Twin Cities Campus

Architecture B.S.

School of Architecture

College of Design

- Program Type: Baccalaureate
- Requirements for this program are current for Spring 2017
- Required credits to graduate with this degree: 120
- Required credits within the major: 98 to 99
- Degree: Bachelor of Science

The Bachelor of Science (with a major in architecture) is a pre-professional architecture degree program that offers studio-based design education and a rigorous program of history/theory and building technology courses. The program exposes students to the formal, socio-cultural, material, environmental, and historical factors that shape built environments. The B.S. program fosters a sense of stewardship for local and global built environments by providing opportunities for students to engage with College of Design faculty and research centers, to enroll in service learning courses, and to study abroad. Design education in the B.S. program is structured around five sequential semester-long design studios. Each one is a focused study in one of architectures core areas: material assemblies, the designed environment, program and typology, metropolitan design, and advanced design. Through hands-on making and complementary courses, students demonstrate how these core areas affect formal, spatial, and experiential qualities of architectural space.

B.S. students develop visual literacy through design thinking and the development of design processes in design studios by engaging spatial representation in drawing and computational courses, by researching historical precedents and theoretical texts in history and theory seminars, and by exploring concepts of sustainability and resilience in technology courses. The B.S. program fosters a sense of stewardship of local and global built environments by providing opportunities for students to engage with College of Design faculty and research centers, to engage in design-build activities, to enroll in service learning courses, and to study abroad.

Students are eligible to apply to the B.S. degree program from within the College of Design after completing all required first-year courses. Admissions are highly competitive, with a portfolio requirement as part of the application process. Students in the B.S. will take five required 6-credit design studios, a sequence of history/theory and building technology courses, and 9 credits of upper-level architecture electives. Graduates of the B.S. are well prepared to apply to the second year of the School of Architecture's Master of Architecture graduate program; Master of Science degree programs in Sustainability, Heritage Preservation and Conservation, and Metropolitan Design; as well as other graduate degree programs at peer institutions, per their admissions requirements.

Program Delivery

This program is available:

- via classroom (the majority of instruction is face-to-face)

Admission Requirements

Students must complete 12 credits before admission to the program.

Freshman and transfer students students are usually admitted to pre-major status before admission to this major

A GPA above 2.0 is preferred for the following:

- 2.80 already admitted to the degree-granting college
- 2.80 transferring from another University of Minnesota college
- 2.80 transferring from outside the University

For information about University of Minnesota admission requirements, visit the Office of Admissions website.

Required prerequisites

Prereqs for the B.D.A. or B.S.

ARCH 1281 - Design Fundamentals I [AH] (4.0 cr)
ARCH 2301 - Drawing and Critical Thinking (4.0 cr)
ARCH 2281 - Design Fundamentals II (4.0 cr)

General Requirements

All students are required to complete general University and college requirements including writing and liberal education courses. For more information about University-wide requirements, see the liberal education requirements.Required courses for the major or minor in

© 2005 by the Regents of the University of Minnesota
The University of Minnesota is an equal opportunity educator and employer.
Information current as of March 29, 2024

which a student receives a D grade (with or without plus or minus) do not count toward the major or minor (including transfer courses).

Program Requirements

Major coursework

ARCH 3281 - Architecture Studio 01: Material (6.0 cr)
ARCH 3282 - Architecture Studio 02: Site (6.0 cr)
ARCH 3611 - Design in the Digital Age (3.0 cr)
ARCH 4283 - Architecture Studio 03: Program (6.0 cr)
ARCH 4284 - Architecture Studio 04: Urban Design (6.0 cr)
ARCH 4511 - Materials and Methods I (3.0 cr)
ARCH 4521 - Environmental Technology I (3.0 cr)
ARCH 4561 - Architecture and Ecology [ENV] (3.0 cr)
ARCH 4571 - Architectural Structures I (3.0 cr)
ARCH 4701W - Introduction to Urban Form and Theory [WI] (3.0 cr)
ARCH 5212 - Undergraduate Architecture Studio 05: Advanced Design (6.0 cr)
ARCH 3411W - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
or ARCH 3411V - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
ARCH 3412W - Architectural History Since 1750 [HIS, GP, WI] (3.0 cr)
or ARCH 3412H *{Inactive}*[HIS, GP] (3.0 cr)
ARCH 3711V - Honors: Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)
or ARCH 3711W - Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)

Courses to be completed prior to year three of the program

Calculus

MATH 1142 - Short Calculus [MATH] (4.0 cr)
or MATH 1271 - Calculus I [MATH] (4.0 cr)

Physics

PHYS 1101W - Introductory College Physics I [PHYS, WI] (4.0 cr)
or PHYS 1201W *{Inactive}*[PHYS, WI] (5.0 cr)
or PHYS 1301W - Introductory Physics for Science and Engineering I [PHYS, WI] (4.0 cr)

Architectural history elective

ARCH 4421W - Architecture and Interpretation: The Cave and the Light [WI] (3.0 cr)
or ARCH 4423 *{Inactive}*(3.0 cr)
or ARCH 4424 - Renaissance Architecture (3.0 cr)
or ARCH 4425W - Baroque Architecture [WI] (3.0 cr)
or ARCH 4428 *{Inactive}*[HIS, GP] (3.0 cr)
or ARCH 4432 - Modern Architecture (3.0 cr)
or ARCH 4434 - Contemporary Architecture (3.0 cr)
or ARCH 4441 *{Inactive}*(3.0 cr)
or Arch 44XX Architecture History

Architecture electives

Nine upper division architecture credits not used elsewhere.
Take exactly 9 credit(s) from the following:
•ARCH 3xxx
•ARCH 4xxx

Upper division credits outside the major

Take 9 upper division credits outside the major

Upper-division Writing Intensive within the major

Students are required to take one upper-division writing intensive course within the major. If that requirement has not been satisfied within the core major requirements, students must choose one course from the following list. Some of these courses may also fulfill other major requirements.
Take 0 - 1 course(s) from the following:
•ARCH 3411V - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
•ARCH 3411W - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
•ARCH 3711V - Honors: Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)
•ARCH 3711W - Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)
•ARCH 4421W - Architecture and Interpretation: The Cave and the Light [WI] (3.0 cr)
•ARCH 4701W - Introduction to Urban Form and Theory [WI] (3.0 cr)

© 2005 by the Regents of the University of Minnesota
The University of Minnesota is an equal opportunity educator and employer.