

2023 - 2024 Major Map

Architectural Studies, BSD

School/College: Herberger Institute for Design and the Arts
ARSTDBSD

Term 1 0 - 16 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
 DSC 100: ASU Design Experience	1	C	- ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students. Design School majors take DSC 100 to fulfill this requirement. - Join a student club or professional organization
ARC 101: Architecture Project I	3	C	
ARC 111: Architecture of Architecture I	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Mathematics (MA) (MAT 142 recommended)	3		
Social-Behavioral Sciences (SB) AND Cultural Diversity in the U.S. (C)	3		
 Minimum 2.50 GPA ASU Cumulative.			
Term hours subtotal:		16	
Term 2 16 - 31 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
ARC 102: Architecture Project II	3	C	
ARC 112: Architecture of Architecture II	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Humanities, Arts and Design (HU) AND Global Awareness (G) (ALA 100 OR ALA 102 OR ARS 201 OR ARS 202 OR DSC 101 OR PUP 190 OR PUP 200 OR SOS 111 recommended)	3		
Social-Behavioral Sciences (SB) (INT 131 OR PUP 190 OR SOS 110 OR SOS 111 OR SOS 171 recommended)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 Minimum 2.75 GPA ASU Cumulative.			
Term hours subtotal:		15	
Term 3 31 - 47 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
ARC 201: Architecture Project III	3	C	- Develop your professional online presence. - If CS: Computer Statistics is already met with prior credits, students may
ART 108: Digital Literacy for the Arts (CS) or	3	C	

INT 121: Introduction to Computer Modeling for Interior Design (CS) or
LAP 231: Introduction to Digital Applications for Designers (CS)

replace ART 108 or INT 121 or LAP 231 with any other digital modeling, CAD, or BIM course.

ARC Elective	3	C
Architecture + Elective	3	C
Natural Science - Quantitative (SQ) (CON 106 OR GLG 108 OR SES 141 OR SOS 182 recommended)	4	
 Complete Mathematics (MA) requirement.		
 Minimum 3.00 GPA ASU Cumulative.		
Complete First-Year Composition requirement.		
Term hours subtotal:	16	

Term 4 47 - 63 Credit Hours Critical course signified by 	Hours	Minimum Grade	Notes
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ARC 202: Architecture Project IV	3	C
ARC Elective	3	C
Architecture + Elective	3	C
Humanities, Arts and Design (HU) AND Historical Awareness (H) (ALA 100 OR ARS 101 OR ARS 102 OR ARS 201 OR ARS 202 OR PUP 200 recommended)	3	
Natural Science - General (SG) (ART 320 OR BIO 130 OR CON 106 OR ENV 130 OR GLG 108 OR PHS 208 OR SCN 208 OR SCN 301 OR SES 141 OR SOS 182 recommended)	4	
 Minimum 3.00 GPA ASU Cumulative.		
Term hours subtotal:	16	

- Complete an in person or virtual **practice interview**

Term 5 63 - 78 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
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ARC 301: Architecture Project V	3	C
ARC 394: Architecture Bootcamp OR ARC Upper Division Elective	3	C
Architecture + Elective	3	C
Upper Division Architecture + Elective	3	C
Literacy and Critical Inquiry (L) (ARC 331 OR ARC 332 OR ARC 434 OR ARS 498 OR GRA 345 OR LAP 413 OR PUP 301 OR SOS 323 recommended)	3	
 Minimum 3.00 GPA ASU Cumulative.		
Term hours subtotal:	15	

- ARC 494 Architecture Bootcamp is intended only for students who have not completed ARC 201/202 (or any transferable equivalents) to provide additional project technique and skill building. Students who completed ARC 201/202 (or transferred equivalents) will NOT enroll in ARC 494 and instead will select an Upper Division ARC course of interest.

Term 6 78 - 93 Credit Hours Necessary course signified by 	Hours	Minimum Grade	Notes
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ARC 302: Architecture Project VI	3	C
ARC 484: Internship OR ARC Upper Division Elective	3	C
Upper Division Architecture + Elective	3	C
Upper Division Literacy and Critical Inquiry (L) (ARC 331 OR ARC 332 OR ARC 434 OR GRA 345 OR LAP 413 OR PUP 301 OR SOS 320 recommended)	3	
Upper Division Humanities, Arts and Design (HU) (ARC 331 OR ARC 332 OR ARC 431 OR ARC 434 OR ARC 436 OR ARS 300 OR EDS 301 OR IND 316 OR IND 317 OR INT 310 OR INT 311 OR LAP 311 OR LAP 312 OR PUP 420 recommended)	3	
★ Complete Cultural Diversity in the U.S. (C) AND Global Awareness (G) AND Historical Awareness (H) course(s).		
★ Minimum 3.00 GPA ASU Cumulative.		

Term hours subtotal: 15

Term 7 93 - 108 Credit Hours Necessary course signified by ★

★ ARC 401: Architecture Studio I	6	C
★ ARC 421: Architecture Technology I	3	C
★ ARC 441: Architecture Representation	3	C
Elective	3	
★ Minimum 3.00 GPA ASU Cumulative.		

Term hours subtotal: 15

Term 8 108 - 120 Credit Hours Necessary course signified by ★

★ ARC 402: Architecture Studio II	6	C
★ ARC 422: Architecture Technology II	3	C
★ ARC 432: Architecture History	3	C
★ Minimum 3.00 GPA ASU Cumulative.		

Term hours subtotal: 12

- Develop your skills

- Gather professional references

Hide Course List(s)/Track Group(s)

ARC Electives (Project courses are repeatable)

ARC 101: Architecture Project I

Architecture + Space, Tommorrow, and Beyond

Architecture + Community and Urban Planning

ART 442: Art and Community

ARC 102: Architecture Project II	IPI 241: Designing and Making (Electronics and Programming)	EDS 301: Sustainable Community Design and Practices (HU)
ARC 201: Architecture Project III		
ARC 202: Architecture Project IV	IPI 441: Designing and Making: Advanced Projects	PUP 190: Sustainable Cities ((HU or SB) & G)
ARC 301: Architecture Project V	SES 307: Space Works I: Design, Build, Test	PUP 301: Introduction to Urban Planning (L)
ARC 302: Architecture Project VI	SES 407: Space Works II: Model, Fabricate, Test	PUP 360: Urban Geography (SB)
ARC 331: World and Western Architecture I ((L or HU) & G & H)		PUP 420: Theory of Urban Design (HU)
ARC 332: World and Western Architecture II ((L or HU) & G & H)		PUP 425: Urban Housing Issues (SB)
ARC 351: Architecture of Collaboration		REA 441: Real Estate Land Development
ARC 352: Architecture of Leadership		PUP OR REA Elective
ARC 394: Special Topics		
ARC 431: Contemporary Architecture and Urbanism 1970 to the Present (HU & H)		
ARC 434: Great Cities ((L or HU) & H)		
ARC 436: Charles and Ray Eames (HU)		
ARC 484: Internship		
ARC Elective		
APH 494: Frank Lloyd Wright		
APH 494: Peter Zumthor		
APH 494: The Image of Rome		
Architecture + Construction & Building Technologies	Architecture + Stage and Screen	Architecture + Digital Modeling
CON 101: Construction and Culture: a Built Environment (HU & H)	PUP 200: Cities in Cinema (HU & H & G)	ART 108: Digital Literacy for the Arts (CS)
CON 106: Introduction to Concrete Materials for the Built Environment (SQ)	SLC 494: Narrative and Embodiment in Cinema	DSC 494: Assembled Reality - Image-making and Multimedia
CON 223: Strength of Materials	THP 213: Introduction to Technical Theatre	DSC 494: Grasshopper
CON 252: Building Construction Methods, Materials, and Equipment	THP 301: Lighting, Sound, Media	DSC 494: Rhino
INT 352: Construction Methods in Interior Design	THP 301: Theatrical Construction	GRA 294: Illustrator
INT 354: Construction Documents	THP 335: Stagecraft	GRA 294: InDesign
INT 351: Ambient Environment	THP 344: Hand Drafting for the Live Entertainment	GRA 294: Photoshop
LAP 341: Landscape Construction I	THP 345: Lighting Design	INT 121: Introduction to Computer Modeling for Interior Design (CS)
CON Elective	THP 350: Sound Design	INT 123: Introduction to Computer-Aided Design and Building Information Modeling
	THP 440: Advanced Scene Design	LAP 231: Introduction to Digital Applications for Designers (CS)
	THP 494: Art Direction	LAP 332: GIS Applications in Environmental Design (CS)
		GIS OR GIT Elective
Architecture + Fashion	Architecture + Sustainable Design, Building, and Communities	Architecture + Creativity and Innovation
FSH 122: Apparel Construction I	ALA 100: Introduction to Environmental Design (HU & H & G)	ART 107: Photography as Experience
FSH 201: Textiles Survey		ART 109: Making as Seeing and Thinking

FSH 203: Fashion Illustration I	ALA 102: Landscapes and Sustainability (HU & G)	ART 110: Drawing as Seeing and Thinking (HU)
FSH 204: Social Aspects of Fashion (L or HU or SB)	LAP 251: Plant Materials for Sustainable Landscapes	ART 123: Introduction to Photography for Nonmajors (HU)
FSH 206: Fashion Design I or FSH 294: Fundamentals of Fashion Design	LAP 352: Ecosystems and Sustainable Design	ART 216: Contemporary Art in Practice: Methods, Making, Meaning
FSH 222: Apparel Construction II	PUP 411: Environment, Justice and Cities	ART 218: 3D Tools
FSH 280: Fashion Merchandising	PUP 430: Transportation Planning and the Environment	ART 467: Art and Ecology or SOS 467: Art and Ecology
FSH 304: Equity and Inclusion in Fashion	SOS 100: Introduction to Sustainability (G)	DSC 394: Design Entrepreneurship & Society
FSH 325: Personal Style and Wardrobe (HU)	SOS 110: Sustainable World (SB)	DSC 494: City/Narrative Space: Placemaking/Public Media Art or HDA 494: City/Narrative Space: Placemaking/Public Media Art
FSH 360: Sustainable Systems in Fashion	SOS 111: Sustainable Cities ((HU or SB) & G)	EDS 201: Fundamentals of Sustainability in Design
FSH 385: Fashion Visual Merchandising	SOS 220: Systems Thinking	ENT 340: Creativity and Innovation (L or HU)
FSH 435: Contemporary Fashion (L or HU)	SOS 323: Sustainable Urban Dynamics	GRA 225: Communication/Interaction Design Theory
FSH Elective	SOS 414: Urban and Environmental Health (SB)	GRA 464: Collaborative Design Development I (L) or IND 464: Collaborative Design Development I (L) or SOS 474: Collaborative Design Development I (L)
	SOS 465: Sustainable Urbanism	GRA 465: Collaborative Design Development II (L) or IND 465: Collaborative Design Development II (L) or SOS 475: Collaborative Design Development II (L)
	ALA OR LAP OR SOS Elective	ART OR GRA OR EDS OR IND OR INT Elective
Architecture + Film, Media, and Web	Architecture + Diversity, Equity, Inclusion, and Social Justice	Architecture + Business & Entrepreneurship
AME 210: Media Editing	ASB 101: Anthropology: Understanding Human Diversity (SB & G)	ACC 231: Uses of Accounting Information I
AME 220: Programming for the Web (CS)	BIS 350: Diversity and Organizations (L & C)	ACC 382: Accounting and Financial Analysis
AME 230: Programming for the Media Arts (CS)	SOS 310: Equity, Justice and Sustainability or OGL 350: Diversity and Organizations (L & C)	DSC 494: Practice Management
ART 116: Introduction to Digital Media	IND 243: Design for Ecology and Social Equity	ECN 211: Macroeconomic Principles (SB)
ART 217: Introduction to Computer Animation	IND 344: Human Factors in Design	ECN 212: Microeconomic Principles (SB)
ART 218: 3D Tools	SBS 301: Cultural Diversity ((L or SB) & C)	ENG 301: Writing for the Professions (L)
ART 244: Introduction to Interactive Environments	CRJ 270: Community Justice (SB)	ENT 290: Entrepreneurship: Opportunity to Impact
ART 302: The Still and Moving Image: Digital Photography and Video	CRJ 304: Inequality, Crime and Criminal Justice	ENT 305: Principles of Entrepreneurship
ART 313: Experimental Film	CRJ 305: Gender, Crime, and Criminal Justice (C)	ENT 360: Entrepreneurship and Value Creation
CIS 300: Web Design and Development	FIS 444: Environment and Justice (L & C)	FIN 300: Fundamentals of Finance
FMP 180: Principles of Production Technology		GRA 345: Design Rhetoric (L)

FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro	JUS 105: Introduction to Justice Studies (SB)	INT 472: Professional Practice for Interior Design
FMP 225: Principles of Visual Effects Compositing	JUS 235: Disability, Justice and Advocacy (C) or JUS 305: Principles of Justice Studies (SB)	LAP 371: Professional Practice
FMP 240: Introduction to Animation for Film	JUS 320: Community and Social Justice (SB & C)	MGT 380: Management and Strategy for Nonmajors
FMP 255: Media Authorship (CS)	JUS 350: Immigration and Justice (SB & C)	MKT 390: Essentials of Marketing
FMP 280: Introduction to Film and Media Production	JUS 370: Cultural Diversity and Justice ((L or HU) & C)	MKT 395: Essentials of Advertising and Marketing Communication
FMP 300: Film Production: Non-Majors	JUS 371: Sexuality and Social Justice	MKT 391: Essentials of Selling
FMP 494: Cinema and Game Worlds	JUS 405: Inequality, Economy and Justice ((L or SB) & G)	OGL 220: Behavioral Dynamics in Organizations (SB)
FMP 494: Cinema and the City	SOC 325: Globalization and Socio-Economic Justice (SB & G)	OGL 300: Theory and Practice of Leadership
AME OR FMP OR CPI Elective	SOC 432: Racial Justice (L)	OGL 200: Introduction to Organizational Leadership (SB)
	PUP 411: Environment, Justice and Cities	OGL 350: Diversity and Organizations (L & C)
	WST 235: Disability, Justice and Advocacy (C)	REA 380: Real Estate Fundamentals
	CRJ OR JUS OR JHR OR WST Elective	REA 401: Real Estate Appraisal
		REA 411: Real Estate Law
		TEM 200: My Technology Venture
		TEM 230: Creativity and Business Innovation
		TEM 400: Technology Entrepreneurship
		TWC 347: Written Communication for Managers (L)
		ACC OR BUA OR ECN OR ENT OR FIN OR MGT OR MKT OR OGL OR REA OR TEM Elective

Architecture + Design Philosophies, Theories and Histories
ARS 100: Introduction to Art (HU) or ARS 300: Introduction to Art (HU)
ARS 102: Art from Renaissance to Modernism (HU & H)
ARS 404: Greek Art (HU & H)
ARS 406: Roman Art (HU & H)
ARS 418: German Renaissance and Reformation Art (HU)
ARS 422: Italian High Renaissance Art and Mannerism (HU)
ARS 424: Italian Baroque Art (HU & H)
ARS 438: Art of the 20th Century I (HU & H)
ARS 439: Art of the 20th Century II (HU & H)
ARS 465: Native Art of North America (HU & C & H)

ARS 472: Art of China (HU)

GRA 401: Creative Environment

HDA 294: Turrell & Roden Crater: Art,
Design, and Tech

INT 111: Interior Design Issues and
Theories (HU)

INT 131: Design and Human Behavior
(SB)

INT 310: History of Interior Design I (HU &
H)

INT 311: History of Interior Design II (HU
& H)

LAP 311: History of Landscape
Architecture (HU & H)

LAP 312: 20th-Century Landscape
Architecture (HU)

LAP 413: Landscape Architecture Theory
and Criticism (L)

PUP 363: History of Planning

PUP 412: History of the City ((L or HU) &
H)

PUP 465: Sustainable Urbanism

PUP 420: Theory of Urban Design (HU)

SOS 309: History and Philosophy of
Sustainability

ARS Elective

Notes:

- First-Year Composition: All students are placed in ENG 101 unless submission of SAT, ACT, Accuplacer, IELTS, or TOEFL score, or college-level transfer credit or test credit equivalent to ASU's first-year composition course(s), determine otherwise. Students on Polytechnic, Downtown Phoenix and West Campuses are encouraged to complete the Directed Self-Placement survey to choose the first-year composition option they believe best suits their needs. Visit: <https://cisa.asu.edu/DSP>
- Mathematics Placement Assessment score determines placement in first mathematics course.

Total Hours: 120

Upper Division Hours: 45 minimum

Major GPA: 2.00 minimum

Cumulative GPA: 2.00 minimum

Total hrs at ASU: 30 minimum

Hrs Resident Credit for

Academic Recognition: 56 minimum

Total Community College Hrs: 64 maximum

General University Requirements Legend

General Studies Core Requirements:

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

General Studies Awareness Requirements:

- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed next to courses on the major map were valid for the 2023 - 2024 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.