











## 2024 - 2025 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	<ul style="list-style-type: none"> <li>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.</li> <li>Join a <b>student club</b> or professional organization</li> </ul>
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 (MATH) (MAT 117 recommended)	3		
Social and Behavioral Sciences (SOBE)	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 (HUAD)	3		
Quantitative Reasoning (QTRS) (ART 108 OR INT 121 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	<ul style="list-style-type: none"> <li>Develop your <b>professional online presence</b>.</li> <li>Find "Architecture of ..." course options linked below.</li> <li>Research <b>study abroad programs</b> for architectural studies majors.</li> </ul>
ATE 242: Introduction to Architectural Technology OR Architecture Representation Elective	3	C	
Architecture of... Elective OR Architecture Elective	3	C	
Scientific Thinking in Natural Sciences (SCIT)	4		
Sustainability (SUST)	3		
 Complete Mathematics (MATH) 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
Upper Division Architecture History Elective OR Upper Division Architecture Representation Elective	3	C
Architecture of... Elective OR Architecture Elective	3	C
Humanities, Arts and Design (HUAD)	3	
Scientific Thinking in Natural Sciences (SCIT)	4	
! Minimum 3.00 GPA ASU Cumulative.		
Term hours subtotal:	16	

- Complete an in person or virtual [practice interview](#)
- Find "Architecture of ..." course options linked below.
- Research [study abroad programs](#) for architectural studies majors.

Term 5 63 - 78 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
ARC 301: Architecture Project V	3	C	
ARC 394: Architecture Bootcamp OR Upper Division Architecture Elective	3	C	
Complete 2 courses:			
Upper Division Architecture of... Elective OR Upper Division Architecture Elective	6	C	
Global Communities, Societies and Individuals (GCSI)	3		
★ Minimum 3.00 GPA ASU Cumulative.			
Term hours subtotal:	15		

- ARC 394 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 394 and instead will select an Upper Division ARC course of interest.
- Find "Upper Division Architecture of ..." course options linked below.
- Optimal semester to [study abroad](#).

Term 6 78 - 93 Credit Hours Necessary course signified by ★	Hours	Minimum Grade	Notes
ARC 302: Architecture Project VI	3	C	
ARC 484: Internship OR Upper Division Architecture Elective	3	C	
Upper Division Architecture of... Elective OR Upper Division Architecture Elective	3	C	
American Institutions (AMIT)	3		
Governance and Civic Engagement (CIVI)	3		
★ Minimum 3.00 GPA ASU Cumulative.			
Term hours subtotal:	15		

- Develop your [skills](#)
- Find "Upper Division Architecture of ..." course options linked below.
- Optimal semester to [study abroad](#).

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

- Gather [professional references](#)

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)

Architecture Electives	Architecture History Elective	Architecture Representation Elective
ARC 331: World and Western Architecture I ((L or HU) & G & H)	ARC 331: World and Western Architecture I ((L or HU) & G & H) or ARC 332: World and Western Architecture II ((L or HU) & G & H)	ARC 494: Revit I
ARC 332: World and Western Architecture II ((L or HU) & G & H)		ARC 494: Revit II
ARC 351: Architecture of Collaboration	ARC 431: Contemporary Architecture and Urbanism 1970 to the Present (HUAD OR HU & H)	DSC 494: Grasshopper
ARC 352: Architecture of Leadership		DSC 494: Rhino
ARC 394: Special Topics		
ARC 431: Contemporary Architecture and Urbanism 1970 to the Present (HUAD OR HU & H)		
ARC 434: Great Cities (HUAD OR (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 of Business and Entrepreneurship	Architecture of Community and Urban Planning	Architecture of Construction & Building Technologies
ACC 231: Uses of Accounting Information I	ART 442: Art and Community	CON 101: Construction and Culture: a Built Environment (HUAD OR HU & H)
ACC 382: Accounting and Financial Analysis	EDS 301: Sustainable Community Design and Practices (SUST OR HU)	CON 106: Introduction to Concrete Materials for the Built Environment (SQ)
ACC Elective	PUP 190: Sustainable Cities (SUST OR (HU or SB) & G)	CON 223: Strength of Materials
BUA Elective	PUP 301: Introduction to Urban Planning (L)	CON 252: Building Construction Methods, Materials, and Equipment
DSC 494: Practice Management	PUP 360: Urban Geography	CON Elective
ECN 211: Macroeconomic Principles (SOBE OR SB)	PUP 420: Theory of Urban Design (HUAD OR HU)	INT 352: Construction Methods in Interior Design
ECN 212: Microeconomic Principles (SOBE OR SB)	PUP 425: Urban Housing Issues (SOBE OR SB)	INT 354: Construction Documents
ECN Elective	PUP Elective	INT 351: Ambient Environment
ENG 301: Writing for the Professions (L)	REA 441: Real Estate Land Development	LAP 341: Landscape Construction I
ENT 290: Entrepreneurship: Opportunity to Impact	REA Elective	
ENT 305: Principles of Entrepreneurship		
ENT 360: Entrepreneurship and Value Creation		
ENT Elective		

FIN 300: Fundamentals of Finance		
FIN Elective		
GRA 345: Design Rhetoric		
INT 472: Professional Practice for Interior Design		
LAP 371: Landscape Architecture Professional Practice I		
MGT 380: Management and Strategy		
MGT Elective		
MKT 390: Essentials of Marketing		
MKT 391: Essentials of Selling		
MKT 395: Essentials of Advertising and Marketing Communication		
MKT Elective		
OGL 200: Introduction to Organizational Leadership (CIVI OR SB)		
OGL 220: Behavioral Dynamics in Organizations (SOBE OR SB)		
OGL 300: Theory and Practice of Leadership		
OGL 350: Diversity and Organizations (GCSI OR L & C)		
OGL Elective		
REA 380: Real Estate Fundamentals		
REA 401: Real Estate Appraisal		
REA 411: Real Estate Law		
REA Elective		
TEM 200: My Technology Venture		
TEM 230: Creativity and Business Innovation		
TEM 400: Technology Entrepreneurship		
TEM Elective		
TWC 347: Written Communication for Managers (L)		
Architecture of Creativity and Innovation	Architecture of Design Philosophies, Theories and Histories	Architecture of Digital Modeling
ART 107: Photography as Experience		ART 108: Digital Literacy for the Arts (QTRS OR CS)
ART 109: Making as Seeing and Thinking	ARS 100: Introduction to Art (HUAD OR HU) or ARS 300: Introduction to Art (HUAD OR HU)	DSC 494: Assembled Reality - Image-making and Multimedia
ART 110: Drawing as Seeing and Thinking (HUAD OR HU)	ARS 102: Art from Renaissance to Modernism (HUAD OR HU & H)	DSC 494: Grasshopper
ART 123: Introduction to Photography for Nonmajors (HU)	ARS 404: Greek Art (HU & H)	DSC 494: Rhino
ART 216: Contemporary Art in Practice: Methods, Making, Meaning	ARS 406: Roman Art (HU & H)	GIS Elective

ART 218: 3D Tools	ARS 418: German Renaissance and Reformation Art (HU)	GIT Elective
ART 467: Art and Ecology or SOS 467: Art and Ecology	ARS 422: Italian High Renaissance Art and Mannerism (HU)	GRA 294: Illustrator
ART Elective	ARS 424: Italian Baroque Art (HU & H)	GRA 294: InDesign
DSC 394: Design Entrepreneurship & Society	ARS 438: Art of the 20th Century I (HUAD OR HU & H)	GRA 294: Photoshop
DSC 494: City/Narrative Space: Placemaking/Public Media Art or HDA 494: City/Narrative Space: Placemaking/Public Media Art	ARS 439: Art of the 20th Century II (HU & H)	INT 121: Introduction to Computer Modeling for Interior Design (QTRS OR CS)
EDS 201: Fundamentals of Sustainability in Design	ARS 465: Native Art of North America (HU & C & H)	INT 123: Introduction to Computer-Aided Design and Building Information Modeling
EDS Elective	ARS 472: Art of China (HUAD OR HU)	LAP 231: Introduction to Digital Applications for Designers (QTRS OR CS)
ENT 340: Creativity and Innovation (L or HU)	ARS Elective	LAP 332: GIS Applications in Environmental Design (CS)
GRA 225: Communication/Interaction Design Theory	GRA 401: Creative Environment	
GRA 464: Collaborative Design Development I (L) or IND 464: Collaborative Design Development I (L) or SOS 474: Collaborative Design Development I (L)	HDA 294: Turrell & Roden Crater: Art, Design, and Tech	
GRA 465: Collaborative Design Development II (L) or IND 465: Collaborative Design Development II (L) or SOS 475: Collaborative Design Development II (L)	INT 111: Interior Design Issues and Theories (HUAD OR HU)	
GRA Elective	INT 131: Design and Human Behavior (SOBE OR SB)	
IND Elective	INT 310: History of Interior Design I (HUAD OR HU & H)	
INT Elective	INT 311: History of Interior Design II (HUAD OR HU & H)	
	LAP 311: History of Landscape Architecture (HUAD OR HU & H)	
	LAP 312: 20th-Century Landscape Architecture (HU)	
	LAP 413: Landscape Architecture Theory and Criticism (L)	
	PUP 190: Sustainable Cities (SUST OR (HU or SB) & G)	
	PUP 200: Cities in Cinema (HUAD OR HU & H & G)	
	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 (HUAD OR HU)	
	SOS 309: History and Philosophy of Sustainability	
Architecture of Diversity, Equity, Inclusion, and Social Justice	Architecture of Fashion	Architecture of Film, Media, and Web
ASB 101: Anthropology: Understanding Human Diversity (SOBE OR SB & G)	FSH 122: Apparel Construction I	AME 111: Introduction to Digital Culture (QTRS OR CS)
	FSH 201: Textiles Science AND FSH 200: Textiles Science Lab	

BIS 350: Diversity and Organizations (GCSI OR L & C) or OGL 350: Diversity and Organizations (GCSI OR L & C)	FSH 203: Fashion Illustration I	AME 112: Computational Thinking for Media Arts (CS)
CRJ 270: Community Justice (CIVI OR SB)	FSH 204: Social Aspects of Fashion (SOBE OR L or HU or SB)	AME 130: Prototyping Dreams (L)
CRJ 304: Inequality, Crime and Criminal Justice	FSH 205: Fundamentals of Fashion Design	AME 210: Media Editing
CRJ 305: Gender, Crime, and Criminal Justice (SOBE OR C)	FSH 206: Fashion Design I	AME 220: Programming for the Web (QTRS OR CS)
CRJ Elective	FSH 208: Fashion Technology I	AME 230: Programming for the Media Arts (QTRS OR CS)
FIS 444: Environment and Justice (L & C)	FSH 222: Apparel Construction II	AME 325: Technical Lives
IND 243: Design for Ecology and Social Equity	FSH 280: Fashion Merchandising	AME Elective
IND 344: Human Factors in Design	FSH 304: Equity and Inclusion in Fashion	ART 116: Introduction to Digital Media
JHR Elective	FSH 325: Personal Style and Wardrobe (HUAD OR HU)	ART 217: Introduction to Computer Animation
JUS 105: Introduction to Justice Studies (CIVI OR SB)	FSH 360: Sustainable Systems in Fashion	ART 218: 3D Tools
JUS 235: Disability, Justice and Advocacy (CIVI OR C) or WST 235: Disability, Justice and Advocacy (CIVI OR C)	FSH 385: Fashion Visual Merchandising	ART 244: Introduction to Interactive Environments
JUS 305: Principles of Justice Studies (SB)	FSH 435: Contemporary Fashion (HUAD OR L or HU)	ART 302: The Still and Moving Image: Digital Photography and Video
JUS 320: Community and Social Justice (SB & C)	FSH Elective	ART 312: Illustration
JUS 350: Immigration and Justice (SOBE OR SB & C)		ART 313: Experimental Film
JUS 370: Cultural Diversity and Justice (CIVI OR (L or HU) & C)		CIS 300: Web Design and Development
JUS 371: Sexuality and Social Justice		CPI Elective
JUS 405: Inequality, Economy and Justice (L or SB)		FMP 180: Principles of Production Technology
JUS Elective		FMP 215: Beginning Post-Production for Film and Television: Adobe Premiere Pro
PUP 411: Environment, Justice and Cities (CIVI)		FMP 225: Principles of Visual Effects Compositing
SBS 301: Cultural Diversity ((L or SB) & C)		FMP 240: Introduction to Animation for Film
SOC 325: Globalization and Socio-Economic Justice (SB & G)		FMP 255: Media Authorship (QTRS OR CS)
SOC 432: Racial Justice (CIVI OR L)		FMP 280: Introduction to Film and Media Production
SOS 310: Equity, Justice and Sustainability		FMP 300: Short Film Production
WST Elective		FMP 494: Cinema and Game Worlds
		FMP 494: Cinema and the City
		FMP Elective
Architecture of Space, Tomorrow, and Beyond	Architecture of Stage and Screen	Architecture of Sustainable Design, Building, and Communities
IPI 241: Designing and Making (Electronics and Programming)	PUP 200: Cities in Cinema (HUAD OR HU & H & G)	ALA 100: Introduction to Environmental Design (HUAD OR HU & H & G)
IPI 441: Designing and Making: Advanced Projects	SLC 494: Narrative and Embodiment in Cinema	ALA 102: Landscapes and Sustainability (SUST OR HU & G)

SES 307: Space Works I: Design, Build, Test	THP 213: Introduction to Technical Theatre	ALA Elective
	THP 301: Lighting, Sound, Media	LAP 251: Plant Materials for Sustainable Landscapes
SES 407: Space Works II: Model, Fabricate, Test	THP 301: Theatrical Construction	LAP 352: Ecosystems and Sustainable Design
	THP 335: Stagecraft	LAP Elective
	THP 344: Hand Drafting for the Live Entertainment	PUP 411: Environment, Justice and Cities (CIVI)
	THP 345: Lighting Design	PUP 430: Transportation Planning and the Environment
	THP 350: Sound Design	SOS 100: Introduction to Sustainability (SUST OR G)
	THP 440: Advanced Scene Design	SOS 110: Sustainable World (SUST OR SB)
	THP 494: Art Direction	SOS 111: Sustainable Cities (SUST OR (HU or SB) & G)
		SOS 220: Systems Thinking
		SOS 323: Sustainable Urban Dynamics
		SOS 414: Urban and Environmental Health
		SOS 465: Sustainable Urbanism
		SOS Elective

- **Total Hours:** 120
- **Upper Division Hours:** 45 minimum
- **University Undergraduate Graduation Requirements**

**Notes:**

Mathematics Placement Assessment score determines placement in first mathematics course.

General Studies designations listed next to courses on the major map were valid for the 2024 - 2025 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.