

ENVIRONMENTAL DESIGN (ENVD)

Courses

ENVD 1001 (1) ENVD First-Year Seminar

Transitions first-year ENVD students into college through the process of discovering their path to educational success. Provide opportunities to facilitate learning through peer support groups and curricular integration with the ENVD core classes.

Requisites: Restricted to Program in Environmental Design (ARPLU) majors only.

Grading Basis: Letter Grade

Additional Information: Departmental Category: Social Factors

ENVD 1002 (2) Technology 1: Applications for Environmental Design

Introduces technological competencies to support studio work including design representation and presentation. Students develop fundamental competencies in sketching, graphic design, file management and 3D modeling.

Requisites: Restricted to Program in Environmental Design (ARPLU) majors only.

ENVD 1004 (3) Introduction to Environmental Design

Introduces methods, principles and philosophies that guide environmental design. Explores ways of thinking about, and accomplishing, the act of design. Students contemplate the processes and motivations behind design decisions including discussions of environmental sustainability and social responsibility. Required for Program in Environmental Design (ARPLU) majors.

Additional Information: Departmental Category: History and Theory

ENVD 1010 (3) Studio 1: Introduction to Environmental Products of Design

The first of four introductory studios introduces students to concepts and techniques related to the design of products at a human scale. In an immersive project-based studio environment students develop the foundation of design communication and thinking through a series of hands-on projects with physical outcomes.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: History and Theory

ENVD 1012 (2) Technology 2: Visual Communications

Explores the basic visual communication skills necessary for environmental design through image manipulation, vector and raster graphics, and composite renderings. Students will explore concepts in visual hierarchy, composition, and color theory to inform graphics within each environmental design major.

Requisites: Restricted to Program in Environmental Design (ARPLU) majors only.

Additional Information: Departmental Category: Methods and Techniques

ENVD 1020 (3) Studio 1: Introduction to Architecture

The second of four introductory studios introduces students to strategies and techniques of architectural design and communication in a hands-on studio environment. Students design a small-scale architectural project that responds to environmental, contextual and programmatic needs while developing the necessary skills for iterative design processes.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1022 (2) Technology 3: Intermediate Applications for Environmental Design

Building on the technological competencies developed in Technology 1 and 2, students explore more advanced competencies in graphic design, 3D modeling, and diagramming.

Requisites: Requires prerequisite course of ENVD 1012 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1024 (3) History of the Built Environment

Develops design appreciation through the historical narratives that link people and the built environment. Explores traditions that demonstrate how design has evolved over time to respond to cultural and environmental conditions.

Requisites: Requires prerequisite course of ENVD 1004 (minimum grade C-). Required for Program in Environmental Design (ARPLU) students.

ENVD 1030 (3) Studio 1: Introduction to Landscape Architecture

The third of four introductory studios exposes students to concepts and strategies inherent to the practice of landscape architecture. Students analyze and design ecological related systems within an urban context in this immersive studio environment.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1040 (3) Studio 1: Introduction to Planning and Urban Design

The fourth of four introductory studios in which students learn concepts and strategies related to urban planning and design. Students collaboratively develop a design solution to a small-scale problem within an urban fabric using basic skills of analysis and design iteration.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1110 (3) Studio 2: Fundamentals of Environmental Products of Design

Building on the foundation introduced in EPoD Studio 1, this studio introduces students to more advanced methodologies and techniques related to the design of products at a human scale while considering the interdisciplinary nature of the other specializations. Using complementary skills in 3D modeling, drawing, diagramming, and through physical making and fabrication, students explore imaginative and innovative design solutions of small-scale products.

Requisites: Requires prerequisite courses of ENVD 1010 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1120 (3) Studio 2: Fundamentals of Architecture

Focusing on the languages of design, as well as on traditional and digital methods of visualizing architectural ideas and forms, this course builds on the skills learned in Studio 1 and begins incorporating the dynamic forces that shape our buildings.

Requisites: Requires prerequisite courses of ENVD 1020 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1130 (3) Studio 2: Fundamentals of Landscape Architecture

Building on skills learned from the introductory studio, this course expands the skills and knowledge needed for the practice of landscape architecture. With a focus on resilient design and an exploration through multiple scales, students design ecological systems in an urban context.

Requisites: Requires prerequisite courses of ENVD 1030 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1140 (3) Studio 2: Fundamentals of Planning and Urban Design

Through a small-scale urban planning and design project, students explore solutions to challenges in dynamic urban systems. Builds on knowledge and skills gained in the introductory studios to explore the human and environmental dimensions of intertwined systems within the built environment.

Requisites: Requires prerequisite course of ENVD 1040 (all minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students.

ENVD 1150 (3) First Year Writing for Environmental Design

Introduces students to fundamentals of effective academic and professional communication with an emphasis in Environmental Design. Projects are designed to develop strong written and oral communication skills as well as building knowledge of research techniques, while classroom activities and discussions challenge students to become more critical and flexible thinkers.

Requisites: Restricted to Environmental Design (ENVD) majors only.

ENVD 1976 (1) Colloquium - Exploring Careers, Research and Practice

Inspiration in the design profession can be found through a series of faculty and professional lectures. Students develop an understanding of the breath of environmental design careers, research and practice.

Repeatable: Repeatable for up to 3.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) majors only.

ENVD 2001 (3) Human Behavior and Design

Examines reciprocal relationships between people and the built and natural environments and the ways that human well-being is impacted by the built environment. Traces major issues and approaches in design research to understand how people are influenced by the environment and how they can create healthy, just, and livable places.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Social Factors

ENVD 2003 (3) Ecological Systems in Design

Introduces the essential principles and concepts of ecology as they relate to the design and understanding of the built environment. Students explore interactions between people and nature, the design of resilient ecological systems and ways that the built world is influenced by its environment.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Physical Factors

ENVD 2011 (1-6) Special Topics: Social Factors in Environmental Design for non-majors

Addresses variable topics in the relationship of human experience and behavior to the built environment.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to non-Program in Environmental Design majors with 0-56 credits (Freshmen or Sophomores).

ENVD 2012 (1-6) Special Topics: Computer Methods and Graphic Applications for non-majors

Addresses variable topics in design communications, animation and environmental simulation, and computational methods of technical evaluation and optimization.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to non-Program in Environmental Design majors with 0-56 credits (Freshmen or Sophomores).

ENVD 2013 (1-6) Special Topics: Physical Factors in Environmental Design for non-majors

Addresses variable topics in appropriate technology, public policy and natural hazards, organization of the designing and building process, and physical elements of urban development.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to non-Program in Environmental Design majors with 0-56 credits (Freshmen or Sophomores).

ENVD 2014 (1-6) Special Topics: Theory, History and Historiography of Environmental Design for non-majors

Addresses variable topics in theory and criticism, history and historiography of environmental design.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to non-Program in Environmental Design majors with 0-56 credits (Freshmen or Sophomores).

ENVD 2015 (1-6) Special Topics: Technology and Practice for non-majors

Addresses variable topics in the new technologies and issues of professional practice in the environmental design professions.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to non-Program in Environmental Design majors with 0-56 credits (Freshmen or Sophomores).

ENVD 2101 (3) Context of Design: Planning and Implementation

Explores the regulatory and procedural context in which design decisions are made and implemented. Includes an examination of finance, policy, and development procedures necessary in bringing conceptual designs to life.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 2352 (3) Beginning Digital Applications

Foundation level computing skills for design analytics and representation.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 3002 (3) INTRO BIM (Revit)

This introductory course introduces students to BIM modeling through the Revit platform. Fundamental skills will be taught to help students understand technical and practical aspects of this software to both support academic projects and gain early exposure to expectations in professional practice. Emphasis throughout the course will be placed on the most successful ways to utilize this powerful program whether in early design stages or later stage production. This course is not intended to evaluate design skills but advance knowledge of the presented software.

Requisites: Requires prerequisite course of ENVD 1022 (minimum grade C-) and 30+ credits. Restricted to Program in Environmental Design (ARPLU) students only.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3003 (3) Site Planning

Introduces the site planning process including: site analysis and its relationship to building program and site concept, and preparation of site plans. Emphasis is placed on the planning of the physical site through a thorough understanding of process, land use, site constraints and synthesis of ecological, functional and aesthetic considerations in the site planning process.

Recommended: Corequisite ENVD 2130.

Additional Information: Departmental Category: Physical Factors

ENVD 3009 (1-6) Special Topics in Environmental Design

Provides a seminar or design lab on special issues in environmental design, including study abroad. Variable topic class.

Repeatable: Repeatable for up to 21.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Miscellaneous

ENVD 3011 (1-6) Special Topics: Social Factors in Environmental Design for non-majors and ENVD students

Addresses variable topics in the relationship of human experience and behavior to the built environment.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to students with 57-180 credits (Juniors or Seniors).

ENVD 3012 (1-6) Special Topics: Computer Methods and Graphic Applications for non-majors and ENVD students

Addresses variable topics in design communications, animation and environmental simulation, and computational methods of technical evaluation and optimization.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to students with 57-180 credits (Juniors or Seniors).

ENVD 3014 (1-6) Special Topics: Theory, History and Historiography of ENVD for non-majors and ENVD students

Addresses variable topics in theory and criticism, history and historiography of environmental design.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to students with 57-180 credits (Juniors or Seniors).

ENVD 3052 (3) Digital Tools LAND/PLAN

In this course, students weave together digital tools used in the landscape design and city planning profession into a cohesive project. Emphasis is on the exploration of design, 3D modeling, analysis, and how to use and present data. Tools covered include ArcGIS (mapping), Microsoft Excel (data analysis), InDesign (layout), and SketchUp (3D modeling). This self-paced, asynchronous class will be taught through a combination of pre-recorded tutorials and virtual class sessions for collaboration and discussion.

Requisites: Requires prerequisite course of ENVD 1022 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students and minor students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3100 (6) ENVD Interdisciplinary Design Studio

This studio exposes students to a sequence of design investigations that lead to the development of design concepts for critical evaluation and discussion. Students will explore fundamental design practices that are common to the disciplines of architecture, planning, urban design, landscape architecture, and product design. Students will work on a project that provides an opportunity to integrate the various disciplines of environmental design. ENVD 3100 fulfills the Pick One studio requirement for ENVD majors. It does not fulfill the ENVD major-specific 3100 studio requirement.

Repeatable: Repeatable for up to 12.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students and minor students only with 40+ credits and ENVD 2003 or ENVD 2001.

Additional Information: Departmental Category: Studios

ENVD 3102 (3) Revit II

Provides students a learning and practice environment to deepen and expand their skills within the Revit software. The experiential nature of this software benefits from repetitive use and expansion of skills, which this course provides. More attention will be given to presentation techniques, family building and templates which support project advancement and production. This course may also integrate plug-ins and other software compatible within and alongside Revit.

Requisites: Requires prerequisite course of ENVD 3002 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) students and minor students.

ENVD 3150 (3) Professional Communication for Design Students

Building on First Year Writing, this class prepares students for the kinds of projects they will undertake as design professionals. Enriches students' awareness of writing as a life-long tool and communicates the importance of writing well. Emphasizes effective written and oral communication skills. Projects explore the many ways in which writing is a powerful tool in the world of design.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

ENVD 3152 (3) Geographic Info Systems

Focuses on construction and use of computer-based information systems to represent and manipulate geographic data. Emphasizes the recording, mapping, and transforming of data for analysis and use by planners.

Requisites: Requires prerequisite course of ENVD 1022 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) majors and minors only.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3212 (3) Color Theory

Illustrates color media techniques for the preparation, composition, and presentation of landscape and built environment drawings.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3252 (3) Intro 3-D Modeling RHINO

Teaches the student fundamental to intermediate skills and design practices around 3d modeling using Rhino 3d software. 3D modeling is the process of developing a mathematical representation of any three-dimensional surface or object (either inanimate or living) via specialized software that can be used for representation, calculations, fabrication, visualization etc.. Learning strategies around how to see your world in 3d models, and learning when/how/where to use these techniques will make students confident designers and marketable.

Requisites: Requires prerequisite course of ENVD 1022 (minimum grade C-) and 30+ credits. Restricted to Program in Environmental Design (ARPLU) students and minor students only.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3314 (1-6) Special Topics: History of Design

Provides a lecture exploring various topics of design history of the built environment. The focus of this course is directed to all majors.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to students with 27-180 credits (Sophomores, Juniors or Seniors) only.

ENVD 3352 (3) Intermediate Digital Applications

Intermediate level computing skills for design analytics and representation.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Requires prerequisite course of ENVD 3252 or in progress. Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 3909 (1-6) Independent Study

By special arrangement with instructor.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 57-180 credits (Juniors or Seniors).

Additional Information: Departmental Category: Miscellaneous

ENVD 3919 (1-6) Teaching Assistant

By special arrangement with instructor.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 87 -180 credits (Seniors).

Recommended: Prerequisite 3.0 GPA.

Additional Information: Departmental Category: Miscellaneous

ENVD 3929 (1) Peer Leadership and Mentorship and Transitioning Students

Designed to explore the student transition to university life and engage students in active leadership and mentoring capacity-building activities. Examines the role peers play in leading students through transitional development. Students will learn the theoretical basis for understanding student transition and develop their mentoring capacities as well as examine personal identity and values and its intersection with leadership and mentorship.

Repeatable: Repeatable for up to 3.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 27-180 credits (Sophomore, Junior, or Senior).

Recommended: 3.00 GPA.

Additional Information: Departmental Category: Miscellaneous

ENVD 3939 (1-3) Exploratory Internship

Offers professional experiences allowing students to discover a variety of design-related environments such as community engagement, non-profit work or assisting research. In addition to the internship experience, students attend four classroom sessions providing professional development exercises.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 27-180 credits (Sophomore, Junior, or Senior).

Additional Information: Departmental Category: Miscellaneous

ENVD 3972 (3) Advanced Writing in Environmental Design

Prepares students for researching, planning, and writing a Senior Honors thesis and for professional life. Enriches students' awareness of writing as a life-long tool and communicates the importance of writing well. Emphasizes clear, persuasive, and effective written and oral communication skills. Projects explore the many ways in which writing is a powerful tool in the world of design. Environmental Design majors only.

Requisites: Restricted to Program in Environmental Design (ARPLU) students. Must have 57 credit hours and a cumulative GPA of 3.0 or higher.

Grading Basis: Letter Grade

ENVD 4009 (1-6) Special Topics in Environmental Design

Provides a seminar or design lab on special issues in environmental design, including study abroad. Variable topics.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Miscellaneous

ENVD 4023 (3) Environmental Impact Assessment

Provides a field-oriented seminar in current environmental impact controversies. Gives attention to history, theory, and application of impact analysis at state levels for designers, land-use planners, and others involved in resource decision making. By instructor consent, open to nonmajors on a space available basis.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Physical Factors

ENVD 4052 (3) Graphic Communication for Design Professionals

The course is an exploration of topics related to graphic design and visual communication as they relate to constructing your own professional identity. Topics will include layout, composition, fonts, color theory, printing, publication and web-based presence. We will work on visual communication strategies to develop graphically compelling and clear portfolios in both web-based and print formats for use in applications for graduate school and professional practice. A comprehensive and fluid approach to the use of the Adobe Creative Suite for all design tasks will be stressed. Comprehend the fundamentals of graphic design and their application in visual communication. Be able to speak about visual communication in your own language and evaluate critically the visual design surrounding us. Construct a comprehensive personal and professional identity through print and digital mediums. Be able to synthesize the inherent strengths of various different software tools into a fluid digital design process.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 60+ credits.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4100 (3-6) Advanced Design Lab 1

Design lab exploring new and emerging themes in design.

Repeatable: Repeatable for up to 18.00 total credit hours. Allows multiple enrollment in term.

Requisites: Requires prerequisite course of ENVD 3300 (minimum grade C-).

Additional Information: Departmental Category: Studios

ENVD 4112 (3) Architectural Graphics 1

Illustrates techniques of graphics communication and presentation for architectural design. Includes advanced delineation and use of color.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4122 (3) Digital Photo for Designers

Explores digital photographic workflow from capture to exhibition. Students gain the ability to document their projects and utilize photography as a means of creative expression. Topics include: using DSLRs, Adobe Lightroom, retouching with Adobe Photoshop, time-lapse photography, Adobe Premier, professional printing, landscape and architectural photography, sharing work through blogs and social media, and submitting work for publication and exhibition.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4152 (3) Digital Design and Fabrication

Teaches the student basic to intermediate concepts, strategies, materialities and lots of other interesting things around the topic of digital design and fabrication. In the last decade or so, DD+F (Digifab) has evolved from a novel, boutique approach towards design to a critical component of design + making especially in Architecture, Landscape Architecture and Product design. Students will use 3d modeling (Rhino) and parametric plugins(i.e. Grasshopper) to investigate new ways of making using 3d printing, CNC machining, laser cutting and other digital fabrication processes. Learning strategies and concepts around DigiFab as well as looking at materiality in digifab and learning when/how/where to use these techniques will make students confident designers and marketable.

Requisites: Requires prerequisite course of ENVD 3252 or in progress. Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4252 (3) Advanced Digital Design and Fabrication

This course teaches the student intermediate to advanced concepts, strategies, technologies and joinery around ways to make objects and systems using computer software, analytical software and machines such as 3d printers, laser cutters, CNC machines and robot arms etc... In this follow up course (students need to take intro to Digifab first) we will explore more personal driven object typologies around furniture, building skins and small structures/folies tailored around performance and optimizations around materiality, manufacturing tolerances, embodied energies and sustainability.

Requisites: Requires prerequisite course of ENVD 4152 (minimum grade C-). Restricted to Program in Environmental Design (ARPLU) majors and minors only.

ENVD 4311 (3) Housing Policies and Practices

A seminar providing students with a descriptive knowledge and analytical understanding of the use and development of residential settings in different political economies, globally divided into advanced capitalist nations, collectivist economies, and the third world.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Social Factors

ENVD 4322 (1-6) Special Topics: Graphics

Provides an advanced seminar on special issues in design communications.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4352 (1-6) Special Topics: Computer Methods

Topics include animation and environmental simulation, computational methods of technical evaluation and optimization, and computational mapping and analysis. May be repeated for credit by petition.

Repeatable: Repeatable for up to 99.00 total credit hours. Allows multiple enrollment in term.

Additional Information: Departmental Category: Methods and Techniques

ENVD 4361 (1-6) Special Topics: Social Factors in Design

Addresses variable topics in the relationship of human experience and behavior to the built environment, e.g., social research methods in environmental design.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Social Factors

ENVD 4363 (1-6) Special Topics: Physical Factors in Environmental Design

Includes such topics as appropriate technology, public policy and natural hazards, organization of the designing and building process, and physical elements of urban development.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Physical Factors

ENVD 4364 (1-6) Special Topics: History and Historiography of Environmental Design

Provides an advanced seminar on history and historiography of environmental design, e.g., American dwellings.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: History and Theory

ENVD 4365 (1-6) Special Topics: Technology and Practice

Provides an advanced seminar on new technologies and issues of professional practice in the environmental design professions.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Technology and Practice

ENVD 4420 (3) Senior Capstone Seminar

Advanced seminar focuses on theoretical concerns and practical issues inherent in environmental design and planning. Views concerns and issues in terms of setting, processes, and planning and design outcomes. Provides a critical synthesis of the inherently interdisciplinary nature of planning and design education.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: Studios

ENVD 4764 (1-6) Special Topics: Theory and Criticism in Environmental Design

Provides an advanced seminar on theory and criticism in environmental design, e.g., architecture now and introduction to design theory and criticism. May be repeated for credit by petition.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Additional Information: Departmental Category: History and Theory

ENVD 4909 (1-6) Independent Study

By special arrangement with instructor.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 57-180 credits (Juniors or Seniors).

Recommended: Prerequisite 3.00 GPA.

Additional Information: Departmental Category: Miscellaneous

ENVD 4919 (1-6) Teaching Assistant

By special arrangement with instructor.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Recommended: Prerequisite 3.00 GPA.

Additional Information: Departmental Category: Miscellaneous

ENVD 4929 (1-6) Research Assistant

By special arrangement with instructor.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Requisites: Restricted to Program in Environmental Design (ARPLU) students.

Recommended: Prerequisite 3.00 GPA.

Additional Information: Departmental Category: Miscellaneous

ENVD 4939 (3) Professional Design Internship

Allows students to develop design and professional skills outside of the curriculum while working for an architecture, landscape architecture or planning firm. In addition to the internship experience, students attend four classroom sessions providing professional development exercises.

Repeatable: Repeatable for up to 6.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 57-180 credits (Juniors or Seniors).

Recommended: Prerequisite 3.00 GPA.

Grading Basis: Letter Grade

Additional Information: Departmental Category: Miscellaneous

ENVD 4972 (1-3) Honors Research Methods and Thesis Preparation

To prepare students for undertaking an independent research or design project in Environmental Design, this asks students to engage with existing literature in the field. Students will understand how research and design projects are conducted, and how their own work fits within a long tradition of scholarship. Department consent required.

Repeatable: Repeatable for up to 3.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 57-180 credits (Juniors or Seniors).

Grading Basis: Letter Grade

Additional Information: Departmental Category: Miscellaneous

ENVD 4979 (1-3) Honors Thesis

Working with an advisor, students prepare, complete, and defend an honors thesis project, either written or creative.

Repeatable: Repeatable for up to 3.00 total credit hours.

Requisites: Restricted to Program in Environmental Design (ARPLU) students with 57-180 credits (Juniors or Seniors).

Grading Basis: Letter Grade

Additional Information: Departmental Category: Miscellaneous

ENVD 5346 (1-6) Spec Topics: Environmental Design

Graduate level topics vary from semester to semester.

Repeatable: Repeatable for up to 12.00 total credit hours. Allows multiple enrollment in term.

Additional Information: Departmental Category: Miscellaneous

ENVD 7909 (1-6) Independent Study

Independent course content for advanced students.

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

Additional Information: Departmental Category: Miscellaneous