

ABOUT THE MAJOR

Architectural studies involves the art and technique of designing and building structures and spaces. If you are interested in and passionate about thoughtfully designed environments that have the physical and emotional well-being of individuals and communities in mind, then a degree in Architectural Studies at the U is a great fit for you! In this major, you will receive a well-rounded academic foundation that may lead to entry-level employment in the building industry, a graduate career in a professionally accredited Master of Architecture program, or further study in related environmental design programs. This program brings together a community of students, faculty, and staff to share their broad range of interests and expertise. As a member of this community, you can engage with building and computer technology, issues of social and ecological responsibility, and the scholarly study of the history and theory of the built environment. At the core of these interests lies a common concern for the well-being of individuals, communities, and natural systems as well as constructing and maintaining the highest quality in our built and natural environments.




LEARNING OUTCOMES

- Examine and apply the fundamental role of the architect in society and their ethical responsibility to sustain and preserve the environment; gain a respect for diversity and the relationship between human behavior and the physical environment.
- Cultivate the values of architectural and urban design, its standards of measurement, and how to communicate those values in verbal, written, and graphic form.
- Learn the historic evolution of architectural design and the environmental and contextual influences that shape its development.
- Develop skills in composition, theoretical perception, critical thinking, and the qualitative assessment of design.
- Understand the technical aspects of building design, including structural assemblies, environmental systems, sustainability strategies, strength and appropriateness of materials, and constructability.

PLAN & PREPARE

At the U, we plan for our students to have an Exceptional Educational Experience identified by four broad categories we call the Learning Framework: Community, Knowledge & Skills, Transformation, and Impact. This major map will help you envision, explore, design, and plan your personalized Exceptional Educational Experience with the Learning Framework at the core. In addition to assisting you in planning your coursework and navigating the requirements of your major, this map will help you incorporate other kinds of experiences to expand your knowledge, support your development, and prepare you for the future you want.

GET STARTED TODAY

-  Schedule an appointment with an advisor advising.utah.edu
-  Visit ugs.utah.edu
-  Learn more about the Learning Framework ugs.utah.edu/learning-framework



375 South 1530 East, Suite 220
Salt Lake City, Utah 84112
soa.cap.utah.edu



“The School of Architecture’s focus on context, empathy, and innovation turned my passion for design and creative problem solving into a professional asset.”

*>> Josh Carlberg
Product Business Manager, Paoli LLC*

ARCH

ARCHITECTURAL STUDIES
COLLEGE OF ARCHITECTURE & PLANNING



Community



Knowledge & Skills



Transformation



Impact

ARCHITECTURAL STUDIES

Use this map to explore, envision, design, and plan your Exceptional Educational Experience.

GETTING STARTED	MAKING PROGRESS	FINISHING UP
<div>COURSES</div> <ul style="list-style-type: none">- Take the DF¹ core courses: CMP 2010: Design Ecologies, DES 2630: Design Contexts, ARCH 2630: DF Workshop- Take a math class- Familiarize yourself with Canvas	<ul style="list-style-type: none">- Complete all of the prerequisites for Architectural Studies- Generate a Degree Audit & use the 'Plan' tab to project for the next few years- Apply for admission to the Architecture Major	<ul style="list-style-type: none">- Advance into architecture-specific courses- Generate a Degree Audit to track your graduation progress- Check that you will meet the 122 credit unit graduation requirement
<div>COMMUNITY</div> <ul style="list-style-type: none">- Join the DF-themed community at Sage Point- Meet with a DF Peer Mentor- Use your Arts Pass to attend an arts event- Sign up for a class through Campus Rec	<ul style="list-style-type: none">- Join the College's Facebook, Twitter, & Instagram feeds- Participate in an alternative spring/fall break- Join the AIAS2- Visit our studio space in the AIA office downtown	<ul style="list-style-type: none">- Identify experiences you have yet to connect with - fill in gaps with volunteering, clubs, or internships- Learn about Design Build Bluff & Design Build Salt Lake.- Attend a WIA3 event
<div>KNOWLEDGE AND SKILLS</div> <ul style="list-style-type: none">- Meet with a CA+P5 Student Success Advisor- Complete a personality profile- Take DF-related gen ed courses- Download and try out the Adobe Suite	<ul style="list-style-type: none">- Meet with a CA+P Student Success Advisor- Attend a School of Architecture Lecture Series event- Develop your portfolio & get feedback- Develop your communication skills	<ul style="list-style-type: none">- Participate in the UROP6- Work on a Global Change & Sustainability Center project- Volunteer at ASSIST or elsewhere in your community
<div>TRANSFORMATION</div> <ul style="list-style-type: none">- Visit the Utah Museum of Fine Arts- Conduct an informational interview with a professor- Explore minors	<ul style="list-style-type: none">- Explore your identity, values, & life goals by meeting with a Student Success Advocate- Study abroad in Volterra, Italy- Explore diversity experiences at the U	<ul style="list-style-type: none">- Become a Benion Center Scholar- Engage with community partners- Participate in a service project
<div>IMPACT</div> <ul style="list-style-type: none">- Volunteer with the Bennion Center- Mentor students from your old high school- Attend a MUSE7 Casual Friday- Develop an academic plan	<ul style="list-style-type: none">- Join the DF-themed community at Sage Point- Meet with a DF Peer Mentor- Use your Arts Pass to attend an arts event- Sign up for a class through Campus Rec	<ul style="list-style-type: none">- Consider serving as a Senator for our college- Participate in College Council- Apply for an internship through the Hinckley Institute- Become a MUSE scholar
<div>CAREER</div> <ul style="list-style-type: none">- Meet with a Career & Professional Development Coach- Activate & customize your Handshake account- Apply for a DF externship- Go to a CA+P lecture or event	<ul style="list-style-type: none">- Familiarize yourself with NCARB8 & how to become an architect- Prepare for a career by networking with graduate students & alumni- Attend the annual College Career Fair- Participate in an externship with an architect	<ul style="list-style-type: none">- Apply for an international internship through the Hinckley Institute- Find a mentor or community who can help you build your network & confidence- Refine your resume & cover letter- Attend CPDC9 events

WHERE CAN I GO AFTER GRADUATION?

- Architect
- Architectural Drafter
- Architectural Engineer
- Architectural Historian
- Building Surveyor
- Campus Planner
- Community Activist
- Consultancy Firm
- Construction Manager
- Designer
- Educational Facilities Designer
- Entrepreneur
- Healthcare Designer
- Historical Buildings Inspector
- Historic Preservation Specialist
- Interior Architect
- Interior and Spatial Designer
- Journalist
- Landscape Architect
- Material Scientist
- Production Designer
- Real Estate Developer
- Research Architect
- Specification Writer
- Structural Engineer
- Teacher/ Professor
- Urban Designer
- Urban Ecologist
- Urban Planner
- User Interface Designer

¹Design Foundations ²American Institute of Architects Students ³Women in Architecture ⁴Associate Students of the University of Utah ⁵College of Architecture & Planning ⁶Undergraduate Research Opportunities Program ⁷My U Signature Experience ⁸National Council of Architectural Registration Boards ⁹Career & Professional Development Center