

0602100	Introduction to Film Making	3 CH	Prereq:
		1	4

This course focuses on film and television directing and production, and the function and operation of supporting video, computing and media technologies. Students create a short commercial, campaign, and title/trailer sequence for a film drawn from a list of contemporary and classic independent cinema.

0602101	Introduction to Creative Arts	3 CH	Prereq:
		1	4

This is an experiential learning course designed to engage students in exploring arts and their own creative abilities through a series of lectures/seminars on arts and creativity, art tutorials and enrichment activities. Students have opportunities to create their own artwork and learn through guided reflective activities individually as well as in groups.

0602102	Introduction to Computer Graphics	3 CH	Prereq:
		1	4

This course focuses on the most important topics of Adobe Photoshop/Illustrator/Premiere (latest version). The course discusses digital image manipulation and editing, making selections, incorporating color techniques, and placing type in an image. It focuses on using painting tools, working with special layer functions, creating special effects with filters, and enhancing specific selections.

0602103	Introduction to Musicology	3 CH	Prereq:
		1	4

This course is designed as an introductory seminar about the critical issues of representing marginalized persons in music and new forms of media such as motion pictures, music and sound, smart mobile phones and music production games. The course sheds light on how music and other media have a close relationship with dominant and marginalized groups engaging with the cultures around them.

0602105	After Effect Techniques	3 CH	Prereq: 0602101
		0	6

This course teaches the basics and hands-on experience of the After Effects application package (newest version). Students learn about the world of 2D motion graphics, compositing and visual effects.

0602106	Orchestral Instruments	3 CH	Prereq: 0900141
		3	0

The course introduces the use of music notation software to compose and arrange music for various groups of voices and instruments, including strings, brass, woodwinds and percussion. Students learn about the instruments of the orchestra and play a variety of instruments.

0602107	Music in Life	3 CH	3	0	Prereq: 0900141
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In this course students will learn about different styles of music theory, learn about music in general, and may also play a variety instruments. Students will also be introduced to ancient and modern folk art and folk music of world cultures, including traditional music of Africa, Asia, Latin America, the United States and Europe, as they relate to contemporary culture. Concert attendance required.

0602108	Computer Skills in Audio Editing	3 CH	1	4	Prereq:
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This course is designed to provide students with a number of computer proficiencies such as details of sound and digital audio, use of digital audio editing software, and how to record and edit sound files.

0602109	Computer Skills in Video Editing	3 CH	0	6	Prereq: 0602101
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This course introduces techniques and concepts of digital video editing. Students produce movies in this class and discuss practical ways to distribute them to various audiences.

0602110	Intro. to Drawing & Perspective	3 CH	0	6	Prereq:
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This course provides practice in application of artistic processes and skills for graphic designers, interior designers, and architects. Students learn the basics of line, contour, shading, texture, perspective, composition, and action drawing. Students create several original works of art and compile a portfolio of their artwork.

0602111	Color Theory and Applications	3 CH	0	6	Prereq: 0602102
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In this course students explore color theory, including additive and subtractive color. Discussions of color and its relationship to composition, through harmony and contrast, are explored.

0602112	Design Principles and History	3 CH	3	0	Prereq: 0602102
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This course introduces the history of graphic design and locates it within a broader context of visual communication. The course offers an overview of significant historical contributions to the field of graphic design from the Paleolithic period until the present day and introduces the fundamental principles of graphic communication.

0602213	Design: Theory, Methodology & Professional Practice	3 CH	3	0	Prereq: 602112
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This course introduces the application of core graphic design elements and principles, skills and technology required for the graphic design profession. Students learn skills in critical analysis and give feedback on peer graphic design projects. An overview of the pertinent theory, history, and application of graphic design processes with an emphasis on conceptualization and visual diagramming.

0602214	Design Psychology	3 CH	Prereq:	0602112
		3	0	

This course familiarizes design students with the fundamental knowledge of schools and theories of psychology, especially those related to design. Emphasis is placed on the development of students' visual perception through the examinations of human behavior (consumers' decision making process, the psychological factors influencing their perceptions, and Gestalt), psychological theories of creativity, and the effects of design on consumers and designers.

0602220	Techniques of Drawing & Coloring	3 CH	Prereq:	0602111
		1	4	

This course is designed to build on the basic drawing concepts and techniques introduced in previous classes. Students learn to work in a variety of artistic media using emotions and ideas to reflect postmodern times and issues.

0602221	Digital Photography	3 CH	Prereq:	0602101
		2	2	

This course provides an introduction to the fundamentals of Digital SLR camera operation. Topics include camera controls, exposure, lenses, and composition. A digital (SLR camera or better) is required. This course addresses the technical, aesthetic, and conceptual challenges implicit with digital photography. The class is structured on a studio model in which students are expected to spend most of their time in class working on projects under supervision.

0602320	Design Concepts and Systems	3 CH	Prereq:	0602213
		3	0	

This course provides abstract and theoretical applications of design systems including condensation and organization of visual information, grid systems and various symmetries, and printed page formats. It looks at the significant cultural, political and technical factors of the 20th century that led to the creation of the graphic design profession concepts.

0602321	Typography and Layout Design 1	3 CH	Prereq:	0602220
		1	4	

This studio course is an exploration of typographic structures, terminology and methods as a tool for visual problem solving. It uses both computer and hands on methods to address the language of type and its effective use. By studying the language of type through its history, and application, students will gain strong working knowledge of this essential element to graphic design.

0602322	Graphic Design: Techniques, Materials and Tools	3 CH	Prereq:	0602320
		1	4	

This course provides an informative initiation to the discipline of graphic communication. It includes demonstration of traditional as well as digital techniques. This class instructs the student in graphic design skills employing tools, materials and procedures traditionally used in

the communication art field.

0602323	Typography and Layout Design 2	3 CH	0	6	Prereq: 0602321
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The second class in a series devoted to the study of typography. Students primarily focus their efforts towards developing a greater understanding of typographic form through exercises based on the setting of words, phrases, sentences and short paragraphs. Students first focus on the appropriate setting of spaces in-between the letters that make up words and projects gradually increase in scope and complexity up to the setting of pages of text with multiple levels of hierarchical meaning.

0602330	Illustrations, Editorial, Publications, & Magazine Design	3 CH	0	6	Prereq: 0602221
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This course introduces the concepts, process and fundamentals of successful pictorial communications. From developing efficient working habits and learning the basics of “conception” and brainstorming to creating exciting, interesting and effective illustration for a variety of applications and clients. Students gain a firm understanding of the process (and business) of creating artwork for reproduction.

0602331	Digital and Motion Design	3 CH	0	6	Prereq: 0602330
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Through a combination of lectures, practical labs and studio shoots, students learn the theory and practice of creating digital video compositions that combine multiple video sources, computer generated objects, text and digital special effects. The unit examines the history and forms of motion graphics and its communicative capacity.

0602332	Advertising & Marketing	3 CH	1	4	Prereq: 0602330
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This studio-lecture course is an introduction to the profession of marketing, promotion, and advertising, with an emphasis on industry structure, branding, integrated marketing communication, effective techniques, and changing communication strategies. The course focuses on the design of suitable messages, as well as on the utility of different media vehicles, at different points of the consumer decision chain.

0602340	History of Modern Art	3 CH	3	0	Prereq: 0602112
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The course provides the student with a working knowledge of the history and culture of contemporary art. In order to understand the history of art as a broad cultural phenomenon, one that profoundly affects our ways of looking at the world, it is imperative to understand its social contexts, and these have been forged and refined by means of the artifacts of visual culture.

0602341	History of Islamic Art	3 CH	3	0	Prereq: 0602340
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This course examines the religious art and the art of the broader Islamic cultural realm. Beginning in the seventh century in Arabia and moving through contemporary times in Africa,

America, and eastern Asia, this class looks at the arts of the book (painting, calligraphy), textiles, ceramics, architecture, and film in order to expand the understanding of Islamic visual culture.

0602342	Printmaking/Advanced Screen Printing	3 CH	Prereq: 0602322
		1	4

This is a studio course in screen printing with an emphasis on photo emulsion processes. Students are expected to develop a portfolio of prints that emphasizes the exploration of personal content while employing advanced silk screening techniques and related processes.

0602421	Branding & Packaging Design 1	3 CH	Prereq: 0602331
		2	2

Students in this course build on skills learned in previous design courses to conceive and produce multifaceted package designs and brand extensions. These brand extensions may include artifacts that are appropriate for each student's unique client. These artifacts will be 3-dimensional, 2-dimensional, or interactive.

0602422	Branding & Packaging Design 2	3 CH	Prereq: 0602421
		2	2

This is an advanced course that builds on skills learned in previous design courses to conceive and produce multifaceted package designs and brand extensions. These brand extensions may include artifacts that are appropriate for each student's unique client. These artifacts will be 3-dimensional, 2-dimensional, or interactive.

0602430	Website Design and Production	3 CH	Prereq: 0602322
		1	4

This course focuses on the fundamental concepts and practices of web design and production. It examines the practical, cultural and technical distinctions of various web technologies and services. Students gain understanding of network concepts, web planning processes, design fundamentals, core technologies and tools through the production of their own working web site and related research activities.

0602431	Animation / MAYA	3 CH	Prereq: 0602331
		0	6

This course provides a theoretical framework covering principles of animation and its use in gaming to affect user experience. Emphasis will be upon principles that support character development and animation that show cause and effect. Students apply these principles to create animations that reflect movement and character appropriate for different uses and environments.

0602432	Design Technologies & Illustrations	3 CH	Prereq: 0602330
		3	0

Graphic Design Technology & Illustration teaches the technology, skills and industry procedures used in the print and digital design industry. These theories are applied to projects that originate

first through textbook study (i.e. advertising design), then through teacher direction (i.e. screen-printing), then district/community service (i.e. mural painting and yearbook production), and regional/state/national contests (i.e. Skills USA).

0602433	Design and Print Media	3 CH	Prereq: 0602421
		1	4

This course explores graphic design for publication. Assignments examine and develop creative solutions for graphic design and methods of publishing in print utilizing software applications in graphic design and contemporary publishing. The Print Media class is a team-taught collaborative class to explore printmaking methods and investigate the functionality of print media within contemporary art and culture.

0602441	Seminar in Design Methods 1	3 CH	Prereq: 0602490
		1	4

The overall focus of the course is to research design, rather than learning the procedures of a single method. In addition, students spend some time trying to think creatively about possible new methods and designs. Readings in the course are split between classics and readings concerning very recent innovations in methods.

0602442	Aesthetics	3 CH	Prereq: 0602341
		2	2

This course examines principles involved in the production, interpretation, and criticism of works of art, as well as basic principles of Christian and Islamic aesthetic theory. Illustrative material from various artistic disciplines is utilized. In addition, the course familiarizes students with the aesthetic and historical concepts of visual art. The course emphasizes creative exploration and discovery of students' own aesthetic language.

0602443	Printing Techniques	3 CH	Prereq: 0602421
		0	6

The class trains the students to acquire knowledge of the administration of printing establishments. Students become acquainted with understanding of various aspects of management used in printing establishments. The objectives of the practical work are to provide enough exposure to the printing industry and enable students to administer and manage a printing establishment by undertaking project work.

0602444	Seminar in Design Methods 2	3 CH	Prereq: 0602441
		2	2

The overall focus of the course is to research design rather than learning the procedures of a single method. In addition, students think creatively about possible new methods and designs. Readings in the course will be split between classics and readings concerning very recent innovations in methods.

3 CH	Prereq:	Completion of 90 Cr. Hrs
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0602490	Local/International Internship
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This class allows students to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of institutions located abroad. Students obtain international experience through completing a short-term internship abroad and to master communication in a foreign speaking environment. The course includes a 10-week, full-time summer work experience under the direct supervision of a registered staff designer or 360 hours of accumulated professional office experience or 360 hours of approved alternate experiences. Students must document the experience by both establishing a record and by submitting a portfolio with letters of recommendation from the supervising staff designer to the Academic Oversight Committee. This requirement may be completed at any time after completion of 90 credit hours and/ or during the first five semesters prior to the end of the professional program. The Department of Graphic Design will assist students in their search for appropriate internship experiences; however, it is the students' responsibility to secure employment. The Department of Graphic Design does not place students in internship situations.

3 CH	Prereq:	0602490
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0602491	Graduation Project 1
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The class is a creative practice experience – development of research methods and an understanding of contemporary and historical practice and critical theory relevant to the field of interest chosen by both the student and instructor. Students work on the project – development of a professional practice that moves the research project forward.

3 CH	Prereq:	0602491
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0602492	Graduation Project 2
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This is the second stage of the graduation project in which a project or dissertation and critical reflection is submitted – production of a piece of self-sustained, independent research on a subject area/topic of choice. Students demonstrate that they have gained strong ability and interdisciplinary skills to develop successful product development in today's competitive marketplace.

3 CH	Prereq:	0602491
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0602493	Special Topics
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This seminar course is designed to provide students with experience presenting their data, a research topic, or timely graphic design papers in a seminar format. Interspersed throughout the student presentations will be talks by design office visits.

3 CH	Prereq:	0602491
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0602494	Seminar in Contemporary Design
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Contemporary issues in material and visual culture – developing the student's appreciation of the various theoretical discourses that have informed and been informed by current graphic design practice.

		3 CH	Prereq:	-
0606211	History of Architecture and Art I	3	0	

This course presents architectural and artistic roots, contexts and settlement forms from the prehistoric beginnings to Middle Eastern and North African civilizations of the Nile Valley, Mesopotamia, and the Classical civilizations of Greece and Rome. It also deals with Byzantine and Early Christian architecture. Students gain an appreciation of these cultures and an understanding of their historic, socio-economic, political, religious, and scientific effects on the evolution of art, architecture and city form.

		3 CH	Prereq:	0606211
0606212	History of Architecture and Art II	3	0	

The course explores the development of architecture and art in the Arab Islamic context with focus on MENA. It also reviews the evolution of Western architecture and art: Romanesque, Gothic, Renaissance, and the Classic Revival in Central Europe. The course gives appreciation of these cultures and an understanding of their historic, socio-economic, political, religious, and scientific effects on the evolution of art, architecture and city form.

		4 CH	Prereq:	0602102
0606271	Architectural Design Studio I	0	8	

The course is an intermediate level architectural design studio. Students have opportunities to study environmental and visual phenomena through architectural design exercises. The theories of building design and problem solving methodologies are introduced and used as a basis for the design process. This studio explores and develops conceptual strategies for basic formal and spatial design, emphasizing the role of ordering principles and of fundamental architectonic elements in the implementation of design intentions. The course introduces foundational processes for developing design projects through the application of formal analytical vocabulary, diagramming, drawing methods and conventions, and three-dimensional modeling.

		4 CH	Prereq:	0606271
0606272	Architectural Design Studio II	0	8	

This course is a continuation of Design I. It focuses on design processes that require understanding and applying spatial analysis and experiential expression at the structural and cultural levels. Simple structural systems, low-tech sustainable strategies and site analyses are conducted. Though the studio navigates within fairly simple assignments, it nonetheless pursues the full range of scales and complexities of a complete architecture project; it is the opportunity to clearly set the pace of what a complete project of architecture requires and engages.

		3 CH	Prereq:	
0606280	Computer Aided Drafting 1/ Auto CAD + 3D Max	1	4	

This course teaches the basics and hands-on experience of the AutoCAD and 3D Max application packages (newest versions). The course teaches about the world of 2D and 3D

graphics, compositing and visual effects, in the context of becoming a professional digital draftsman. The course emphasizes the use of Autodesk software for simulating buildings, lighting (natural and artificial), materials, and textures. The importance of presenting these simulations in animated models and meeting the high standards of design firm expectations is emphasized.

		3 CH	Prereq:
0606281	Computer Aided Drafting 1/ ArchiCAD	1	4

This course is an introduction to the CAD world and its 2D implementation in the architectural field. The course teaches tools and techniques of ArchiCAD Software to translate hand-drawn design sketches into digital format from basic conceptual diagrams to fully-loaded architectural drawings, and, finally, preparing drawings for comprehensive design projects. The course emphasizes the use of ArchiCAD software for simulating buildings, lighting (natural and artificial), materials, and textures, and the importance of presenting these simulations in animated models thus meeting the high standards of design firm expectations.

		3 CH	Prereq:
0606284	Computer Aided Drafting I/ Maxon	1	4

This course teaches the basics and hands on experience of the Maxon application package (newest version). The course discusses the world of 2D and 3D graphics, compositing and visual effects, and skills required to become a professional digital draftsman. The course emphasizes the use of Maxon software for simulating buildings, lighting (natural and artificial), materials, and textures, and the importance of presenting these simulations in animated models to meet the high standards of design firm expectations.

		3 CH	Prereq:
0606285	Computer Aided Drafting I/ Form Z	1	4

This course is an introduction to the CAD world and its 2D implementation in the architectural field. The course teaches the tools and techniques in Form Z Software to translate hand-drawn design sketches into digital format, from basic conceptual diagrams to fully loaded architectural drawings, and, finally, preparing drawings for comprehensive design projects. The course emphasizes the use of Form Z software for simulating buildings, lighting (natural and artificial), materials, and textures, and the importance of presenting these simulations in animated models, meeting the high standards of design firm expectations.

		3 CH	Prereq:	0606212
0606314	Contemporary Architecture and Design	3	0	

The contemporary condition of architecture was shaped by a series of events and movements that followed the rise of Modernism. This course presents contemporary schools of thoughts, criticism, and experimentation in architecture and design while emphasizing the physical, socio-political, and cultural forces and their impact on the evolution of architecture, city design and communication techniques through lecture classes, critical readings and seminar sessions. Students are encouraged to voice their thoughts and opinions on reviewed projects or discourses and are invited to explore a particular area of interest that is relevant to current and emerging practices.

0606321	Building Construction Materials and Processes I	3 CH	Prereq: 0606272	
		2	2	

A course on the response of building envelopes to surrounding environmental factors; covering in detail the components of the envelope: floors, walls, doors, windows, and roofs of all types. This course is also an introduction to construction detailing. It deals with basic construction materials used as: brick, cement, gypsum, steel, timber, etc. It describes the main types of material, their characteristics, use and function. The course also discusses modern construction materials such as: pre-stressed concrete, float glass, extruded aluminum, advanced gypsum products, plastics, and the emerging materials of construction developed recently. This course will consider the preparation of the construction site, soil investigation, and building codes used in construction practice.

0606322	Building Construction Materials and Processes II	3 CH	Prereq: 0606321	
		2	2	

This is the second course in the sequence of building construction courses. It is a combined lecture and studio course that examines recent building technologies, materials, finishing work and structures. The course concentrates on building construction methodologies, locally and internationally. Concrete and steel construction will be investigated through understanding their skeleton systems, from foundations to roof, their materials, mechanism, along with options and major and minor elements. Major components of partitions, staircases, elevators, windows, doors and insulation works are discussed. Construction drawing exercises are required in parallel to lectures.

0606341	Understanding the Built Environment	3 CH	Prereq: 0606272	
		2	2	

This course forms a theoretical as well as a technical perspective of the built environment at the urban level: infrastructure networks, facilities, land use, traffic networks, greeneries, and urban indicators. Students are expected to formulate proposals for urban growth. Impacts are expected to define spatial arrangements, organizational types and use, densities and distributions, zoning

and planning, development and adaptation as well as transportation and expansion. The course touches on psychological, behavioral, social, and cultural inputs using comparative analysis.

0606373	Architectural Design Studio III	4 CH	0	8	Prereq: 0606272
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A project-based course; it emphasizes the complex nature of the design process with focused emphasis on site and architecture interrelationship and with a special emphasis on socio-economic, environmental, structural, and technical issues. Questions of private to public scales are addressed. While site planning, tectonics, low- and high-tech sustainable strategies are integrated into the design process, particular focus is placed on structural strategies. Students are introduced to historical urban analysis and documentation. Communication of design concepts and development requires the development of skills using different media and modes of presentations.

0606374	Architectural Design Studio IV	4 CH	0	8	Prereq: 0606373
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This studio class centers on large mixed-use projects of specialized types and complexity. The class explores functional, technical, and structural systems, while contemplating various modes of environmental control and sustainability measures. Project typologies within dense urban fabrics are discussed. Projects address complex urban situations, negotiation issues between private/public entities, accessibility, codes, public agencies, and market forces. Urban in its nature and scale, this studio formulates strategies to consider architectural production within the building and the transformation of cities.

0606376	Computer Aided Architectural Design I	3 CH	0	6	Prereq:
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The course teaches three-dimensional computer aided design. The subject is taken from a beginning to an advanced level. There is an emphasis on three-dimensional geometry. The approach is based on exploring the quantitative basis and invisible geometrical order of shapes found in nature that serve as a foundation for design and fabrication in architecture or landscape architecture. It explores the derivation of complex geometrical forms, their spatial organization and materiality, interaction with light, tectonic and other qualities. The course exercises skills in three-dimensional thinking that are increasingly essential to design practice in a discipline that now uses computer geometry imaging as a previous generation relied upon descriptive geometry by hand.

		3 CH	Prereq:	0606376
0606377	Computer Aided Architectural Design II	0	6	

This is an advanced three-dimensional computer aided design course and is taken as a follow-up course to CAAD 1. There is more and detailed emphasis on three-dimensional geometry. The approach is based on exploring alternatives relating to geometrical order of shapes found in nature that serve as a foundation for design and fabrication in architecture or landscape architecture. The course advances into complex geometrical forms, their spatial organization and materiality, interaction with light, tectonic and other qualities. The course strongly exercises skills in three-dimensional thinking that are increasingly essential to design practice.

		3 CH	Prereq:	0606322
0606423	Building Construction Materials and Processes III	2	2	

This course provides the knowledge and skills for understanding and producing the working designs in the form of building information models (BIM): CAD protocols and documentation, integration of structures, environmental systems, construction materials and architectural detailing, and the relationship between different types of architectural drawings, specifications, and construction techniques.

		2 CH	Prereq:	0607232
0606433	Interior Environmental Systems I	2	0	

This course focuses on building systems that affect interior design as they relate to contemporary issues such as indoor environmental quality and global sustainability. Functional and environmental considerations regarding building technology systems and the role of interior designers in improving the quality of the built environment are also addressed. Emphasis is placed on the necessary partnership of building technology experts, architects, interior designers and clients.

		2 CH	Prereq:	0606433
0606434	Interior Environmental Systems II	2	0	

The course reviews case studies representing best practices in sustainable design of interiors for discussion and analysis, evaluating project success according to sustainable theories, application of LEED standards, and life-cycle assessments. Communication of design concepts and development requires developed skills using different media and modes of presentations.

0606442	Landscape Architecture	3 CH	Prereq: 0606272
		2	2

A project-based course; it focuses on site analysis (topographic and climatic), treatment of land surfaces and levels, planting, water, lighting outdoor spaces, and external furniture. This course explores the changing conception of city space examining the shifts in urban design theory and practice. The course appeals to students in architecture, landscape architecture and urbanism who are interested in crossing the boundaries between disciplines and exploring new potentialities in design thinking. It emphasizes types of local and regional vegetation and criteria for their choice as well as the development of landscape design in Far Eastern, European and Islamic cultures.

0606475	Architectural Design Studio V	4 CH	Prereq: 0606374
		0	8

This studio course concentrates on large public buildings, equipment, and infrastructure within dense urban environments. Projects are oriented towards a complex nature both functionally and structurally. Advanced techniques and processes of design solutions and presentations are required

0606476	International Architecture Studio	3 CH	Prereq: 0606475
		0	6

This studio course concentrates on projects oriented towards a more complex nature both functionally and structurally. Advanced techniques and processes of design solutions and presentations are required. An architect will address the studio and will be guiding students.

0606478	Computer Aided Architectural Design III	3 CH	Prereq: 0606377
		0	6

The course is an upper level exploration into three-dimensional computer aided design. It is taken as a follow-up course to CAAD II.

0606482	Architectural Media, Graphics, Photography and Representation	3 CH	Prereq: 0606377
		0	6

This course provides architecture students with a comprehensive understanding of the basics of black and white and color photography, its techniques, and aesthetics. Students learn how to use their cameras and light meters and are taught, through hands-on practice, the fundamentals needed in traditional black and white printing in the darkroom. This course provides students with hands-on experience using software packages in architectural media, graphics and representation -3D Images and Models. It teaches how to use computer applications in producing two- and three-dimensional drawings, presentation techniques for producing rendered, modeled and visualized architectural drawings. The course includes slide lectures and discussions around

the works of classic masters and contemporary experts of the medium, field trips, as well as presentations by well-established photographers specializing in architectural photography.

		3 CH	Prereq:	0103419
0606515	Green & Sustainable Architecture	3	0	

The course provides an overview of critical developments in sustainable building design strategies by examining environmental problems and possible solutions through design. Students assess green architecture in terms of historical precedents, vernacular architecture and climate-responsive design. The course structure guides students to expose the underlying processes, multi-scalar systems, and diverse forces of socio-cultural and political flows that impact the lens of sustainable design.

		3 CH	Prereq:	
0606516	Marketing & Branding in Architecture and Design	2	2	

This studio-lecture course is an introduction to the profession of marketing, promotion, and advertising, with an emphasis on industry structure, branding, integrated marketing communication, effective techniques, and changing communication strategies in relationship to architecture and design. The course focuses on the design of suitable messages, as well as on the utility of different media vehicles, at different points of the consumer decision-chain in design.

		3 CH	Prereq:	
0606517	Media in Architecture and Design	1	4	

Through a combination of lectures, practical labs and studio shoots, the course introduces the theory and practice of creating digital video compositions that combine multiple video sources, computer generated objects, text and digital special effects in media and how to incorporate these in architecture and design. The unit examines the history and forms of media and motion graphics, and their communicative capacity.

		3 CH	Prereq:	
0606521	Climate-Responsive Design Strategies in Architecture	3	0	

The course consists of a series of lectures and short applications. It focuses on the subject of climate-responsive architecture. It also elaborates on areas such as the broad issue of sustainability, continues with the analysis of vernacular examples in architecture and moves on to develop the subjects of climate, people and buildings.

		3 CH	Prereq:	
0606522	Green Building Trends and Technology	3	0	

The course provides an overview of critical developments in green building trends and technologies by examining environmental problems and possible solutions through design. Students assess green architecture in terms of historical precedents, vernacular architecture and climate-responsive design. Topics concentrate on passive solar heating/cooling strategies, followed by material on active solar and photovoltaic cells. The course emphasizes the socio-economic implications of green architecture in terms of current world consumption of fossil fuels.

0606543	Heritage Conservation	3 CH	Prereq: 0606442
		3	0

The course explores the various approaches of conservation in architecture. Students are introduced to the practical questions encountered in a variety of projects and to the methods and theories of dealing with these buildings. This includes the initial survey, analysis of materials, integration of lacunae, and conservation of materials and other topics. The students will also explore the application of the theoretical principles of restoration such as minimal intervention and reversibility. These topics are approached through specific case studies, many of which focus on Jordan and the Middle East. The course is taught both in the classroom and on-site. Students are expected to research areas of particular interest based on the visited sites and to present their findings in class.

0606544	Computer Aided Architectural Preservation	3 CH	Prereq: 0606543
		1	4

The course uses advanced CAAD concepts. It works as an extension to the Heritage Conservation course and explores digitally a variety of approaches towards preservation in digital architecture. A project-oriented course with full digital presentation (2D, 3D and animation will be required).

0606545	CAD Portfolio Review	3 CH	Prereq: -
		1	4

This course introduces tips on how to create a CAD portfolio. A CAD portfolio should feature a variety of projects that show 2D and 3D CAD skills as well as problem-solving skills. The portfolio demonstrates great thinking ability and not just skills using Photoshop or CAD. A diverse selection of drawings is important as this shows a broad range of skills. Choosing work to include in the portfolio, portfolio format and style, categorization of work are all discussed. The portfolio should show the student's level of proficiency in CAD software packages. The CAD portfolio forms include on-line portfolios, CD portfolios, printed portfolios, etc.

0606546	Digital Walkthrough and Visualization	3 CH		Prereq:
		0	6	

This course builds on the skills achieved in the earlier (CAAD) courses. It covers advanced animation including digital walkthrough and visualization, animating with controllers, expressions, multiple modifiers, cameras and character studio. Facial animation, compositing and editing with video post special effects are also covered. Students exploit advanced and customizable features of the CAAD software packages to build an efficient, integrated, and customized digital environment.

0606552	Regional Issues in Architecture and Design	3 CH		Prereq: -
		3	0	

This course is a seminar providing an examination of issues related to urban and regional studies in architecture. It is focused upon regional architecture and planning. The course addresses regional architectural issues building upon the local culture and design traditions

0606561	Occupational Health and Safety	3 CH		Prereq: 0606423
		3	0	

This course explores the regulations and codes of professional practice: technical, administrative and financial responsibilities of the architect in dealing with clients, colleagues, consultants and building contractors; organization of the architectural office, professional services of the architect, fee structures and fee management, contracts, and resource management/monitoring/marketing/project delivery are explored in lectures and through case problems. The course also concerns the operational issues related to construction procedures such as, occupational health and safety issues on the construction sites, construction project participants, organizing and leading the construction project, coordination and control of personnel, materials and machines.

0606562	Project Management and Site Organization	3 CH		Prereq: 0606561
		3	0	

The course focuses on project management processes, organizational structure, construction project participants, organizing and leading the construction project, project delivery methods, project chronology, construction services during design, preparing of bills of quantity and tender documents, bidding and procurement, construction closeout, project planning and scheduling, project cost estimate, controlling project time, cost and quality, job site administration, principles of programming office and field works; linear planning; network planning; critical path in

supervision and follow-up; pinpointing and controlling critical points; revising and updating the network through checking operations, time schedules, cost, management of workers and working systems, contractual documents, general and special conditions.

		3 CH	Prereq: 0606476
0606577	Urban Design and Urban Regeneration	1	4

This class requires an urban regeneration studio project covering the scales of master plan, detailed layout and hard and soft details. The main objective of the course is to explain the concepts of urban regeneration and integrated urban development and to describe the specific processes, methods and instruments related to these. The teaching methods include lectures, seminars, debates and workshops. The course includes theoretical and practical activities and is mostly interactive. A number of best practices in the field are analyzed ,especially based on the last 2 decades of European experience. Projects will be developed for selected areas of intervention from Bucharest or other cities.

		3 CH	Prereq: 0606423
0606578	Utility Planning and Design I	1	4

The course presents sustainable building construction and design. It relates growing environmental problems and reduced fossil fuel capacities on integrated utility planning.

		3 CH	Prereq: 0606578
0606579	Utility Planning and Design II	1	4

The course explores in-depth, sustainable building construction and design, as related to growing environmental problems and reduced fossil fuel capacities on integrated utility planning.

		3 CH	Prereq: 0606478
0606583	Digital Architecture	0	6

Through a combination of lectures, practical labs and studio shoots, students will learn the theory and practice of creating digital video compositions that combine multiple video sources, computer generated objects, and digital special effects. This course will guide students through the process of using rapid prototyping and CAD/CAM devices in a studio environment. The class has a theoretical focus on machine use within the process of design. Each student is expected to have completed course of CAAD with a full understanding of solid modeling in CAD.

		3 CH	Prereq: 0606478
0606590	Local/International Internship	0	6

This course examines how to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of institutions located abroad. It emphasizes obtaining international experience through completing a short-term internship abroad. Mastery of communication in a foreign speaking environment is important to the course, especially to be

able to work within a team environment. The course requires a 10-week, full-time summer work experience under the direct supervision of a registered staff architect or 360 hours of accumulated professional office experience or 360 hours of approved alternate experiences. Students must document the experience by both establishing an acceptable record and by submitting a portfolio with letters of recommendation from the supervising staff architect to the Academic Oversight Committee. This requirement may be completed at any time after completion of 90 credit hours and/or during the first five semesters prior to the end of the professional program. The Department of Architecture will assist students in their search for appropriate internship experiences; however, it is the student's responsibility to secure employment. The Department of Architecture does not place students in internship situations.

		2 CH	Prereq: 0606476
0606591	Graduation Project I – Architecture	0	4

This is a class in creative practice – development of research methods and an understanding of contemporary and historical practice and critical theory relevant to the field of interest chosen by both the student and instructor. Students will work on the Project development – development of a professional practice that progresses the research project.

		6 CH	Prereq: 0606591
0606592	Graduation Project II – Architecture	0	12

This is the second stage of the graduation project in which a Project or dissertation and critical reflection is submitted – production of a piece of self-sustained, independent research on a subject area/topic of choice. Students should demonstrate that they have gained strong ability and interdisciplinary skills to develop successful product development in today's competitive marketplace.

This course is an advanced design studio that assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students will be expected to approach advanced design problems by applying skills and content developed in previous studios, as well as in research courses associated with their selected elective concentration area.

0607100	Introduction to Theatre Arts	3 CH	Prereq:
		1	4

This course is an introduction to various aspects of drama and theater, constituting a complete and balanced coverage of all elements of drama and theater: as an art form, as a humanistic pursuit and as a dramatic experience.

0607101	History of Arts	3 CH	Prereq:
		3	0

The course deals with major examples of western architecture, painting, sculpture, and minor arts from the beginning of the Renaissance to the French Revolution of 1848. Major themes will be the changing roles of art and architecture throughout the history of this period, the development of technical skills required to meet those changing needs, and different theories of art, including how its purpose, meaning, and use have evolved over time.

0607102	Art Symposium	3 CH	Prereq:
		1	4

This course is an orientation to academic and professional theater skills and resources. Students acquire a basic working knowledge of specific theatre related topics, become aware of skills that will be needed for working in a theatre setting, are exposed to resources for gaining employment in the theater, are able to understand basic concepts and techniques of working as a professional in theatre arts, and gain a basis for developing practice in the theater arts.

0607103	Theater and Society	3 CH	Prereq:
		3	0

This course examines the human condition as depicted in Twentieth Century French Theater. The selected plays, among the most provocative expressions of our day, voice the major questions of what it means to be human in our contemporary society.

0607221	Fundamentals of Interior Design	2 CH	Prereq: -
		1	2

Explore the world of residential and commercial interior design in this introductory course. Gain exposure to resources, design theory, history, vocabulary and the process of design. For those contemplating registering for the certificate, this course provides a good overview of future coursework.

0607222	History of Islamic Interior Design	2 CH	Prereq: 0606211
		2	0

The course concerns the development of architecture, interior spaces and furniture design in the Islamic context. Students gain an appreciation of these cultures and an understanding of their historic, socio-economic, political, religious, and scientific effects on the evolution of architecture, interior spaces and furniture design.

		2 CH	Prereq:	0606211
0607223	History of Modern Interior Design	2	0	

Explore the styles and functions of furniture in the Western world from ancient times to the modern day. The course looks at furniture and interiors of ancient Egypt, Greece and Rome, the Renaissance, Baroque, Rococco, 18th Century America, Neoclassicism, the Victorian era, Art Nouveau, Art Deco, Arts and Crafts, modern, and post-modern, as well as contemporary furniture styles.

		2 CH	Prereq:	0607223
0607224	Current Issues in Interior Design	1	2	

Issues of design in relationship to sustainable systems, technology, organic design, the humanities, social sciences, and natural/physical sciences. Interaction between design and other disciplines.

		2 CH	Prereq:	-
0607231	Interior Construction Works I	1	2	

This course will present a broad study of materials and finishes that define our interior environment. The specification, composition, manufacturing processes, construction and application/usability of materials and finishes will be covered. The course will provide a foundation for students to understand, identify, select, specify and apply materials for interiors. Lectures, demonstrations, projects and field trips promote the development of design ideas related to materials with an emphasis on sustainable materials and finishes. "Residential Construction" examines the principles, regulations, systems, materials and details of standard wood frame construction according to Building code. Through lectures, field trips and workshop experimentation students study interior surface finishes, architectural woodwork and detailing for residential design. Sustainability concerns as well as health and safety issues are discussed in the selection of finishes, installation methods and details. Students apply regulations, standards and performance criteria to their designs and prepare relevant contract documentation including fitment details, schedules and specifications. In conjunction with the IDD () Design Studio, the final project will culminate in a fully designed architectural and furniture finish scheme.

		2 CH	Prereq:	0607231
0607232	Interior Construction Works II	1	2	

Through lectures, field trips and workshop experimentation students study interior surface finishes, architectural woodwork and detailing for commercial design and public buildings. Sustainability concerns as well as health and safety issues are discussed in the selection of finishes, installation methods and details. Students apply regulations, standards and performance criteria to their designs and prepare relevant contract documentation including fitment details, schedules and specifications. This course provides an introduction to interior building materials and systems. The course promotes an understanding of the various constructed assemblies, both structural and non-structural, which, when combined, form

complete buildings. Functional and environmental considerations about building technology systems and the role of interior designers in improving the quality of the built environment are also covered. Emphasis on the necessary partnership of building technology experts, architects, interior designers, engineers and clients is integral to the course. Students may be required to prepare contract documentation that includes floor and reflected ceiling plans.

0607241	Interior Design Studio I- Residential	4 CH	Prereq:	0602102
		2	4	

Conceptualize and design a residential project. Under direction, analyze spaces and refine layouts to satisfy functional requirements. Become familiar with residential lines of furnishings and finishings. Develop your color palette, and select suitable materials to produce a workable and aesthetic environment for everyday living

0607242	Interior Design Studio II- Commercial	4 CH	Prereq:	0607241
		1	6	

Students will develop a knowledge of design research methods, space planning theory and the sensory environment as they relate to retail environments that are suited to an identified target market. Best practices from Jordan and international perspectives will be explored. The course will cover topics such as store design and planning, store renovations, shopping center design and planning, shopping center renovations, financial considerations, and target markets.

0607311	Design Sociology and Psychology	1 CH	Prereq:	0606211
		1	0	

This course familiarizes Interior design students with the fundamental knowledge of psychology as a field within environmental psychology, which concerns the environmental conditions of the interior. It is the direct study of the relationship between an environment and how that environment affects the behavior of its inhabitants with the aim of maximizing the positive effects of this relationship. Through interior design psychology the performance and efficiency of the space and the wellbeing of the individual are improved. Figures like Walter Benjamin, Sigmund Freud, John B. Calhoun, and Jean Baudrillard have shown that by incorporating this psychology into design one can control an environment and to an extent, the relationship and behavior of its inhabitants.

0607312	Design Strategies and Marketing	1 CH	Prereq:	0607311
		0	2	

This course familiarizes Interior design students with the concept of managing as design and its importance in organizations, especially regarding innovative processes. The course covers the technology innovation process, innovation in corporations/organizations, innovations in research, and the strategy of using design oriented principles and practices when developing

new business and/or business redesign. The goal of the course is to develop a deep understanding of the concept of managing as design based on contemporary research and provides students with experiences of relevance for their professional careers within the intersection of design, innovation and management.

		3 CH	Prereq:	-
0607324	Computer Aided Interior Design I	1	5	

Learn how to select, prepare and organize high-quality images and presentations for effective communication by combining CAD, 3-D modeling and graphic editing software (Corel Draw, Adobe Photoshop, Last Ed). Understand how to carefully use fonts, colors, layout, image and information flow to create effective visual deliverables. Gain efficient work flow techniques to quickly produce and organize artwork for client presentations. Students also learn effective verbal presentation strategies.

		3 CH	Prereq:	0607324
0607325	Computer Aided Interior Design II	1	5	

Expanding upon a basic understanding of 3DS Max Design, this course explores advanced computer aided design techniques for interior designers. The course is focused on three main areas of study; photorealistic rendering, advanced 3D modeling, and animation. Issues involving design, visualization and presentation are investigated during each of these areas of study.

		3 CH	Prereq:	0607232
0607333	Interior Construction Works III	2	2	

The course is an integral part of design studios providing an introduction to sustainable materials and finishes. It also sheds light on interior finishes and furnishings and their specification, composition, construction and application/usability. The course focuses on emerging materials that have the potential to be applied in interior architecture. This course presents an exploratory study of technological advances that have generated new interior materials recently introduced in the market and their impact on global sustainability. Sustainable and intelligent structural materials and finishes, as well as specification, composition, construction and application/usability of these new interior materials are also covered. Group discussions, presentations, projects and fieldtrips are used to promote the development of design ideas related to new materials.

		3 CH	Prereq:	0607333
0607334	Interior Construction Works IV	2	2	

The course covers participation in the construction and assembling of the main stage and/or showcase sets including painting and various techniques used in set design. A study of scenic preparation techniques is necessary in order to paint theatrical scenery and various faux finishes. Students study the design process and use of colour, and learn all of the various painting styles and techniques used in theatre and film.

		4 CH	Prereq:	0607242
0607343	Interior Design Studio III - Commercial	1	6	

Communication of design concepts and development requires developed skills using different media and modes of presentations. While focusing on details of integration of building systems, lighting, finishes, and colors, the course utilizes sustainable systems in order to provide understanding and interior design for energy conservation and sustainable materials; it also utilizes psychological approaches to provide understanding of the impact of spatial meaning and place making. Communication of design concepts and development requires advanced media and modes of presentations especially those of computer generated drawings and models.

		4 CH	Prereq:	0607343
0607344	Interior Design Studio IV - Commercial	1	6	

This studio centers on large mixed-use projects of specialized types and complexity of functional, technical, and structural systems, while contemplating various modes of environmental control and sustainability measures extruded from the context. A project-based course, it provides students with the freedom to select their design methods as a means of developing student individuality. Projects are oriented towards a more complex nature both spatially and detail-wise. Advanced techniques and processes of design solutions and presentations are required.

		2 CH	Prereq:	0607232
0607346	Color, Light, and Space	1	2	

Color is here specifically related to space and light. Students research and experiment colour schemes, color effects, color trends, psychology and physiology of color and light and its effect on space. The course focuses on color in residential units and its contrast as well as its aesthetics in interior spaces

		2 CH	Prereq:	0607346
0607347	Lighting Design	1	2	

The course deals with light design in outdoor and indoor environments. Basics of electricity and electrical distribution systems, function, use and control of light, lighting fixtures and lighting installation are topics for lecture and discussion. Through demonstrations in the lighting lab, luminaries and lamps are compared with regard to glare, light distribution, intensity, colour, colour rendition, energy effectiveness and cost.

		3 CH	Prereq:	0607325
0607426	Computer Aided Interior Design III	1	5	

The course is an upper level into three-dimensional computer aided design. It is taken as a follow-up course to CAID II. This studio concentrates on large public buildings, equipment,

or infrastructure within dense urban fabrics. Projects are oriented towards a more complex nature both functionally and structurally. Advanced techniques and processes of design solutions and presentations are required.

0607445	Interior Design Studio V - Commercial	4 CH		Prereq: 0607344
		1	6	

This studio is the final step before the graduation project; it explores wide-ranging mixed-use projects concentrating particularly on environmental, green, and sustainable interior design issues. Projects are oriented towards professional practice both spatially and detail-wise. Students are expected to engage in international and local competitions and real life projects.

0607448	Furniture Design	2 CH		Prereq: 0607344
		0	4	

A project-based course; it introduces specific furniture and product design components, materials, and fittings. The course helps students draw, develop, and build on small scale. It draws upon historical lineage by identifying the historical trajectories relevant to furniture and product design developments through predominant civilizations and their contribution, tracing the dominant furniture paradigms and historical shifts that have occurred from prehistory up to the 21st century. Specific emphasis is placed on theoretical, ideological, and technical developments which impacted contemporary furniture.

0607460	Local/International Internship	3 CH		Prereq: 0607333
		0	6	

This course helps students apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of institutions located abroad. This allows students to obtain international experience through completing a short-term internship abroad. The student can improve communication in a foreign speaking environment. The course involves a 10-week, full-time summer work experience under the direct supervision of a registered staff architect or 360 hours of accumulated professional office experience or 360 hours of approved alternate experiences. Students must document the experience by both establishing a record and by submitting a portfolio with letters of recommendation from the supervising staff architect to the Academic Oversight Committee. This requirement may be completed at any time after completion of 90 credit hours and/or during the first five semesters prior to the end of the professional program. The Department of Interior Design will assist students in their search for appropriate internship experiences; however, it is the students' responsibility to secure employment. The Department of Interior Design does not place students in internship situations.

0607461	ID Graduation Projects I	2 CH		Prereq: 0607445
		1	2	

The class is a creative practice – development of research methods and an understanding of

contemporary and historical practice and critical theory relevant to the field of interest chosen by both the student and instructor. Students work on the project development – development of a professional practice that progresses the research project.

0607462	ID Graduation Projects II	4 CH	Prereq:	0607461
		0	8	

This is the second stage of the graduation project in which a project or dissertation and critical reflection is submitted – production of a piece of self-sustained, independent research on a subject area/topic of choice. Students should demonstrate that they have gained strong ability and interdisciplinary skills to develop successful product development in today's competitive marketplace. This course is an advanced design studio that assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students are expected to approach advanced design problems by applying skills and content developed in previous studios, as well as in research courses associated with their selected elective concentration area. This studio is the capstone of the studio sequence, providing a setting for the exploration and synthesis of specific in-depth topics of personal and professional importance to the individual student that were developed in the senior seminar course.