# Master of Architecture – Three-Year Program

Open to candidates who do not have a Bachelor of Science in Architecture or equivalent. Applicants from all disciplines are welcome. Those who have some architecture coursework may be eligible for advanced placement.

The program requires three years of study. Students have the option to pursue a summer co-op opportunity managed by Northeastern University's coop program.

After completing a first-year introductory curriculum, students in the three-year program merge into the two-year MArch curriculum. This is a NAAB-accredited (http://www.naab.org) degree program.

#### Year One

In the first year, students take intensive studios, technology classes, and architectural history classes to immerse them in the studio culture of the school and to give them a strong foundation to begin the upper-level studios. The introductory graduate skills and design studios are specifically designed for the students in this program who do not have experience doing architectural drawing and designing. Students complete a series of projects that will give them an opportunity to develop the skills and the critical thinking needed in the graduate curriculum.

#### Year Two

Students continue to develop their core skills in the Urban Architecture Studio. In the spring semester, the Option Studio offers topical content that best aligns with the research and practice expertise of the faculty, which provides students with the latest concepts in architectural design, theory, and research on a consistently updated and rotating basis. Students select their top choices of studio topics and instructors, giving them more flexibility in the areas for which they would like to focus their education.

#### Year Three

In the final year, the Integration Studio in the fall semester challenges students to consider architectural connections at all scales, from architectural detail, to architectural systems, to the whole building and its urban context. Students also engage in a two-semester research and design project based on pertinent contemporary topics chosen by the graduate faculty, or students may propose an independent research and design project. Team research is conducted and compiled into online and physical research books. This body of compiled research then becomes the basis of the intellectual framework for the individual students' design projects. This final degree project parallels an in-depth professional practice course that analyzes all of the contingencies of successful architectural projects, including architectural offices and their project management strategies, real estate development criteria, and associated project finance.

#### **Program Requirements**

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be required at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses and requirements listed below unless otherwise indicated.

Core Requirements		
Code	Title	Hours
History		
ARCH 2340	Modern Architecture	4
ARCH 5340	Architectural and Urban Histories	4
Building, Design, and Environment		
ARCH 2240	Architectonic Systems	4
ARCH 3450	Advanced Architectural Communication	4
ARCH 5210	Environmental Systems	4
and ARCH 5211	and Recitation for ARCH 5210	
ARCH 5230	Structural Systems	4
and ARCH 5231	and Recitation for ARCH 5230	
ARCH 7220 Integrated Building Systems		4
Studio		
ARCH 5115	Option Studio	6

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ARCH 6100	Graduate Skills Studio	6		
ARCH 6115	Urban Architecture Studio	6		
ARCH 6200	Graduate Studio 1: Architectural Design	6		
ARCH 7120	Integration Studio	6		
Professional Practice				
ARCH 5430	Introduction to Professional Practice in Architecture	4		
ARCH 6440	Case Studies 2	4		
Topics and Seminars				
ARCH 5310	Design Tactics and Operations	4		
ARCH 5330	Theories of Architecture and Urbanism	4		
ARCH 6340	Graduate Topics in Architecture			
Research and Project				
ARCH 7140	40 Master's Degree Project			
ARCH 7430	Topics In Research Methods in Architectural Design	4		

### **Concentration or Electives Option**

A concentration is not required. Students may complete the electives option in lieu of a concentration.

- Data Visualization (p. 2)
- Experience Design (p. 2)
- Extended Realities (p. 3)
- Sustainable Building Systems (p. 3)
- Sustainable Urban Environments (p. 3)
- Urban Analytics (p. 3)
- Urban Studies (p. 3)
- Electives (p. 3)

## **Program Credit/GPA Requirements**

100 total semester hours required (108 with optional electives)

Minimum 3.000 GPA required

<b>Concentration in Data Visu</b>	alization			
Code	Title	Hours		
Required Courses				
ARTG 5150 and ARTG 5151				
ARTG 5330	RTG 5330 Visualization Technologies 1: Fundamentals			
Complete one of the following:		4		
ARTG 5130	Visual Communication for Information Design			
ARTG 6110	Information Design Theory and Critical Thinking			
ARTG 6330	Information Design Mapping Strategies			
Concentration in Experience	ce Design			
Code	Title	Hours		

Code	Title	Hours		
Required Courses				
ARTG 5610	Design Systems	4		
ARTG 6310	G 6310 Design for Behavior and Experience			
Complete one of the following:		4		
ARTG 5600	Experience Design Studio 1: Principles			
ARTG 5620	Notational Systems for Experience			
ARTG 5640	Prototyping for Experience Design			

ties				
Title	Hours			
Immersive Media: Extended Realities (XR) History, Theory, and Impact	4			
	8			
Developing Extended Realities (XR)				
KRE 5030Designing Extended Realities (XR)SND 65203D Modeling and Asset Creation Principles				
ilding Systems				
Title	Hours			
Sustainable Design and Technologies in Construction	4			
	4			
	4			
Life Cycle Assessment of Materials. Products, and Infrastructure				
-				
Title	Hours			
Topics in Urban Environmental Design	4			
	8			
Cities, Sustainability, and Climate Change				
Implementation and Visualization for Urban Environments 1				
Implementation and Visualization for Urban Environments 2				
Cities, Nature, and Design in Contemporary History and Theory				
Urban Ecologies and Technologies 1				
Urban Ecologies and Technologies 2				
Pro-Seminar. Issues in Designed Urban Environments				
5				
Title	Hours			
Statistics for Design	4			
Visualization Technologies 1: Fundamentals	4			
Information Design Mapping Strategies	4			
Title	Hours			
The 21st-Century City: Urban Opportunities and Challenges in a Global Context	4			
	8			
Cities, Sustainability, and Climate Change				
Topics in Urban Environmental Design				
Title	Hours			
	10015			
RCH courses	12			
	12			
	Immersive Media: Extended Realities (XR) History, Theory, and Impact    Developing Extended Realities (XR)    Designing Extended Realities (XR)    3D Modeling and Asset Creation Principles <b>ilding Systems</b> Title    Sustainable Design and Technologies in Construction    Sustainable Engineering Systems for Buildings			

Complete 8 semester hours of ARCH courses (optional). Electives outside architecture may be taken in consultation with your faculty advisor.

# Plan of Study Sample Plan of Study-Electives Option

Year 1							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARCH 6100		6 ARCH 6200		6 Vacation		Vacation	
ARCH 2240		4 ARCH 2340 and ARCH 2341		4			
ARCH 5340		4 ARCH 3450 (or required elective)		4			
Elective (1/3)		4 Elective (2/3)		4			
		18	·	18		0	0
Year 2							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARCH 6115		6 ARCH 5115		6 Vacation		Vacation	
ARCH 5310		4 ARCH 5430		4			
ARCH 5210 and ARCH 5211		4 ARCH 5330		4			
Elective (3/3)		4 ARCH 5230 and ARCH 5231		4			
		18		18		0	0
Year 3							
Fall	Hours	Spring	Hours				
ARCH 7120		6 ARCH 7140		6			
ARCH 7220		4 ARCH 6440		4			
ARCH 7430		4 ARCH 6340		4			
Elective (optional)		Elective (optional)					
		14		14			

Total Hours: 100

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