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.
ARC 101: Architecture Project I	3	C	• Join a student club or professional organization
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.
ART 108: Digital Literacy for the Arts (CS) or	3	C	• If CS: Computer Statistics is already met with prior credits, students may

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

	Hours	Minimum Grade
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
ARC 202: Architecture Project IV	3	C	• Complete an in person or virtual practice interview
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		

Term 5 63 - 78 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
ARC 301: Architecture Project V	3	C	• 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.
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		

Term 6 78 - 93 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes

	Hours	Minimum Grade	Notes
ARC 302: Architecture Project VI	3	C	• Develop your skills
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 ⭐	Hours	Minimum Grade	Notes
⭐ ARC 401: Architecture Studio I	6	C	• Gather professional references
⭐ 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 ⭐	Hours	Minimum Grade	Notes
⭐ 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

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

ARC Electives (Project courses are repeatable)	Architecture + Space, Tommorow, and Beyond	Architecture + Community and Urban Planning
ARC 101: Architecture Project I		ART 442: Art and Community

ARC 102: Architecture Project II

ARC 201: Architecture Project III

ARC 202: Architecture Project IV

ARC 301: Architecture Project V

ARC 302: Architecture Project VI

ARC 331: World and Western Architecture I ((L or HU) & G & H)

ARC 332: World and Western Architecture II ((L or HU) & G & H)

ARC 351: Architecture of Collaboration

ARC 352: Architecture of Leadership

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

IPI 241: Designing and Making (Electronics and Programming)

IPI 441: Designing and Making: Advanced Projects

SES 307: Space Works I: Design, Build, Test

SES 407: Space Works II: Model, Fabricate, Test

EDS 301: Sustainable Community Design and Practices (HU)

PUP 190: Sustainable Cities ((HU or SB) & G)

PUP 301: Introduction to Urban Planning (L)

PUP 360: Urban Geography (SB)

PUP 420: Theory of Urban Design (HU)

PUP 425: Urban Housing Issues (SB)

REA 441: Real Estate Land Development

PUP OR REA Elective

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

FSH 204: Social Aspects of Fashion (L or HU or SB)

FSH 206: Fashion Design I or FSH 294: Fundamentals of Fashion Design

FSH 222: Apparel Construction II

FSH 280: Fashion Merchandising

FSH 304: Equity and Inclusion in Fashion

FSH 325: Personal Style and Wardrobe (HU)

FSH 360: Sustainable Systems in Fashion

FSH 385: Fashion Visual Merchandising

FSH 435: Contemporary Fashion (L or HU)

FSH Elective

ALA 102: Landscapes and Sustainability (HU & G)

LAP 251: Plant Materials for Sustainable Landscapes

LAP 352: Ecosystems and Sustainable Design

PUP 411: Environment, Justice and Cities

PUP 430: Transportation Planning and the Environment

SOS 100: Introduction to Sustainability (G)

SOS 110: Sustainable World (SB)

SOS 111: Sustainable Cities ((HU or SB) & G)

SOS 220: Systems Thinking

SOS 323: Sustainable Urban Dynamics

SOS 414: Urban and Environmental Health (SB)

SOS 465: Sustainable Urbanism

ALA OR LAP OR SOS Elective

ART 110: Drawing as Seeing and Thinking (HU)

ART 123: Introduction to Photography for Nonmajors (HU)

ART 216: Contemporary Art in Practice: Methods, Making, Meaning

ART 218: 3D Tools

ART 467: Art and Ecology or SOS 467: Art and Ecology

DSC 394: Design Entrepreneurship & Society

DSC 494: City/Narrative Space: Placemaking/Public Media Art or HDA 494: City/Narrative Space: Placemaking/Public Media Art

EDS 201: Fundamentals of Sustainability in Design

ENT 340: Creativity and Innovation (L or HU)

GRA 225: Communication/Interaction Design Theory

GRA 464: Collaborative Design Development I (L) or IND 464: Collaborative Design Development I (L) or SOS 474: Collaborative Design Development I (L)

GRA 465: Collaborative Design Development II (L) or IND 465: Collaborative Design Development II (L) or SOS 475: Collaborative Design Development II (L)

ART OR GRA OR EDS OR IND OR INT Elective

Architecture + Film, Media, and Web

AME 210: Media Editing

AME 220: Programming for the Web (CS)

AME 230: Programming for the Media Arts (CS)

ART 116: Introduction to Digital Media

ART 217: Introduction to Computer Animation

ART 218: 3D Tools

ART 244: Introduction to Interactive Environments

ART 302: The Still and Moving Image: Digital Photography and Video

ART 313: Experimental Film

CIS 300: Web Design and Development

FMP 180: Principles of Production Technology

Architecture + Diversity, Equity, Inclusion, and Social Justice

ASB 101: Anthropology: Understanding Human Diversity (SB & G)

BIS 350: Diversity and Organizations (L & C)

SOS 310: Equity, Justice and Sustainability or OGL 350: Diversity and Organizations (L & C)

IND 243: Design for Ecology and Social Equity

IND 344: Human Factors in Design

SBS 301: Cultural Diversity ((L or SB) & C)

CRJ 270: Community Justice (SB)

CRJ 304: Inequality, Crime and Criminal Justice

CRJ 305: Gender, Crime, and Criminal Justice (C)

FIS 444: Environment and Justice (L & C)

Architecture + Business & Entrepreneurship

ACC 231: Uses of Accounting Information I

ACC 382: Accounting and Financial Analysis

DSC 494: Practice Management

ECN 211: Macroeconomic Principles (SB)

ECN 212: Microeconomic Principles (SB)

ENG 301: Writing for the Professions (L)

ENT 290: Entrepreneurship: Opportunity to Impact

ENT 305: Principles of Entrepreneurship

ENT 360: Entrepreneurship and Value Creation

FIN 300: Fundamentals of Finance

GRA 345: Design Rhetoric (L)

FMP 215: Beginning Post-Production for Film & Television: Adobe Premier Pro

FMP 225: Principles of Visual Effects Compositing

FMP 240: Introduction to Animation for Film

FMP 255: Media Authorship (CS)

FMP 280: Introduction to Film and Media Production

FMP 300: Film Production: Non-Majors

FMP 494: Cinema and Game Worlds

FMP 494: Cinema and the City

AME OR FMP OR CPI Elective

JUS 105: Introduction to Justice Studies (SB)

JUS 235: Disability, Justice and Advocacy (C) or JUS 305: Principles of Justice Studies (SB)

JUS 320: Community and Social Justice (SB & C)

JUS 350: Immigration and Justice (SB & C)

JUS 370: Cultural Diversity and Justice ((L or HU) & C)

JUS 371: Sexuality and Social Justice

JUS 405: Inequality, Economy and Justice ((L or SB) & G)

SOC 325: Globalization and Socio-Economic Justice (SB & G)

SOC 432: Racial Justice (L)

PUP 411: Environment, Justice and Cities

WST 235: Disability, Justice and Advocacy (C)

CRJ OR JUS OR JHR OR WST Elective

INT 472: Professional Practice for Interior Design

LAP 371: Professional Practice

MGT 380: Management and Strategy for Nonmajors

MKT 390: Essentials of Marketing

MKT 395: Essentials of Advertising and Marketing Communication

MKT 391: Essentials of Selling

OGL 220: Behavioral Dynamics in Organizations (SB)

OGL 300: Theory and Practice of Leadership

OGL 200: Introduction to Organizational Leadership (SB)

OGL 350: Diversity and Organizations (L & C)

REA 380: Real Estate Fundamentals

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.