

Master of Science in Architecture (Design Computing) Curriculum

45 credits

Core: 24 credits

Selectives: 21 credits

Year 1		
Autumn	Winter	Spring
ARCH 588 Research Practice or ARCH 592 Research Methods (3)	ARCH 587 Theory of Design Computing (3)	ARCH 597 Research Practicum (5)
Selective (3)	Selective (3)	Selective (3)
Selective (3)	Selective (3)	<i>Optional Selective (3)</i>
Selective (3)	Selective (3)	
12 credits	12 credits	8 credits

Year 2		
Autumn	Winter	Spring
ARCH 599 Thesis Research Prep (4)	ARCH 700 Master's Thesis (9)	ARCH 700 Master's Thesis (2) (if needed)
<i>Optional Selective (3)</i>		
<i>Optional Selective (3)</i>		
4 credits	9 credits	2 credits

Note 1: The MSdc curriculum involves 45 course credits. Generally, the requirements for this degree, including thesis, can be fulfilled in 4 or 5 quarters. The degree must be completed on the University of Washington Seattle campus.

Note 2: 21 credits of design computing selectives can be selected from among Department of Architecture courses listed here, or other appropriate graduate level (400-level) course offered at UW Seattle as approved by the program director.

Note 3: Grey shaded courses on curriculum table are only offered once a year in the quarter identified.

Description of Core Courses:

ARCH 587: Theory of Design Computing (3 credits)

Examines the relationship between theory of design and computational tools for practice. Explores how the emergence of computers as a mainstream tool in design has already changed architectural practice. Discusses how, as with other technologies that revolutionized the practice of architecture, information technologies carry hidden implications about design process and products.

ARCH 588: Research Practice or ARCH 592: Research Methods (3 credits)

Provides the opportunity for a guided preliminary exploration and refinement of a research topic, prior to thesis proposal. Weekly seminar meetings focus on student work with regular presentations and discussions.

ARCH 597: Research Practicum (5 credits)

Designed for students in the MS Program to develop a clear framework to conduct their research. Provides a mentored research opportunity where students apply their research and writing skills and knowledge of methods and theory to an advanced research topic.

ARCH 599: Independent Thesis Research and Preparation (4 credits)

Explores development of a proposal for thesis-level research. Participants identify a research area, find relevant literature and prepare an annotated bibliography, articulate a specific question within the research area, and write, present, and defend a proposal. Participants may use this course to develop a thesis proposal.

ARCH 700: Master's Thesis (9 credits, minimum)

This capstone to the Master of Architecture is a student-initiated, faculty supervised and department-approved project. Topics vary and are developed in concert with supervising faculty.

List of Eligible Selective Courses – consult with program director for additional courses available outside of our department.
Contact academic adviser for course schedule for current academic year.

Design Computing Selectives

ARCH 478 – CAD and Working Drawings	(3)	AUT	Hudacek
ARCH 481 – 3D Modeling & Rendering	(3)	AUT	Johnson
ARCH 486 – Algorithmic Geometry in Arch Design	(3)	SPR	Johnson
ARCH 487 – Fundamentals of BIM	(3)	AUT,WTR	Riske/J.Miller
ARCH 526 – Topics in High Performance Building	(3)	WTR	Burpee
ARCH 527 – Intro to Digital Design & Fabrication	(3)	AUT, WTR, SPR	Congdon
ARCH 528 – Digital Design for Fabrication & Constr	(3)	WTR	Hunter
ARCH 529 – Advanced Digital Projects	(3)	SPR	Griggs
ARCH 524 – Advanced Environmental Systems	(3)	WTR	Inanici
ARCH 582 – Computation Lighting Design	(3)	AUT	Inanici
ARCH 598 – Performative Design Practices	(3)	SPR	Inanici
ARCH 598 – AEC Seminar (with ARCH/CM 404)	(3)	WTR	
CSE 440 – Introduction to HCI	(5)	SUM	
DXARTS 470 – Sensing &Control Syst for Dig Arts	(5)	AUT, SUM	
HCDE 418 - Advanced Projects in Human Centered Design and Engineering	(5)	Contact department	
HCDE 455 – User Interface Design or INDE E 455 – User Interface Design	(4)	AUT	
IND E 549 – Human Factors in Engineering Design	(3)	SPR	