

UNL College of Architecture / Transfer and Masters Equivalent Form

2M or 3M (or transfer)

Student Name / NU ID Number:

SUBJ	No	Class Title	Cr Hrs	Bulletin Description	YES	NO	MAYBE	Notes	Recommendation
MATH	104	Applied Calculus	3	<i>Rudiments of differential and integral calculus with applications to problems from business, economics, and social sciences.</i>					
PHYS	151	Elements of Physics	4	<i>Short course, without laboratory, for those who need one semester of elementary general physics. Emphasis on understanding our physical environment through application of principles of mechanics, heat, sound, electricity, and light.</i>					
DSGN	110	Design Thinking	3	<i>Introduction to an approach to problems employing a user-focused, iterative, team-based process. Through experiential labs, lectures, workshops, and class discussions students practice design thinking to promote innovation in a wide variety of disciplines.</i>					
DSGN	111	Design Making	4	<i>Builds upon the skills acquired in Design Thinking by focusing on formal and spatial constructs. Integrates craft and compositional principles into the design process. Introduces multiple techniques for communicating ideas through physical and digital modeling, orthographic projection, freehand drawing, and other forms of graphic representation.</i>					
DSGN	120	Design Drawing	3	<i>Introduction to the fundamental practice and exploration of observational, projective and speculative drawing for design through a variety of media and drawing techniques.</i>					
DSGN	123	Computers in Design	3	<i>Application of computer technology to the design disciplines. Enabling the effective use of computer technology to produce measured drawings and digital models to aid the investigation, visualization, and communication of design.</i>					
ARCH	240	Classical History	3	<i>Survey of the development of architecture from prehistory to the mid-eighteenth century.</i>					
ARCH	241	Modern History	3	<i>Survey of the history and theory of architecture from the mid-eighteenth century to the present day.</i>					
ARCH	262	Building Organization [programming]	3	<i>Introduction to spatial organizations as related to architectural programming and the design process. Exposure to common types of organizational configurations, the forces that shape them, and their consequential affects.</i>					
ARCH	341	Theory	3	<i>Architectural theory. Written accounts on what architecture should be and why. Compare a number of positions on particular issues that have persisted through the history of architectural theory.</i>					
ARCH	360	Site	3	<i>Investigation of the interrelationship among the physical context as created by nature and humanity, the various design professions concerned with site development and architectural ideas. Site analysis, selection, and development project done in conjunction with the linked studio, along with practical exercises form the basis of the lab experience.</i>					
ARCH	461	Urbanism	3	<i>Issues of contemporary urbanism and the processes of urban design. Experiential nature of cities, role of public policy, ideology, genesis and development of urban form and space.</i>					
ARCH	489	Design Research	3	<i>Comprehensive overview of the complementary and contributory relationship between research and design, with a particular emphasis on design research as a projective activity.</i>					

ARCH	231	Structural Fundamentals	3	<i>Introduction to the concept of structure as integral and essential to architectural design. Exposure to basic physical principles and structural systems.</i>					
ARCH	232	Material Assemblies	3	<i>Introduction to materials and assemblies with an emphasis on design implications and contemporary practices.</i>					
ARCH	333	Environmental Systems	3	<i>Characteristics and performance of buildings with respect to thermal and psychrometric environment in buildings related to human comfort, heat gain/heat loss, ventilation, natural energy systems and sustainable design principles, and plumbing and life safety systems in the Built environment.</i>					
ARCH	331	Structural Mechanics	3	<i>Introduction to various external force systems, and their resulting internal forces and deformations, which act on structural elements.</i>					
ARCH	332	Structural Optimization	3	<i>Optimization of key properties of elemental components and systems of building structures: force, geometric, and material.</i>					
ARCH	430	Building Integration [building construction] (SC.4, SC.5 and SC.6)	3	<i>Fundamentals of architectural design. Continuation of problems concerned with human needs. Intermediate projects that emphasize technological considerations as form determinants. Structure, material, equipment, and construction.</i> <i>SC.5: User requirements, regulatory requirements, site conditions, and accessible design, and consideration of the measurable environmental impacts.</i> <i>SC.6: Integration of building envelope systems and assemblies, structural systems, environmental control systems, life safety systems, and the measurable outcomes of building performance.</i>					
ARCH	210	Design Studio: Represent	5	<i>Introduction to architectural design through reflective and projective techniques. Divergent and convergent approaches focus on fundamental ways in which user(s), matter, and environment inform architecture.</i>					
ARCH	211	Design Studio: Ideate	5	<i>Consideration of multiple parameters including structure, organization, and material acknowledging their potential to inform each other. Exercises will engage a student's ability to effectively and persuasively communicate design positions with regards to appropriateness.</i>					
ARCH	310	Design Studio: Organize	5	<i>Architectural design creating a complex programmatic and spatial organization. Creation/critique of design program; the proposal of plausible structure, material and their expressions; and the exploration of analytical and expressive potentials of representation.</i>					
ARCH	311	Design Studio: Situate	5	<i>Architectural design creating effective and appropriate relationships with manmade/natural environments. Selection/critique of site; the analysis and documentation of contextual conditions; and the incorporation of structure, material, and their expressions into design.</i>					
ARCH	410	Design Studio: Collaborate	5	<i>Collaborative design research approach to complex problems. Various studios utilize multidisciplinary, interdisciplinary, or trans-disciplinary teams to explore issues across range of project types.</i>					

ARCH	411	Design Studio: Integrate (SC.5 and SC.6)	5	<p><i>Fundamentals of architectural design. Continuation of problems concerned with human needs. Intermediate projects that emphasize technological considerations as form determinants. Structure, material, equipment, and construction.*****</i></p> <p>SC.5: <i>User requirements, regulatory requirements, site conditions, and accessible design, and consideration of the measurable environmental impacts.</i></p> <p>SC.6: <i>Integration of building envelope systems and assemblies, structural systems, environmental control systems, life safety systems, and the measurable outcomes of building performance.</i></p>					
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