	6
ARCH 5698	Special Projects (For Design VIII)	6
ARCH 5957	Comprehensive Project Studio	9
Electives		10
<b>Total Hours</b>		<b>61</b>

**Track III:** For students entering with a bachelor's degree in a field other than architecture. This option requires 103–115 semester credit hours of study involving a combination of undergraduate and graduate-level courses after a degree evaluation by the Academic Advisor and Program Director. Courses for students enrolled in Track III are listed in Table 3.

Please note, any undergraduate or graduate leveling courses not included in the 37 SCH Master of Architecture may not qualify for federal aid under the Course Program of Study (CPoS) requirements.

**Table 3**

ARCH 1302	History of Architecture II	3
ARCH 1315	Computer Aided Design	3
ARCH 2312	Architectural Technology	3
ARCH 3328	Materials and Methods	3
ARCH 3329	Structural Systems I	3
ARCH 3345	Environmental Systems	3
ARCH 3346	Sustainable Building	3
ARCH 4343	Structural Systems II	3
ARCH 4344	CAD Construction Documents and Codes	3
ARCH 4359	Professional Practice	3
ARCH 5348	Structural Systems III	3
ARCH 5351	Research Seminar	3
ARCH 5650	Internship	6
ARCH 5656	Architecture Design IX	6
ARCH 5698	Special Projects (For Design I)	6
ARCH 5698	Special Projects (For Design II)	6

ARCH 5698	Special Projects (For Design III)	6
ARCH 5698	Special Projects (For Design IV)	6
ARCH 5698	Special Projects (For Design V)	6
ARCH 5698	Special Projects (For Design VI)	6
ARCH 5698	Special Projects (For Design VII)	6
ARCH 5698	Special Projects (For Design VIII)	6
ARCH 5957	Comprehensive Project Studio	9
Electives		10
<b>Total Hours</b>		<b>115</b>

## Master of Community Development with a Major in Community Development

The Master of Community Development is designed to meet the needs of individuals with diverse academic backgrounds who care about the problems and potential of socially, physically, and economically distressed communities. The Masters of Community Development seeks to look at economic development through the physical environment with our unique location within the School of Architecture at Prairie View A&M University. We offer classes and expertise in both the physical nature of Community Development (Real Estates Development, Land Development and Community Design), as well as the policy and programmatic elements of the discipline (Grant Writing, Negotiations, and Historic Preservation). Unique to our graduate degree is the fact that no specific undergraduate major is required. Our students have diverse undergraduate backgrounds in Education, Engineering, Business, Nursing, Sociology, and Law. Students will also be involved with the design and development of new and growing communities with the anticipation of avoiding future problems being faced by communities today. The degree consists of a minimum of 36 credit hours, of which 18 are required courses and 18 elective courses. The curriculum is designed to broaden the knowledge base, promote research, service-learning, and decision making along with developing interactive and collaborative skills applicable to teamwork, management, leadership, and entrepreneurship.

### Admission Requirements

Regular application requirements of the University and Graduate Studies apply to all applicants for the Community Development Master's degree. In addition, the candidates must schedule a meeting with the program director to develop a study plan which will lay out course selections and identify the need, if any, for additional credit hours beyond the required 36. The GRE is not required for admittance to our program. A strong undergraduate academic record along with three (3) letters of recommendation are required. An undergraduate GPA below 2.75 will be considered on a case-by-case basis with strong recommendations. A writing sample may be required at the discretion of the department.

### Degree Program Requirements

The degree requires a minimum of 36 semester credit hours. The core of the program consists of 18 credit hours of courses required of all students. A list of pre-approved courses is provided, from which the student may select the remaining 18 credit hours. Only 6 credit hours of alternative graduate courses may be selected from offerings of other degree programs on campus, with departmental approval.

#### Major Requirements

18

Select courses from the following:

CODE 5301	Introduction to Community Development Planning and Theory
CODE 5305	Community Dev Studio
CODE 5307	Community Development Financing
CODE 5308	Community Analysis, Demography and GIS
CODE 5321	Negotiation, Mediation and Facilitation
CODE 5334	Community Research <sup>1</sup>
CODE 5360	Land Development and Planning in Declining Communities <sup>1</sup>

#### Electives

18

Select classes from the following:

CODE 5310	Cultural Heritage Preservation
CODE 5312	Historic Preservation
CODE 5320	Introduction to Community Leadership <sup>2</sup>
CODE 5330	Community Political Structure
CODE 5331	Community Management and Leadership
CODE 5332	Community Analysis
CODE 5336	Community Physical Structure
CODE 5351	Grant Development
CODE 5352	Campaigns and Gifts
CODE 5354	Research for Capital and Grant Development

CODE 5360	Land Development and Planning in Declining Communities <sup>2</sup>	
CODE 5361	Land Development Law and Use Strategies	
CODE 5375	International Community Development Policies and Practices	
CODE 5380	Principles of Real Estate I	
CODE 5381	Principle of Real Estate II	
CODE 5382	Law of Agency	
CODE 5383	Law of Contract	
CODE 5640	Internship	
CODE 5384	Promulgated Contract Forms	
CODE 5385	Real Estate Finance	

**Total Hours** **36**

<sup>1</sup> Students interested in pursuing an internship can take CODE 5640 in place of CODE 5334 and CODE 5360 with departmental approval.

<sup>2</sup> For a broad based understanding of the field of community development, the following are recommended. However, students can select from any of the electives listed.

## Architecture Minor

ARCH 1307	Visual Communications	3
ARCH 1303	Architectural Design I	3
ARCH 1301	Architectural History I	3
ARCH 1302	History of Architecture II	3
Advanced Architecture Electives <sup>1</sup>		6

**Total Hours** **18**

<sup>1</sup> Architecture electives must be 3000 or 4000 level.

## Architecture for Construction Science majors

ARCH 1626	Architectural Design II	6
ARCH 2603	Architecture Design III	6
Advanced Architecture Electives <sup>1</sup>		6

**Total Hours** **18**

<sup>1</sup> Architecture electives must be 3000 or 4000 level and must not have been applied to the requirements of the construction science degree.

## Art Minor

### ART MINOR

ARTS 1311	Design I (2-Dimensional)	3
ARTS 1316	Drawing I	3
ARTS 1301	Art Appreciation	3
ARTS 2316	Painting	3
Choose two courses from the courses listed below:		6
ARTS 3314	Sculpture I	
ARTS 3317	Watercolor	
ARTS 3319	Printmaking	
ARTS 3351	Crafts Design	
ARTS 4310	Creative Photography I	
ARTS 4313	Printmaking II	
ARTS 4321	Book Arts	

**Total Hours** **18**

## Construction Science Minor

A minor in Construction Science can be obtained by completing 18 credit hours. Recommended courses are:

CONS 3301	Construction Estimating	3
CONS 3363	Surveying and Soils	3
CONS 4360	Construction Labor and Safety	3
CONS 4363	Construction Law and Ethics	3
CONS 4375	Scheduling and Mobilization	3
Select one of the following:		3
CONS 4341	Residential Construction	
CONS 4342	Commercial Construction	
CONS 4344	Highway/Heavy Construction	
CONS 4345	Facilities Management	
<b>Total Hours</b>		<b>18</b>

## Digital Media Arts Minor

### ART MINOR

ARTS 1311	Design I (2-Dimensional)	3
DGMA 2317	Fundamentals of Digital Imaging	3
DGMA 2318	Fundamentals of Interactive Media	3
ARTS 2331	Graphic Design History	3
Choose two courses from the courses listed below:		6
ARTS 1312	Design II	
ARTS 1315	Creative Thinking	
ARTS 2336	Sign + Symbol	
ARTS 3319	Printmaking	
ARTS 3351	Crafts Design	
ARTS 4310	Creative Photography I	
DGMA 4323	Design Practice	
<b>Total Hours</b>		<b>18</b>

## Sustainable Design Minor

### Theory & Practice

ARCH 3346	Sustainable Building <sup>1</sup>	3
ARCH 3347	Ecology and Man	3
ARCH 4366	Regenerative Design	3

### Technical

ARCH 4363	Net Zero Energy Design I	3
ARCH 4364	Net Zero Energy Design II	3
ARCH 4376	Energy Modeling (Energy Modeling )	3
<b>Total Hours</b>		<b>18</b>

<sup>1</sup> ARCH 3463 serves as a prerequisite for entry into the minor. Students must earn a grade of C or better in all courses included in the minor.

## BS Architecture Non-Professional Track

Core: <https://catalog.pvamu.edu/universitycorecurriculum/>

### Freshman

Fall - Semester 1	Hours	Spring - Semester 2	Hours	Summer	Hours
Communication Core		3 ARCH 1626		6 Government/Political Science Core	3
ENGL 1301		ARCH 1315		3 POSC 2305	

Mathematics Core	3	Communication Core	3
MATH 1316		ENGL 2311	
Component Area Option Two Core	3	American History Core	3
ARCH 1327		HIST 1301	
ARCH 1307	3		
Creative Arts Core	3		
ARCH 1303			
<b>Total</b>	<b>15 Total</b>	<b>15 Total</b>	<b>3</b>

**Total Hours: 33**

**Sophomore**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
Language, Philosophy, and Culture Core		3 ARCH 1302	3
ARCH 1301		ARCH 2604	6
ARCH 2603		6 Life and Physical Sciences Core	3
ARCH 2312		3 PHSC 1317	
Government/Political Science Core		3 American History Core	3
POSC 2306		HIST 1302	
Life and Physical Sciences Core		3 Component Area Option One Core	3
PHSC 1315		FINA 2313	
<b>Total</b>		<b>18 Total</b>	<b>18</b>

**Total Hours: 36**

**Junior**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARCH 3625		6 ARCH 3626	6
ARCH 3345		3 ARCH 4359	3
ARCH 3329		3 ARCH 4343	3
Social and Behavioral Science Core		3 ARCH 3328	3
ECON 1301		Concentration Track Requirement	3
<b>Total</b>		<b>15 Total</b>	<b>18</b>

**Total Hours: 33**

**Senior**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARCH 4344		3 Concentration Track Requirement	3
ARCH 3346		3 Concentration Track Requirement	3
Concentration Track Requirement		3 Concentration Track Requirement	3
Concentration Track Requirement		3 Concentration Track Requirement	3
Concentration Track Requirement		3	
Concentration Track Requirement		3	
<b>Total</b>		<b>18 Total</b>	<b>12</b>

**Total Hours: 30**

Total Semester Credit Hours: 132

## BS Architecture Professional Track

Core: <https://catalog.pvamu.edu/universitycorecurriculum/>

**Freshman**

Fall - Semester 1	Hours	Spring - Semester 2	Hours	Summer	Hours
Communication Core		3 ARCH 1626		6 Government/Political Science Core	3

ENGL 1301	Communication Core	3	POSC 2305	
Mathematics Core	3 ENGL 2311			
MATH 1316	American History Core	3		
Component Area Option Two Core	3 HIST 1301			
ARCH 1327	ARCH 1315	3		
ARCH 1307	3			
Creative Arts Core	3			
ARCH 1303				
<b>Total</b>	<b>15 Total</b>		<b>15 Total</b>	<b>3</b>

**Total Hours: 33****Sophomore**

Fall - Semester 1	Hours	Spring - Semester 2	Hours	Summer	Hours
Language, Philosophy, and Culture Core		3 ARCH 1302		3 Social and Political Sciences Core	3
ARCH 1301		ARCH 2604		6 ECON 1301	
ARCH 2603		6 Life and Physical Sciences Core		3	
ARCH 2312		3 PHSC 1317			
Government/Political Science Core		3 American History Core		3	
POSC 2306		HIST 1302			
Life and Physical Sciences Core		3 Component Area Option One Core		3	
PHSC 1315		FINA 2313			
<b>Total</b>		<b>18 Total</b>		<b>18 Total</b>	<b>3</b>

**Total Hours: 39****Junior**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARCH 3625		6 ARCH 3626	6
ARCH 3345		3 ARCH 4359	3
ARCH 3329		3 ARCH 4343	3
Elective #1		3 ARCH 3328	3
		Elective #2	3
<b>Total</b>		<b>15 Total</b>	<b>18</b>

**Total Hours: 33****Senior**

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARCH 4344		3 ARCH 4647	6
ARCH 3346		3 Elective #4	3
ARCH 4645		6 Elective #5	3
Elective #3		3	
<b>Total</b>		<b>15 Total</b>	<b>12</b>

**Total Hours: 27**

Total Semester Credit Hours: 132

**BS Construction Science**Core: <https://catalog.pvamu.edu/universitycorecurriculum/>

**Freshman**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>
ARCH 1307		3 Component Area Option One Core	3
Creative Arts Core		3 ECON 1301	
ARCH 1303		Communication Core	3
Component Area Option Two Core		3 ENGL 2311	
ARCH 1327		Government/Political Science Core	3
Communication Core		3 POSC 2305	
ENGL 1301		ARCH 1315	3
American History Core		3 Mathematics Core	3
HIST 1301		MATH 1314	
<b>Total</b>		<b>15 Total</b>	<b>15</b>

**Total Hours: 30****Sophomore**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ACCT 2301		3 ARCH 3328		3 CONS 4346	3
Life and Physical Sciences Core		3 Social and Behavioral Science Core		3	
PHSC 1315		Life and Physical Sciences Core		3	
ARCH 2312		3 PHSC 1317			
American History Core		3 BLAW 2301		3	
HIST 1302		Language, Philosophy, and Culture Core		3	
Government/Political Science Core		3 ARCH 1302			
POSC 2306					
<b>Total</b>		<b>15 Total</b>		<b>15 Total</b>	<b>3</b>

**Total Hours: 33****Junior**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
CONS 3301		3 ARCH 4344		3 CONS 4346	3
CONS 4355		3 ARCH 3346		3	
CONS 4360		3 ARCH 4343		3	
ARCH 3329		3 MATH 2318		3	
ARCH 3345		3			
<b>Total</b>		<b>15 Total</b>		<b>12 Total</b>	<b>3</b>

**Total Hours: 30****Senior**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>
CONS Capstone Course		3 CONS 4363	3
CONS 3353		3 CONS 4377	3
MGMT 3310		3 MRKT 3310	3
CONS 4375		3 CONS 3363	3
		CONS 4374	3
<b>Total</b>		<b>12 Total</b>	<b>15</b>

**Total Hours: 27**

Total Semester Credit Hours: 120

## BS Digital Media Arts

Core: <https://catalog.pvamu.edu/universitycorecurriculum/>

### Freshman

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARTS 1311		3 ARTS 1312	3
ARTS 1316		3 ARTS 1315	3
Language, Philosophy, and Culture Core		3 ARTS 1304	3
ARTS 1303		Communication Core	3
Communication Core		3 Social and Behavioral Science Core	3
Mathematics Core		3	
<b>Total</b>		<b>15 Total</b>	<b>15</b>

**Total Hours: 30**

### Sophomore

Fall - Semester 1	Hours	Spring - Semester 2	Hours
ARTS 2311		3 ARTS 2336	3
DGMA 2317		3 DGMA 2318	3
Creative Arts Core		3 ARTS 2331	3
ARTS 2328		Life and Physical Sciences Core	3
Life and Physical Sciences Core		3 American History Core	3
American History Core		3	
<b>Total</b>		<b>15 Total</b>	<b>15</b>

**Total Hours: 30**

### Junior

Fall - Semester 1	Hours	Spring - Semester 2	Hours
DGMA 3312		3 DGMA 3313	3
DGMA 3332		3 DGMA 3333	3
DGMA 3334		3 DGMA 3335	3
Government/Political Science Core		3 Government/Political Science Core	3
ARTS 3319		3 ARTS 4310	3
<b>Total</b>		<b>15 Total</b>	<b>15</b>

**Total Hours: 30**

### Senior

Fall - Semester 1	Hours	Spring - Semester 2	Hours
DGMA 4314		3 DGMA 4315	3
DGMA 4316		3 DGMA 4317	3
DGMA 4318		3 DGMA 4321	3
Component Area Option One Core		3 Component Area Option Two Core	3
Free Art Elective I		3 Free Art Elective II	3
<b>Total</b>		<b>15 Total</b>	<b>15</b>

**Total Hours: 30**

Total Semester Credit Hours: 120

## MARCH Architecture

Track I



**First Year**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ARCH 5348		3 ARCH 5957		9 ARCH 5650	6
ARCH 5351		3 ARCH 5159		1 Elective II	3
ARCH 5656		6 Elective I		3 Elective III	3
<b>Total</b>		<b>12 Total</b>		<b>13 Total</b>	<b>12</b>

**Total Hours: 37**

Total Semester Credit Hours: 37

**Track II****First Year**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ARCH 3345		3 ARCH 3346		3 ARCH 5650	6
ARCH 4344		3 ARCH 4359		3 Elective	3
ARCH 5698		6 ARCH 5698		6 Elective	3
(for Design VII)		(for Design VIII)			
<b>Total</b>		<b>12 Total</b>		<b>12 Total</b>	<b>12</b>

**Second Year**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ARCH 5656		6 ARCH 5957		9	
ARCH 5348		3 Elective		1	
ARCH 5351		3 Elective		3	
<b>Total</b>		<b>12 Total</b>		<b>13</b>	

**Total Hours: 61**

Total Semester Credit Hours: 61

**Track III****First Year**

<b>Summer</b>	<b>Hours</b>
ARCH 5698	6
(for Design I)	
ARCH 1315	3
<b>Total</b>	<b>9</b>

**Total Hours: 9****Second Year**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ARCH 2312		3 ARCH 1302		3 ARCH 5698	6
ARCH 3329		3 ARCH 3328		3 (for Design IV)	
ARCH 5698		6 ARCH 4343		3	
(for Design II)		ARCH 5698		6	
		(for Design III)			
<b>Total</b>		<b>12 Total</b>		<b>15 Total</b>	<b>6</b>

**Total Hours: 33****Third Year**

<b>Fall - Semester 1</b>	<b>Hours</b>	<b>Spring - Semester 2</b>	<b>Hours</b>	<b>Summer</b>	<b>Hours</b>
ARCH 3345		3 ARCH 3346		3 Elective	3
ARCH 4344		3 ARCH 4359		3 ARCH 5698	6
ARCH 5698		6 ARCH 5698		6 (for Design VII)	

(for Design V)	(for Design VI)	
Total	12 Total	12 Total

**Total Hours: 33**

#### Fourth Year

Fall - Semester 1	Hours	Spring - Semester 2	Hours	Summer	Hours
Elective		3 Elective		1 ARCH 5351	3
ARCH 5348		3 Elective		3 ARCH 5656	6
ARCH 5698		6 ARCH 5650		6	
(for Design VIII)					
<b>Total</b>		<b>12 Total</b>		<b>10 Total</b>	<b>9</b>

**Total Hours: 31**

#### Fifth Year

Fall - Semester 1	Hours
ARCH 5957	9
<b>Total</b>	<b>9</b>

**Total Hours: 9**

Total Semester Credit Hours: 115

## MCD Community Development

#### First Year

Fall - Semester 1	Hours	Spring - Semester 2	Hours	Summer	Hours
CODE 5301		3 CODE 5305		3 Elective IV	3
CODE 5308		3 CODE 5321		3 Elective V	3
Elective I		3 CODE 5334		3	
Elective II		3 Elective III		3	
<b>Total</b>		<b>12 Total</b>		<b>12 Total</b>	<b>6</b>

**Total Hours: 30**

#### Second Year

Fall - Semester 1	Hours
CODE 5307	3
Elective IV	3
<b>Total</b>	<b>6</b>

**Total Hours: 6**

Total Semester Credit Hours: 36

## School of Architecture Community Development Graduate Certificate Program

The School of Architecture under its graduate program in Community Development offers certificates in the following study areas:

- Community Planning
- Real Estate Development

The purpose of offering graduate certificates is to meet the additional educational needs of the community development professional. As job responsibilities change due to emerging new markets and demands, additional training or specialized training is often required. For example, an architect may become involved in the preservation of historic districts or the planning and development of a community; a developer is involved in the development of another country's infrastructure. Students in the Community Development Master's Program or any other master's program have the option to select courses from these study areas to fulfill their elective course requirements. The Community Development Graduate Certificate Program is a set of courses that provides in-depth knowledge in a subject matter. The set of courses are more practice-oriented than the required courses in a graduate academic program.

Certificates in Community Planning and Real Estate Development are awarded after the completion of the program and must be signed by the program director and/or the Dean of the School of Architecture.

Students must consult with their academic advisor to ensure the courses for the certificate meet the requirements of the declared degree program. If the courses do not apply to the declared degree plan, the courses for the certificate will not qualify for federal aid under CPoS requirements.

The certificate course work in Community Planning consists of 12 semester hours and certificate course work in Real Estate is 18 hours as follows:

## Certificate in Community Planning

CODE 5320	Introduction to Community Leadership	3
CODE 5336	Community Physical Structure	3
CODE 5360	Land Development and Planning in Declining Communities	3
CODE 5375	International Community Development Policies and Practices	3
Total		12

## Certificate in Real Estate Development

CODE 5380	Principles of Real Estate I	3
CODE 5382	Law of Agency	3
CODE 5383	Law of Contract	3
CODE 5381	Principle of Real Estate II	3
CODE 5384	Promulgated Contract Forms	3
CODE 5385	Real Estate Finance	3
Total		12

## Certificate Procedure

### Step 1: Application for the Certificate Program

Apply to Graduate Studies for Admission. After being admitted by Graduate Studies, the student will be able to request consideration for Certificate Programs and will review the requirements with the Director of the Community Development Program.

### Step 2: Review of the Application

The student would meet with the Director to develop a study plan to layout the certificate course selections. The Director will review the study plan for compliance with the established requirements for certificates.

### Step 3: Issue of the Certificate

Upon completion of the certificate requirements, the student must notify the Director of their status by applying for the certificate. The student is required to pay a certificate fee of \$50 to cover the cost to administer the certificate. The Director after their review of the student's study plan and progress will advise the dean of the college. The director/dean will then authorize the granting of the certificate.

## Marketable Skills

Marketable skills, as defined by the Texas Higher Education Coordinating Board's 60x30TX Plan (<http://www.60x30tx.com/>), include interpersonal, cognitive, and applied skill areas, are valued by employers, and can be either primary or complementary to a major. Marketable skills are acquired by students through education, including curricular, co-curricular, and extracurricular activities.

## BS Architecture

### Degree Skills

1. Development of skills needed to create design concepts that solve the program of needs from a client
2. Understanding of theories, concepts, principles and design fundamentals in order to create solutions through two- and three-dimensional design
3. Development of knowledge related to materials and systems involved in design and construction including structures, building enclosures, and mechanical, electrical and plumbing

### Concentration Skills

1. Development of composition, writing and presentation skills needed for professional employment
2. Ability to present before the public and clients

### ***Co-curricular and Extracurricular Skills***

1. Appropriate use of computer programs to design and to present concepts for approval
2. Expanded use of systems such as Building Information Modeling (BIM) to document design in technical drawings for bidding and construction

## **BS Construction Science**

### ***Degree Skills***

1. Creating, updating and managing daily, weekly and monthly schedules on construction projects, including computer applications and resource planning
2. Understanding the components of Preliminary Estimates, Final Estimates and Guaranteed Maximum Price (GMP) and the fundamentals of building costs to include materials, construction feasibility, cost cycles, inflation, operational costs, and life-cycle costs
3. Understanding the principles of surveying and the instruments used
4. Complete computations for topographical surveys, field dimensions and placement of building improvements
5. Understanding operational conditions for projects including selecting, estimating, bidding, scheduling, subcontracting, cost tracking, documentation, bonds, insurance, payments and close out

### ***Concentration Skills***

1. Computer skills including knowledge of Building Information Modeling (BIM) used to manage the work of the construction project team
2. Understanding the work needed to initiate the work including equipment, construction methods, and office and field planning

### ***Co-curricular and Extracurricular Skills***

1. Understanding of federal and state labor and safety regulations used in the construction industry; completion of CPR and OSHA 30-hour training to obtain certification
2. Understanding the purchasing and delivery of construction materials for the project. Use of plans and specifications to complete orders and execute procurement contracts

## **BS Digital Media**

### ***Degree Skills***

1. Effective communication of the intent, process, and context of design work
2. Ability to work in a collaborative environment in the design industry
3. Develop creative visual responses to design problems, projects using a variation of the Design Thinking Process

### ***Co-curricular and Extracurricular Skills***

1. Demonstrate a proficiency in the use of industry-standard technology
2. Facilitate client meetings, focus groups, and other methods of gathering research for development of design work
3. Understand process and workflow in a creative environment

## **MS Architecture**

### ***Degree Skills***

1. Ability to use precedents to address site, urban and historical issues
2. Analysis of and ability to respond to site and topographic elements, climate, population and needs to design projects
3. Ability to conduct in-depth research related to solving design issues; raise clear and precise questions to collect information related to a project commission/assignment; gather, analyze, record and compare information in order to make a decision or offer a recommendation; establish problem identification, setting evaluation criteria, assessing the potential solutions and composing a response
4. Ability to create clear drawings, construction documents, specifications and physical models illustrating the proper assembly of materials, systems and components of the building project

### ***Concentration Skills***

1. Understand historical contexts of architecture and the fundamental design principles needed to reach
2. Ability to write and speak effectively to peers and the public, combined with the use of appropriate media
3. Use appropriate technologies to communication design concepts and technical information, and to collaborate with other disciplines (structural, mechanical, electrical and plumbing) to solve problems

### ***Co-curricular and Extracurricular Skills***

1. Understand the fundamentals of an ethical practice that addresses the requirements of architects to protect the health, safety and welfare of the public
2. Understand the architect's responsibility with regards to building codes and other legal considerations. Understanding the AIA Code of Ethics

## MCD Community Development

### *Degree Skills*

1. Strategic development and mass communication skills (industry and community)
2. Project management in the areas of real estate, finance and community projects
3. Understanding of community engagement research principles

### *Concentration Skills*

1. Ability to conduct feasibility studies
2. Applied research skills
3. Grant writing and management

### *Co-curricular and Extracurricular Skills*

1. Community engagement
2. Community projects
3. Data-driven outcomes

## Honor Societies, Clubs, and Service Organizations

Student organizations play an important role in the socialization of students and in helping students develop skills in leadership and service. All students are encouraged to become active members in any of the following professional organizations sponsored by the School of Architecture.

- American Institute of Architecture Students (AIAS)
- National Organization of Minority Architecture Students (NOMAS)
- Women in Architecture
- The Tau Sigma Delta Honor Architecture Arts of Design National Honor Society
- Alpha Rho Chi
- Construction Specifications Institute (CSI)
- Association of General Contractors
- National Association of Homebuilders (NAHB)
- AIGA PVAMU, the student group for design

## Architecture Courses

### ***ARCH 1301 Architectural History I: 3 semester hours.***

Survey of the development of architecture from Renaissance to modern era. This course will also focus on culturally significant Western and Nonwestern architecture that advances critical thought and intellectual curiosity. Required drawing and reading material will enhance the evolution of historical, social and political concepts and foster the ability to write and express ideas graphically and professionally to engage effectively the regional, national and global community with an emphasis on personal as well as social responsibility.

### ***ARCH 1302 History of Architecture II: 3 semester hours.***

Survey of the development of architecture from Renaissance to modern era. This course will also focus on culturally significant Western and Nonwestern architecture that advances critical thought and intellectual curiosity. Required drawing and reading material will enhance the evolution of historical, social and political concepts and foster the ability to write and express ideas graphically and professionally to engage effectively the regional, national and global community with an emphasis on personal as well as social responsibility.

### ***ARCH 1303 Architectural Design I: 3 semester hours.***

Introduction to basic design issues including form, space, ordering systems, human use and the architect's responsibility to society. Students will investigate these issues critically in individual and collaborative projects and communicate findings through visual, oral and written presentations. Co-requisite: ARCH 1307.

### ***ARCH 1307 Visual Communications: 3 semester hours.***

Multimedia techniques in graphics emphasizing orthographic projections, perspective, shade and shadow, color theory and freehand and digital drawing. Co-requisite: ARCH 1303.

**ARCH 1315 Computer Aided Design: 3 semester hours.**

Introduction to the range and potential of computer aided design and electronic media in problem-solving and conceptual design, and Building Information Modeling (BIM) programs.

**ARCH 1327 Multimedia Digital Application: 3 semester hours.**

The goal of this course is to obtain an introductory skill set for using computer base multimedia technologies, such as Adobe Acrobat, PhotoShop, Illustrator, and AutoCad, which will further help assist them in their studies and practices. The primary emphasis is to help improve their research, productivity, presentation communications through the effective use of graphic technology; stimulating their personal capacity creativity.

**ARCH 1626 Architectural Design II: 6 semester hours.**

Basic principles of architectural design and communication including organization, spatial sequence, relationships and problem solving using simple interior and exterior problems.

Prerequisites: ARCH 1303 or ARCH 1253.

**ARCH 2312 Architectural Technology: 3 semester hours.**

Introduction to the properties and uses of natural and manufactured building materials and the effect of the nature of materials upon design.

**ARCH 2603 Architecture Design III: 6 semester hours.**

Problem solving and presentation of basic principles, concepts and ideas as applied to simple architectural problems

Prerequisites: ARCH 1626 or ARCH 1266.

**ARCH 2604 Architecture Design IV: 6 semester hours.**

Basic architectural design projects with an emphasis on site development, function, form and the design process.

Prerequisites: ARCH 2603 or ARCH 2256.

**ARCH 3328 Materials and Methods: 3 semester hours.**

Emphasis on systems of building structures and on the interrelationships among the components of the systems, the assembly processes and project control.

Prerequisites: ARCH 2312 or ARCH 2273.

**ARCH 3329 Structural Systems I: 3 semester hours.**

A study of the theory of various structural concepts. Emphasis is placed on statics and strength of materials.

Prerequisites: MATH 1316 or MATH 1123.

**ARCH 3345 Environmental Systems: 3 semester hours.**

Fundamentals of environmental systems for buildings with an emphasis on heating, cooling, and distribution systems.

**ARCH 3346 Sustainable Building: 3 semester hours.**

Issues facing the design and construction industries in creating and maintaining high performance green buildings. Sustainable building projects will be analyzed, green building rating systems of USGBC's LEED system and the DOE's Energy Star program will be studied and researched and presentation of benchmark sustainable case study projects will be accomplished.

**ARCH 3347 Ecology and Man: 3 semester hours.**

Theoretical frameworks for understanding how the physical and cultural constructs of mankind are integral to the natural world, for the purpose of developing the systems thinking skills that will be required to sustain life.

**ARCH 3625 Architecture Design V: 6 semester hours.**

Building design as it relates to structure, circulation, context and support systems.

Prerequisites: (ARCH 2604 or ARCH 2266) and (ARCH 3329 (may be taken concurrently) or ARCH 3293 (may be taken concurrently)).

**ARCH 3626 Architecture Design VI: 6 semester hours.**

Analysis and design of structures of advanced complexity with emphasis on interrelationships of building systems.

Prerequisites: ARCH 3625 or ARCH 3256.

**ARCH 4333 INTL EDUCATION AND TRAVEL INIT: 3 semester hours.**

The study of architecture and building design focusing on historical and/or current projects in the country of \_\_\_\_\_. Included in the course will be a trip to \_\_\_\_\_ that will focus on exploring the methods and practice of architecture and construction in this country.

Prerequisites: (ARCH 2233 or ARCH 1301) and (ARCH 2243 or ARCH 1302).

**ARCH 4343 Structural Systems II: 3 semester hours.**

A study of theory, behavior and design of structural systems in steel and timber.

Prerequisites: ARCH 3329 or ARCH 3293 and (MATH 1123 or MATH 1316).

**ARCH 4344 CAD Construction Documents and Codes: 3 semester hours.**

The organization, development, and preparation of a representative set of working drawings using computer aided design.

Prerequisites: ARCH 1315 or ARCH 2223.

**ARCH 4359 Professional Practice: 3 semester hours.**

Overview of the ethical, legal and administrative responsibilities of the architect. The study of relationships between the architect, the client, and the contractor involved in comprehensive architectural services and emerging techniques of practice.

**ARCH 4361 Landscape Architecture: 3 semester hours.**

Principles of site development as related to climate, topography, and intended use.

**ARCH 4363 Net Zero Energy Design I: 3 semester hours.**

Passive and active design strategies for reducing energy use in buildings followed by on-site renewable energy applications to achieve net zero energy use.

**ARCH 4364 Net Zero Energy Design II: 3 semester hours.**

This course focuses on strategic decarbonization of new and existing buildings, reduction of dependence on fossil fuels and the positive impact on the environment as well as human health. This course will reinforce the adoption of heat pump technologies that can help reduce the carbon footprint of buildings.

**ARCH 4366 Regenerative Design: 3 semester hours.**

Integrated frameworks for developing regenerative capabilities in the products of design, the process of design, and the individuals who engage in design.

**ARCH 4367 Introduction to Interior Design: 3 semester hours.**

Introduction to the profession and practice of interior design.

**ARCH 4368 Interior Design II: 3 semester hours.**

Interior Design II will provide an advanced understanding in designing and detailing interior architecture, exploring the production of interior mechanical, millwork drawings, and Construction Documents.

**ARCH 4373 Advanced Computer Aided Design: 3 semester hours.**

Comprehensive architectural design and presentation using 2- and 3 - modeling software. Emphasis on the role electronic media in the visualization of design projects.

Prerequisites: ARCH 2322 or ARCH 2223.

**ARCH 4374 Building Information Modeling: 3 semester hours.**

Introduction to the fundamentals of Building Information Modeling and how they apply to the design and construction industry and a technology enabled workforce. Introduction to the methods of creation, evaluation and exchange of Building Information Models. Leveraging BIM and 4D modeling for construction optimization and sustainable building initiatives.

Prerequisites: ARCH 1315 or ARCH 2223.

**ARCH 4375 Introduction to Geographical Information Systems: 3 semester hours.**

Concepts and techniques of utilizing geographic information systems to study and model environmental issues including methods of creating, analyzing and displaying GIS data utilizing industry standard software. Global positioning systems (GPS) will be introduced as a means of creating GIS data.

**ARCH 4376 Energy Modeling: 3 semester hours.**

Utilize energy, solar, and daylighting modeling software to determine how to cost effectively achieve high performing buildings.

**ARCH 4397 Special Topics: 3 semester hours.**

The study of various specialized fields of architecture as they relate to contemporary social issues. Topics vary by semester. Course may be repeated for credit when topics vary.

**ARCH 4399 Independent Study: 1-3 semester hour.**

Readings, research, and/or field work on selected topics.

**ARCH 4640 Architectural Internship: 6 semester hours.**

Approved internship in an architecture office, the building construction industry or a planning or public service agency. Prerequisite: Approval of Director or Dean of the School of Architecture.

**ARCH 4645 Architecture Design VII: 6 semester hours.**

Exploration of urban design and the human and environmental impact of individual designs in the built environment.

Prerequisites: ARCH 3626 or ARCH 3266.

**ARCH 4647 Architecture Design VIII: 6 semester hours.**

Advanced problems in architecture and planning.

Prerequisites: ARCH 4645 or ARCH 4456.

**ARCH 4698 Special Projects: 6 semester hours.**

Unique design studio projects tailored to learning objectives. May be repeated for credit.

Prerequisites: ARCH 2266 or ARCH 2626 or ARCH 2604.

**ARCH 4699 Independent Study: 1-6 semester hour.**

Readings, research, and/or field work on selected topics.

**ARCH 5159 Prof Employmnt Dev-Soft Skills: 1 semester hour.**

Graduating senior seminar for Architecture majors to provide an introduction to industry options with an emphasis preparing for success in their career by improving their "soft skills."

**ARCH 5348 Structural Systems III: 3 semester hours.**

Structural design and analysis of building systems in steel and reinforced concrete; long spans, lateral forces, connections, code requirements, and economics of structural systems.

Prerequisites: ARCH 4343 or ARCH 4433.

**ARCH 5351 Research Seminar: 3 semester hours.**

Research and programming for the Comprehensive Project Studio.

**ARCH 5374 Building Information Modeling: 3 semester hours.**

Exploring the fundamentals of Building Information Modeling and how they apply to the design and construction industry and a technology enabled workforce. Exploring the methods of creation, evaluation and exchange of Building Information Models. Leveraging BIM and 4D modeling for construction optimization and sustainable building initiatives.

**ARCH 5397 Special Topics: 3 semester hours.**

The study of various specialized fields of architecture as they relate to contemporary social or technical issues. Topics vary by semester. Course may be repeated for credit when topics vary.

**ARCH 5650 Internship: 6 semester hours.**

Approved summer internship in an architecture office, the building construction industry or a planning or public service agency or approved foreign study program. Appropriate documentation of the experience will be required.

**ARCH 5656 Architecture Design IX: 6 semester hours.**

Advanced design studio with emphasis on comprehensive architectural design projects.

**ARCH 5698 Special Projects: 6 semester hours.**

Design projects of differing lengths and content with group or individual involvement. May be repeated for credit.

**ARCH 5699 Independent Study: 1-6 semester hour.**

Readings, research, and/or field work on selected topics. Prerequisite: Consent of advisor.

**ARCH 5957 Comprehensive Project Studio: 9 semester hours.**

A comprehensive design project based on research and programming accomplished in ARCH 5513.

## Art Courses

**ARTS 1301 Art Appreciation: 3 semester hours.**

An introductory course that emphasizes an understanding and appreciation for the visual arts (painting, drawing, sculpture, architecture, crafts etc.).

**ARTS 1303 Art History I (Prehistoric to the 14th Century): 3 semester hours.**

A survey of painting, sculpture, architecture and the minor arts from prehistoric times to the 13th century.

**ARTS 1304 Art History II (14th century to the present): 3 semester hours.**

Art from the 13th Century to contemporary times including Europe, Asia, the Far East and the Americas.

**ARTS 1311 Design I (2-Dimensional): 3 semester hours.**

Study of the elements and concepts of two-dimensional design.

**ARTS 1312 Design II: 3 semester hours.**

A continuation of Design I with emphasis on Research and concept development, Form and composition relationships, and Hand-crafted 3-dimensional media experimentation.

Prerequisites: ARTS 1311 or ARTS 1113.

**ARTS 1315 Creative Thinking: 3 semester hours.**

This course seeks to increase students' understanding of the creative process, to allow students to explore different techniques for developing ideas by studying interdisciplinary examples of creativity and applying them in common professional design situations.

Prerequisites: ARTS 1311 or ARTS 1113.

**ARTS 1316 Drawing I: 3 semester hours.**

An introductory course investigating a variety of media and techniques.

**ARTS 2311 Design III: 3 semester hours.**

Exploration of the language of color focusing on color properties and relationships, expressive qualities and symbolic meanings.

Prerequisites: ARTS 1311 or ARTS 1113.

**ARTS 2316 Painting: 3 semester hours.**

Basic principles and elements of painting.

**ARTS 2328 African American Art: 3 semester hours.**

A survey of African American art from the post-Civil War to present, linking with the Arts of the African continent.

**ARTS 2331 Graphic Design History: 3 semester hours.**

Survey and examination of the historical events, technological developments and fine arts movements that have influenced the current state of graphic design.



**ARTS 2336 Sign + Symbol: 3 semester hours.**

Investigation of images and symbols and their meanings within different contexts and employing various image-making techniques.

Prerequisites: ARTS 1316 or ARTS 1153 and (DGMA 2317 or DGMA 2173).

**ARTS 2399 Independent Study: 1-3 semester hour.**

Individual studies in studio art.

**ARTS 3314 Sculpture I: 3 semester hours.**

An exploration of various sculptural approaches in a variety of media, including additive and subtractive techniques.

**ARTS 3317 Watercolor: 3 semester hours.**

Study and practice in planning and execution of painting in transparent and opaque watercolor.

**ARTS 3319 Printmaking: 3 semester hours.**

Introduction to basic printmaking techniques, with emphasis on the proper use of tools and equipment.

**ARTS 3351 Crafts Design: 3 semester hours.**

The study of several crafts including clay, fibers, paper, textiles and plaster.

**ARTS 3399 Independent Study: 1-3 semester hour.**

Individual studies in studio art.

**ARTS 4310 Creative Photography I: 3 semester hours.**

An introduction to basic photographic processes and techniques used as an art medium.

**ARTS 4313 Printmaking II: 3 semester hours.**

Exploration of ideas using various printmaking media and techniques. This course builds upon Printmaking I (ARTS 3319) relief fundamentals and introduces additional print processes and combinations of those processes to allow individual expression, with an emphasis in Green Intaglio, Lithography, and Screen Printing.

**ARTS 4321 Book Arts: 3 semester hours.**

This class will involve concepts in printing, binding, papermaking, and interdisciplinary media, and will discuss contemporary theories and approaches in the book arts field. Students learn several bookbinding and hand papermaking methods in order to provide a foundation for the development of concept-driven artists' books that incorporate sculpture, painting, printmaking, photography, encaustic, and graphic design.

**ARTS 4399 Independent Study in Studio Art: 3 semester hours.**

Individual studies in studio art.

## Community Development Courses

**CODE 5301 Introduction to Community Development Planning and Theory: 3 semester hours.**

This course will examine the theoretical and the historical evolution of planning and community development strategies and models designed to increase the physical, social, and economic assets of the built environment from a community to global level; the role and responsibilities of the development process in the profession; spatial and temporal aspects of urban development; problems and consequences of planned and unplanned changes in urban society; and an understanding of the values and ethics affecting public and private actors shaping the practice of planning.

**CODE 5305 Community Dev Studio: 3 semester hours.**

Research projects and hands on experience to give students a contextual understanding of the community development profession. The focus of this class will be on the social and physical aspects of a community's development.

**CODE 5307 Community Development Financing: 3 semester hours.**

Non-traditional financing strategies will be studied to support projects addressing the development of distressed communities.

**CODE 5308 Community Analysis, Demography and GIS: 3 semester hours.**

This course will introduce students to the fundamental analytical skills of studying and understanding the structure, function, goals, standards, and performance of a community. This course provides students to the use of demography and other geospatial technologies in the design and development of communities. This course is designed to enhance student's research skills with quantitative and qualitative methods and reasoning of data collection, analysis, and forecasting, while applying practical geospatial modeling for community development initiative inclusive decision making for sustainable planning outcomes in the area of Community Development.

**CODE 5310 Cultural Heritage Preservation: 3 semester hours.**

This course will explore the history and theory of historic preservation in the United States and an overview of the professional practice of preserving the cultural and physical heritage of buildings, structures, sites and communities will be examined.

**CODE 5312 Historic Preservation: 3 semester hours.**

This course will explore research skills and the historic designation process of buildings and districts at the local, state, and national levels.

**CODE 5320 Introduction to Community Leadership: 3 semester hours.**

Identifying and anticipating future leaders of communities through selected programs.

**CODE 5321 Negotiation, Mediation and Facilitation: 3 semester hours.**

Skill building strategies and exercises in critical thinking, listening and identity based communications.

**CODE 5330 Community Political Structure: 3 semester hours.**

The role and function of public and private organizations and local, state and national government in the community development process.

**CODE 5331 Community Management and Leadership: 3 semester hours.**

The theory and practice of leadership and management in various community development related settings.

**CODE 5332 Community Analysis: 3 semester hours.**

The basic skills of studying and understanding the structure, function, goals, standards and performance of a community.

**CODE 5334 Community Research: 3 semester hours.**

Methods for recognizing information needs, sources and applications.

**CODE 5336 Community Physical Structure: 3 semester hours.**

The physical context of the community and its impact on community health and development.

**CODE 5351 Grant Development: 3 semester hours.**

This course will examine the process of securing and managing resources to support effective nonprofit projects and community development activities.

**CODE 5352 Campaigns and Gifts: 3 semester hours.**

Campaign strategic planning and techniques used in driving donor decisions.

**CODE 5354 Research for Capital and Grant Development: 3 semester hours.**

Research for fundraising efforts.

**CODE 5360 Land Development and Planning in Declining Communities: 3 semester hours.**

This course will explore techniques used to identify and acquire vacant or unmanaged properties in depressed neighborhoods. The course examines challenges, social and other influences and changes throughout the world, with a special emphasis upon less industrialized area.

**CODE 5361 Land Development Law and Use Strategies: 3 semester hours.**

This course will introduce students to the principles of land development, the legal context of planning, and land use control strategies. The course will provide the overall development process for planning, the legal framework for planning institutions involving legislative and administrative procedures, ethical and managerial practices, and the understanding of regulatory and non-regulatory urban development planning processes of land-use impacts in the built environment at the local, state, and federal levels. The course also emphasizes equitable and inclusive decision making for sustainable planning outcomes in the area of Community Development.

**CODE 5375 International Community Development Policies and Practices: 3 semester hours.**

The role of government and private organizations in developing distressed foreign communities.

**CODE 5380 Principles of Real Estate I: 3 semester hours.**

This course will introduce students to the basic principles of the real estate profession. Licensing requirements and the Texas Real Estate Licensing Act are covered. This course satisfies one of the core course requirements to apply for a State of Texas Real Estate License.

**CODE 5381 Principle of Real Estate II: 3 semester hours.**

This course will introduce students to real world practices through the use of lectures, guest speakers, and case studies. This course will expose students to the many activities involved in real estate transactions. This course satisfies one of the core course requirements to apply for a State of Texas Real Estate License.

Prerequisites: CODE 5308 or CODE 5803.

**CODE 5382 Law of Agency: 3 semester hours.**

This course covers the representation of property owners, buyers and/or intermediaries. This course satisfies one of the core course requirements to apply for a State of Texas Real Estate License.

**CODE 5383 Law of Contract: 3 semester hours.**

This course covers FHA, VA and Conventional contracts. Students will be exposed to the applications of property acquisition contracts. This course satisfies one of the core course requirement to apply for a State of Texas Real Estate License.

Prerequisites: CODE 5382 or CODE 5823.

**CODE 5384 Promulgated Contract Forms: 3 semester hours.**

As one of the mandatory pre-licensing courses, this foundational course will teach the ins and outs of the Texas Real Estate Commission Promulgated Contract Forms.

**CODE 5385 Real Estate Finance: 3 semester hours.**

As one of the mandatory pre-licensing courses, this course provides a sound understanding of the specialized financing procedures that are used today in the real estate industry.

**CODE 5601 Community Development Studio I: 6 semester hours.**

A selection of supervised field trips, case studies, research projects and other hands-on community experiences to give students a contextual understanding of the community development profession.

**CODE 5640 Internship: 6 semester hours.**

Approved internship with a community development related organization.

**CODE 5699 Independent Study: 6 semester hours.**

Individual reading, research and/or field work in selected topics.

**Construction Science Courses****CONS 3301 Construction Estimating: 3 semester hours.**

Classification of work and quantity survey techniques. Basic estimating applied to simple construction projects. Creation of bills of materials and quantity take-offs.

**CONS 3353 Managing Construction Operations: 3 semester hours.**

Managing construction operations from concepts of project selection, estimating, bidding, scheduling, subcontracting practices, cost tracking, project documentation, construction bonds, insurance, payments and the elements of close out. Special emphasis on the development of professional communication skills through student prepared multi-media presentations.

**CONS 3363 Surveying and Soils: 3 semester hours.**

Principles of surveying; use of surveying instruments, topographical surveys, and traverses; field practice and computations. Basic considerations of site management and soils considerations for structural stability and integrity in construction projects.

Prerequisites: MATH 2318 or MATH 2183.

**CONS 4341 Residential Construction: 3 semester hours.**

Residential construction processes, scheduling, subcontracting, financing, estimating, project control and current trends in site selection, design and energy efficiency.

**CONS 4342 Commercial Construction: 3 semester hours.**

Focus on the project management of commercial construction projects ranging from high-rise office buildings to small tilt-wall and pre-engineered buildings; topics include project acquisitions, project delivery methods, mobilization, management, and close-out.

**CONS 4344 Highway/Heavy Construction: 3 semester hours.**

Focus on the various aspects of highway/heavy construction; topics include earthmoving and paving equipment and utilization principles, pavement design and placement methods, unit price bidding methods, and a project case study.

**CONS 4345 Facilities Management: 3 semester hours.**

Focus on the various aspects of facilities and property management, including budgeting for operations and management, energy management, change management, design-build changes, in-house versus out-source maintenance, and contracting options.

**CONS 4346 Construction Internship: 3 semester hours.**

Approved internship in the construction industry.

**CONS 4355 Construction Delivery Systems: 3 semester hours.**

Methods and management techniques utilized in the building process, including procurement options, basis of reimbursement, management methods, and construction delivery methods.

**CONS 4360 Construction Labor and Safety: 3 semester hours.**

Constitutional and legal basis of labor relations in the construction industry; craft and trade unions; dual and merit shop operations; development of construction safety plan; safety on the job site; OSHA and related regulations.

**CONS 4363 Construction Law and Ethics: 3 semester hours.**

Delineation of contracts used in the construction industry; emphasis on understanding the functions and interrelationships of documents; review of law applied to the industry; application of the contract, and law to case studies; introduction to resources and analytical process used by construction professionals; ethics in the construction industry.

**CONS 4374 Building Information Modeling: 3 semester hours.**

Introduction to the fundamentals of Building Information Modeling and how they apply to the design and construction industry and a technology enabled workforce. Introduction to the methods of creation, evaluation and exchange of Building Information Models. Leveraging BIM and 4D modelling for construction optimization and sustainable building initiatives.

Prerequisites: ARCH 2223 or ARCH 1315.

**CONS 4375 Scheduling and Mobilization: 3 semester hours.**

Project scheduling procedures to include computer applications and resource loading and leveling; network generation and analysis; project types; office and field planning required to initiate the work; equipment and construction methods selection processes and an examination of contractual mandates specified.

**CONS 4377 Construction Project Controls: 3 semester hours.**

Introduction of students to construction-related financial documents; includes the schedule of values, labor and operations cost reports, construction budgets, schedule and budget integration, and progress analysis and forecast through earned value management.

**CONS 4395 Mediation: 3 semester hours.**

Construction conflict resolution with a focus on negotiation, mediation, arbitration alternatives to litigation will be addressed. The processes and skillsets professionals must possess to effectively engage in alternative dispute resolution strategies effectively will be covered through lectures, writing assignments, readings, and role-playing.

**CONS 4397 Special Topics: 3 semester hours.**

The study of specialized fields of construction science as they relate to contemporary issues. Topics vary by semester. Course may be repeated for credit when the topic varies.

**CONS 4399 Independent Study: 1-3 semester hour.**

Individual reading, research and/or field work in selected topics.

**CONS 4640 Construction Internship: 3-6 semester hour.**

Approved internship in the building construction industry occurring in either the Fall Semester or Spring Semester.

## Digital Media Arts Courses

**DGMA 2317 Fundamentals of Digital Imaging: 3 semester hours.**

Introduction to basic image manipulation and vector-based graphic creation with emphasis on technical proficiency, artistic mastery, aesthetic judgment, photographic enhancement and multi-image composition.

Prerequisites: ARTS 1316 or ARTS 1153.

**DGMA 2318 Fundamentals of Interactive Media: 3 semester hours.**

An introduction to the principles of interactive design as it applies to user interface and user experience design, with an emphasis on web and mobile application development, technical proficiency, usability, and aesthetic appeal.

Prerequisites: DGMA 2317 or DGMA 2173.

**DGMA 2399 Independent Study: 1-3 semester hour.**

Individual studies in Digital Media Arts.

**DGMA 3312 Layout I: 3 semester hours.**

Introduction to functionality of basic page design with emphasis on design process, grid hierarchy, and conceptual integration of type and image.

Prerequisites: (ARTS 1311 or ARTS 1113) and (ARTS 1312 or ARTS 1123) and (ARTS 1316 or ARTS 1153) and (ARTS 2311 or ARTS 2353) and (ARTS 2336 or ARTS 2363).

Co-requisites: DGMA 3332, DGMA 3334.

**DGMA 3313 Layout II: 3 semester hours.**

Further development of ability to work conceptually with design problems using multi-page layouts. Topics include concept development, complex sequencing and collateral work.

Prerequisites: DGMA 3312 or DGMA 3123.

Co-requisites: DGMA 3333, DGMA 3335.

**DGMA 3332 Typography I: 3 semester hours.**

Study and exploration into the history of type expressive qualities of letterforms, and visual arrangement of type to support content.

Prerequisites: (ARTS 1311 or ARTS 1113) and (ARTS 1312 (may be taken concurrently) or ARTS 1123 (may be taken concurrently)) and (ARTS 1316 or ARTS 1153) and (ARTS 2311 or ARTS 2353) and (ARTS 2336 or ARTS 2363).

Co-requisites: DGMA 3312, DGMA 3334.

**DGMA 3333 Typography II: 3 semester hours.**

Continuation of Typography I incorporating more advanced and complex problems.

Prerequisites: DGMA 3323 or DGMA 3332.

Co-requisites: DGMA 3313, DGMA 3335.

**DGMA 3334 Branding: 3 semester hours.**

Examination of corporate brand identity development. Topics include logo development, product packaging, marketing collateral, web and social media branding, and broadcast advertising development.

Prerequisites: (ARTS 1311 or ARTS 1113) and (ARTS 1312 or ARTS 1123) and (ARTS 1316 or ARTS 1153) and (ARTS 2311 or ARTS 2353) and (ARTS 2336 or ARTS 2363).

Co-requisites: DGMA 3312, DGMA 3332.

**DGMA 3335 Interactive Media: 3 semester hours.**

Continuation of DGMA 2318 with a focus on scripting desktop applications and visual communication strategies through the design and creation of 2D video games, user-interface, and animation.

Prerequisites: DGMA 2318 or DGMA 2183.

Co-requisites: DGMA 3313, DGMA 3333.

**DGMA 3399 Independent Study: 1-3 semester hour.**

Individual studies in Digital Media Arts.

**DGMA 4314 Problems in Media Arts I: 3 semester hours.**

Examination of visual communication through theoretical studies along with projects combining traditional mediums of art with new and emerging technology.

Prerequisites: DGMA 3313 or DGMA 3133.

Co-requisites: DGMA 4316, DGMA 4318.

**DGMA 4315 Problems in Media Arts II: 3 semester hours.**

Advance examination of visual communication through theoretical studies along with projects combining traditional mediums of art with new and emerging technology.

Prerequisites: DGMA 4314 or DGMA 4143.

Co-requisites: DGMA 4317, DGMA 4321.

**DGMA 4316 Advanced Interactive Media: 3 semester hours.**

Examination of methodologies essential to conceptual design and technical knowledge vital to interactive digital art, design, and visual programming through game engines.

Prerequisites: DGMA 3335 or DGMA 3353.

Co-requisites: DGMA 4314, DGMA 4318.

**DGMA 4317 Social Media Design: 3 semester hours.**

Continuation of DGMA 4316 with an emphasis on applying the principles and practices of social media design to the development of social media campaigns and problems in graphic design.

Prerequisites: DGMA 4316 or DGMA 4163.

Co-requisites: DGMA 4315, DGMA 4321.

**DGMA 4318 Motion Graphics: 3 semester hours.**

Introduction to principles of animation and special effects through graphic storytelling, storyboarding, animatics, screen composition, and compositing.

Prerequisites: DGMA 3333.

Co-requisites: DGMA 4314, DGMA 4316.

**DGMA 4321 Senior Studio Thesis: 3 semester hours.**

Emphasis on preparing students for Senior Art Exhibition.

Prerequisites: DGMA 4318 or DGMA 4183.

Co-requisites: DGMA 4315, DGMA 4317.

**DGMA 4323 Design Practice: 3 semester hours.**

Examination of current design industry theories, programs, technologies and trends. Application of the principles of professional practice with an emphasis on integration of the creative thinking methodology with real-world design projects in a studio environment with selected client-partners and guest lecturers. Prerequisites: must be classified as a junior or senior.

**DGMA 4399 Independent Study: 1-3 semester hour.**

Individual studies in Digital Media Arts.