Academy of Fine Arts Vienna – Institute for Art and Architecture
Curriculum Commission for Architecture

Curriculum of the Bachelor's Program in Architecture at the Academy of Fine Arts Vienna **(BArch)**

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Art. 1 Legal foundation and scope of application

The curriculum is based on the University Act 2002, Federal Law Gazette 1 no. 120/2202 (Universitätsgesetz, UG 2002). This document defines the structure and contents of the Bachelor's Program in architecture at the Academy of Fine Arts Vienna. The objectives of this engineering-focused program of architecture are based on the qualifications outlined in Art. 2.

Art. 2 Qualifications

Architecture

Architectural education at the Academy of Fine Arts Vienna has always focused on teaching reflective, intellectual, creative and experimental positions. The program is designed for students with excellent capabilities which have been proven in entry exams.

Architecture is defined as a combination of reflection and production. Both are equivalent tools, materials and topics of architecture.

Architecture is considered as a multifaceted profession which may manifest itself in a variety of ways and at various scales. It is a cultural, social and political profession capable of co-determining and changing society.

Program

The program teaches an experimental, critical and creative approach to construction and technical knowledge, the ecological and sustainable use of ideas and materials, digital and analogue forms of production, an understanding of buildings, landscapes and cities, and their discussion on the basis of history, theories and criticism. In addition, students of architecture are encouraged to benefit from the multi-disciplinary environment (the fine arts, cultural studies etc.) at the Academy of Fine Arts Vienna.

The program applies the principle of research-guided teaching and thus contributes to current research questions. These are defined and developed within five platforms, which also represent the essential notion of architecture as is taught at the Academy. Accordingly, students acquire skills via five specialized platforms which build up on one another.

Platforms

1. - ANALOGUE PRODUCTION, DIGITAL PRODUCTION
2. - CONSTRUCTION,MATERIAL, TECHNOLOGY
3. - ECOLOGIES, SUSTAINABILITY, CONSERVATION
4. - HISTORY, THEORY, CRITICISM
5. - GEOGRAPHY, LANDSCAPES, CITIES

Teaching

The platforms provide a structure for the contents of the curriculum as well as for the faculty of the institute. They are forums for the development and transfer of knowledge; they create links between scientific and artistic investigations. Platforms function separately and independently of one another; they also overlap and comment on one another.
The core of architectural studies is the work on design projects. Design work requires and promotes reflection as well as the superposition and synthesis of the fields of knowledge brought together from the individual platforms.

The platforms initially provide students with fundamental skills, know-how and ideas. Later on, they encourage and also require students to articulate and apply these ideas, as well as develop alternative ones. Ultimately, projects and design work are the means through which individual positions on architecture are developed. At the core of the program stands the exchange with other disciplines on issues from related fields. Such exchange takes place on two levels:

a) Within institute-wide events and formats, such as workshops, lecture series, publications and excursions, students from different years meet and discuss ideas and works across platforms.
b) Within the Academy of Fine Arts, a unique environment for interdisciplinary practice is offered. The architecture curriculum is geared to utilizing the opportunities offered through electives and project collaborations with other programs at the Academy. The curriculum for the Bachelor's Program requires students to enroll in at least one elective course outside the Institute of Architecture.

The Bachelor's Program in Architecture reflects an engagement with the social, economic, political, cultural, artistic and technological forces which shape our society today. In keeping with the general commitment of the Academy of Fine Arts Vienna to promoting gender mainstreaming, this program also explicitly addresses to students interested in developing and dealing with gender-relevant topics. Conditions of study are in based on non-discrimination policy of the Academy of Fine Arts Vienna, ensuring that there are no disadvantages for students due to their special needs or on account of their age, gender, state of health or religion.

Job prospects

The program provides an extensive and straightforward grounding into the roles, practices and responsibilities of architects. The Bachelor's Program in Architecture explains the field of architecture in such a way that it can serve as the basis for further studies and professional training. On the basis of this program, graduates will have a range of skills and knowledge enabling them to make informed decisions about their professional goals. Completion of the Bachelor's Program in Architecture entitles students to apply for admission to the Master's Program in Architecture or a Master's program in related fields.

Art. 3 Academic degree

The academic degree conferred upon graduation is a Bachelor of Architecture (BArch).

Art. 4 Duration and course of studies

Completion of the six-semester Bachelor's Program in Architecture requires 180 ECTS credits. ECTS credits are evenly spread across the five platforms, attributing equal value to each platform.

From the first semester onwards, the Bachelor's Program in Architecture is characterized by a project-based structure.

The first semester is an introductory phase familiarizing students with all five platforms. In the following five semesters, the fields of knowledge and potentials pertaining to the five platforms are developed and discussed in detail. Each of the five platforms is emphasized for one semester, thus defining the subject matter of that semester's explorations. The sequence of foci and platforms is one of increasing project complexity and skills.

Art. 5 Types of courses

Students must register for all courses they attend and want to complete via the Campus Online System. The deadlines for registration are determined prior to the beginning of the semester.

(1) Project (P)
The design project is at the core of the curriculum. In the course of a project, students learn to combine, review and assess acquired knowledge and developed ideas. The design project is taught in small groups of approximately 12 students each. Intensive one-on-one tutoring allows for responding to students' individual capacities and ideas. Team teaching is encouraged, as it confronts students and teachers with different views, incites them to think about variations and alternatives, and encourages them to take a position. In-progress projects are continuously reviewed and assessed in dialogue with the teachers and external guest critics. Together with the corresponding project lecture courses, the design projects constitute modules that can only be completed as a whole. Usually, the expected work load is equivalent to nine ECTS credits.

(2) Project lectures (PV)
Project lectures are thematically related with design projects and deepen knowledge concerning the issues and skills relevant to the specific project. Together with the projects, these courses constitute a module and a pass-grade that can only be obtained for the whole module. Depending on the project context, the expected work load for students is equivalent to two or three ECTS credits.

(3) Lecture courses (V)
Lecture courses familiarize students with the theoretical foundation and methods of architecture. Supporting teaching materials are made available by the lecturers. Students are graded on the basis of written and/or oral examinations on the subject matter. The expected work load is equivalent to three ECTS credits.

(4) Seminars (S)
Seminars aim at deepening students' understanding of the subject via presentations. Students actively participate in the course through discussions, as well as written assignments and visual and oral presentations. Seminars also introduce students to research methodologies. The expected work load for students is equivalent to three ECTS credits.

(5) Excursions (EX)
Field trips are class excursions taking place outside school. They aim at illustrating the contents of courses in real-life contexts. The expected work load for students is equivalent to three ECTS credits.

Non-degree students and students who have not passed the entrance examination (concurrent enrollment) are only admitted to classes of type (V) and (S).

Art. 6 Language of instruction

Instruction may be in German or in English. For this reason, a good command of English is recommended in addition to the proficiency of German, which is required by law.

Art. 7 Curriculum diagram

Curriculum diagram 1 shows the structure of the curriculum within the five platforms, whereas

curriculum diagram 2 specifies the courses according to each semester and the corresponding ECTS credits.

Art. 8 Examination rules

(1) Entrance examination for the Bachelor's Program:
The entrance examination for the Bachelor's Program in Architecture serves to asses if the prospective student is suited for the program. The entrance examination is held once a year prior to the academic year and seeks to assess the applicant's creative and intellectual capacity for the architecture program. It is held by a board of examiners and consists of three parts:

- The submission of a portfolio and a letter of motivation,
- Completion of assignments within a defined period,
- Personal interview with the board of examiners. To qualify for the personal interview, candidates must have past the first two parts of the exam.

(2) Courses:
The examinations for lecture courses (V) and project lectures (PV), seminars (S) and excursions (EX) may cover the entire contents of the courses and may be in written and/or oral form. Classes are subject to continuous review and assessment of progress by teachers. The examination mode and the conditions are determined by teachers at the beginning of the semester. Students have to register for exams via the Campus Online System and will be assessed and graded once a deadline for possible de-registration has expired.

(4) Modules:
Each module consists of a Project (P) and several project lectures (PV). The Bachelor's Program is comprised of five modules for the first semester, and another five modules from the second to sixth semester. For successful completion of an entire module, pass grades for all individual parts are required within one semester.

(5) Completion of a Bachelor's degree
The Bachelor's Program in Architecture results from completing all compulsory courses and obtaining the related ECTS credits. The project of the sixth semester is the Bachelor's thesis. The final certificate includes the grades of each of the five platforms, based on the sum total of all courses, and weighted according to their ETCS credits.

Art. 9 Transfer provisions

(1) Students enrolled in the diploma program under the University Studies Act (UniStG) may transfer to the Bachelor's Program by simple declaration of intent. It is no longer possible to enroll in the diploma program. The program is being phased out and may only be completed until the summer semester 2013. Diploma program students who have not completed their studies by then will automatically be subject to the curriculum of the Bachelor's Program from then on.

(2) If students transfer to the Bachelor's Program voluntarily, courses completed under the diploma program will be credited if they conform to those of the Bachelor's Program courses in content and scope. These provisions and any earlier transfer provisions issued by the committee for Academic Programs for older curricula shall apply mutatis mutandis to transfers from earlier diploma curricula to the Bachelor's Program.

(3) The equivalence of courses is determined by the person/body in charge of legal issues concerning studies.

Art. 10 Implementation

The curriculum for the Bachelor's Program in Architecture at the Academy of Fine Arts Vienna is effective as per 1st of October 2008.

Curriculum Diagram 1 - Bachelor in Architecture (BArch) at the Academy of Fine Arts Vienna

28.05.2008	SUBJECT	TYPE	ECTS	ECTS SUM
1. Semester	ANALOGUE, DIGITAL PRODUCTION	P/ V	6	MODULE
	CONSTRUCTION, MATERIAL, TECHNOLOGY	P/ V	6	MODULE
	ECOLOGY, SUSTAINABILITY, CONSERVATION	P/ V	6	MODULE
	HISTORY, THEORY, CRITICISM	P/ V	6	MODULE
	GEOGRAPHY, LANDSCAPES, CITIES	P/ V	6	MODULE
		TOTAL		30
2.Semester	ANALOGUE, DIGITAL PRODUCTION	P/ V	15	MODULE
	GEOGRAPHY, LANDSCAPES, CITIES	V/ S	3	
	CONSTRUCTION, MATERIAL, TECHNOLOGY	V/ S	6	
	HISTORY, THEORY, CRITICISM	V	3	
	FREE ELECTIVE*		3	
		TOTAL		30
3.Semester	CONSTRUCTION, MATERIAL, TECHNOLOGY	P/ V	15	MODULE
	ANALOGUE, DIGITAL PRODUCTION	V/ S	6	
	HISTORY, THEORY, CRITICISM	V	3	
	ECOLOGY, SUSTAINABILITY, CONSERVATION	V	3	
	WORKSHOP		3	
		TOTAL		30
4.Semester	ECOLOGY, SUSTAINABILITY, CONSERVATION	P/ V	15	MODULE
	HISTORY, THEORY, CRITICISM	V/ S	3	
	GEOGRAPHY, LANDSCAPES, CITIES	V/ S	6	
	CONSTRUCTION, MATERIAL, TECHNOLOGY	V/ S	3	
	EXCURSION	EX	3	
		TOTAL		30
5.Semester	HISTORY, THEORY, CRITICISM	P/ V	15	MODULE
	ANALOGUE, DIGITAL PRODUCTION	V/ S	3	
	CONSTRUCTION, MATERIAL, TECHNOLOGY	V/ S	3	
	GEOGRAPHY, LANDSCAPES, CITIES	V	3	
	ECOLOGY, SUSTAINABILITY, CONSERVATION	V/ S	3	
	FREE ELECTIVE*		3	
		TOTAL		30
6.Semester	GEOGRAPHY, LANDSCAPES, CITIES	P/ V	15	MODULE
	ANALOGUE, DIGITAL PRODUCTION	V/ S	3	
	ECOLOGY, SUSTAINABILITY, CONSERVATION	V/ S	6	
	HISTORY, THEORY, CRITICISM	V/ S	3	
	FREE ELECTIVE*		3	
		TOTAL		30
All Semesters				
	ANALOGUE, DIGITAL PRODUCTION		**33**	
	CONSTRUCTION, MATERIAL, TECHNOLOGY		**33**	
	ECOLOGY, SUSTAINABILITY, CONSERVATION		**33**	
	HISTORY, THEORY, CRITICISM		**33**	
	GEOGRAPHY, LANDSCAPES, CITIES		**33**	
	FREE ELECTIVES		**9**	
	EXCURSION		**3**	
	WORKSHOP		**3**	
		TOTAL		**180**

* At least one free elective course is to be taken at another department than the Institute for Art and Architecture

Curriculum Diagram 2 - Bachelor in Architecture (B A r c h)
at the Academy of Fine Arts Vienna

28.05.2008	SUBJECT	TYPE	CONTACT HOURS / WEEK	ECTS	ECTS SUM
1. Semester	INTRODUCTION TO ANALOGUE, DIGITAL PRODUCTION				6
	DRAWING, 3D MODELING AND GEOMERTY	PL	2	2	
	GRAPHIC SKILLS, FREEHAND DRAWING, MODEL BUILDING	P	3	4	
	INTRODUCTION TO CONSTRUCTION, MATERIAL, TECHNOLOGY				6
	MATERIALS AND TECHNOLOGIES	P	3	4	
	BUILDING STRUCTURES I	PL	2	2	
	INTRODUCTION TO ECOLOGY, SUSTAINABILITY, CONSERVATION				6
	ECOLOGY, SUSTAINABILITY, CONSERVATION	P	3	4	
	TIME IN ARCHITECTURE	PL	2	2	
	INTRODUCTION TO HISTORY, THEORY, CRITICISM				6
	ARCHITECTURE HISTORY I - PREMODERNSIM	PL	2	2	
	ARCHITECTURE ANALYSIS	P	3	4	
	INTRODUCTION TO GEOGRAPHY, LANDSCAPES, CITIES				6
	GEOGRAPHY, LANDSCAPES, CITIES	P	3	4	
	URBAN FORM AND ANALYSIS	PL	2	2	
		TOTAL	25		30
2.Semester	PROJECT IN ANALOGUE PRODUCTION, DIGITAL PRODUCTION				15
	DESIGN PROJECT	P	12	9	
	3D MODELING AND ANIMATION I	PL	2	2	
	INTERACTIVE DESIGN, FILM EDITING, SOUND AND SCRIPTING	PL	4	4	
	DOCUMENTATION AND REPRESENTATION IN GEOGRAPHY, LANDSCAPES, CITIES	S	2	3	3
	BUILDING TECHNOLOGIES I	L	2	3	3
	BUILDING STRUCTURES II	L	2	3	3
	ARCHITECTURE HISTORY II - MODERNISM AND CONTEMPORARY TOPICS	L	2	3	3
	FREE ELECTIVE*		2	3	3
		TOTAL	28		30
3.Semester	PROJECT IN CONSTRUCTION, MATERIAL, TECHNOLOGY				15
	DESIGN PROJECT	P	12	9	
	BUILDING TECHNOLOGIES II	PL	2	2	
	BUILDING PHYSICS I	PL	2	2	
	BUILDING SERVICES I	PL	2	2	
	3D MODELING AND ANIMATION II	S	2	3	6
	ANALYSIS SIMULATION AND SCRIPTING	S	2	3	
	HISTORY AND THEORY OF TECHNOLOGY	L	2	3	3
	ECOLOGIES I	L	2	3	3
	WORKSHOP	S	2	3	3
		TOTAL	28		30
4.Semester	PROJECT IN ECOLOGY SUSTAINABILITY, CONSERVATION				15
	DESIGN PROJECT	P	12	9	
	ECOLOGIES II	PL	2	3	
	SUSTAINABILITY I	PL	2	3	
	BUILDING TECHNOLOGIES III	S	2	3	3
	WRITING ON ARCHITECTURE, LANDSCAPES AND CITIES	S	2	3	3
	LANDSCAPES AND GARDENS	L	2	3	6
	INFRASTRUCTURES AND NETWORKS	L	2	3	
	EXCURSION	EX	3	3	3
		TOTAL	27		30
5.Semester	PROJECT IN HISTORY, THEORY, CRITICISM				15
	DESIGN PROJECT	P	12	9	
	HISTORIOGRAPHY OF ARCHITECTURE	PL	2	3	
	HISTORY OF THEORY	PL	2	3	
	VISUAL AND VERBAL COMMUICATION	S	2	3	3
	URBANISM I	L	2	3	3
	BUILDING SERVICES II	S	2	3	3
	CONSERVATION I	L	2	3	3
	FREE ELECTIVE*		2	3	3
		TOTAL	26		30
6.Semester	PROJECT IN GEOGRAPHY, LANDSCAPES, CITIES				15
	DESIGN PROJECT	P	12	9	
	URBANISM II	PL	2	3	
	STRATEGIES FOR CITIES	PL	2	3	
	SUSTAINABILITY II	L	2	3	3
	CONSERVATION II	L	2	3	3
	HISTORY ANDTHEORY OF CITIES	L	2	3	3
	3D MODELING AND ANIMATION III	S	2	3	3
	FREE ELECTIVE*		2	3	3
		TOTAL	26		30
All Semesters					
	ANALOGUE, DIGITAL PRODUCTION				33
	CONSTRUCTION, MATERIAL, TECHNOLOGY				33
	ECOLOGY, SUSTAINABILITY, CONSERVATION				33
	HISTORY, THEORY, CRITICISM				33
	GEOGRAPHY, LANDSCAPES, CITIES				33
	FREE ELECTIVES				9
	EXCURSION				3
	WORKSHOP				3
		TOTAL	160		180

* At least one free elective course is to be taken at another department than the Institute for Art and Architecture

Bachelor in Architecture (BArch), Academy of Fine Arts Vienna
Courses and Teaching Goals

	SUBJECT	TYPE	CONTACT HOURS/ WEEK	ECTS
1. Semester	DRAWING, 3D MODELING AND GEOMETRY	PV	2	2
	The course introduces students to architectural representation and computer-aided design. It provides skills to draw plans, section and elevations as well as three-dimensional representations based on models and an understanding of geometry.			
	GRAPHIC SKILLS, FREEHAND DRAWING, MODEL BUILDING	P	3	4
	The studio is one of five introductory modules to architectural design. It focuses on analogue and digital production and initiates students to different means of representation in order to observe and describe the environment as well as to visualize and materialize ideas.			
	MATERIALS AND TECHNOLOGY	P	3	4
	The studio is one of five introductory modules to architectural design. It focuses on materials and construction technologies and initiates students in basic principles of material assemblage and structural behavior. Students will learn how spatial qualities are achieved through detailing, construction techniques and material choice.			
	BUILDING STRUCTURES I	PV	2	2
	The course teaches the fundamentals of building structures. Students learn about the different forces which influence the planning of building structures, from gravity to wind, heat, mass and size. It introduces students to different construction systems and their structural logic, as well as basic calculations and dimensioning.			
	ECOLOGY, SUSTAINABILITY, CONSERVATION	P	3	4
	The studio is one of five introductory modules to architectural design. It focuses on issues of ecology and sustainability and puts architecture in the context of material and energy cycles, thus providing students with an understanding of the mutual relationship between the built and natural environment.			
	TIME IN ARCHITECTURE	PV	2	2
	The course introduces students to the notion of time in architecture. It addresses issues regarding the processes of transformation, aging and life cycles and reflects on the relation between change and adaptation, versus permanence and robustness in architecture.			
	ARCHITECTURE HISTORY I - PREMODERNSIM	PV	2	2
	The course surveys the history of architecture from antiquity through late 19th-century, providing students with an overview on key theories, projects and architects of Premodernism. The lecture course contextualizes these ideas within their time and in relation to today.			
	ARCHITECTURE ANALYSIS	P	3	4
	The studio is one of five introductory modules to architectural design. It focuses on history and theory, teaching students to critically read and analyze precedents, and position architectural projects in a broader societal and cultural discourse.			
	GEOGRAPHY, LANDSCAPES, CITIES	P	3	4
	The studio is one of five introductory modules to architectural design. It focuses on geography, landscape and cities, addressing issues regarding their respective scales, the relation of architectural projects to their larger context, and the notion of siting and ground.			
	URBAN FORM AND ANALYSIS	PV	2	2
	The course initiates students in the understanding and analyzing of cities. It explores cities on morphological and physiological levels and explains their development and constant transformation, their different organizational layers, and the scale and grain of urban fabrics.			
		TOTAL		30
2. Semester	PROJECT IN ANALOGUE PRODUCTION, DIGITAL PRODUCTION	P	12	9
	The second semester core studio explores a variety of tools of analogue and digital production. Students work on an architectural project and are familiarized with the iterative design process including analysis, concept development and materilization.			

	3D MODELING AND ANIMATION I	PV	2	2
	The course covers the fundamentals of 3D-modeling in computer-aided design. It provides students with an understanding for different types of modeling techniques and the skills to construct virtual models and extract two-dimensional visualizations and basic animations. The course is closely integrated with the design project.			
	INTERACTIVE DESIGN, FILM EDITING AND SOUND, SCRIPTING	PV	4	4
	The course provides an introduction to time-based forms of representation and the fundamentals of interactive design. It complements the introductory course on 3D Modeling and Animation I, and provides skills for post-production and editing. The course is closely integrated with the design project.			
	DOCUMENTATION AND REPRESENTATION IN GEOGRAPHY, LANDSCAPES, CITIES	S	2	3
	The course introduces students to methods and representational techniques for describing urban form, highlighting the differences between planning, urban design and architectural design. It provides the skills to analyze, understand and describe territories, landscapes and cities, and creates an awareness for the implications the choice of representational tools and media have on thinking and developing a project.			
	BUILDING TECHNOLOGIES I	V	2	3
	The course initiates students in the understanding of building technologies and material tectonics. It provides an overview of different construction systems and the assemblage of building envelopes. The junctions between materials and construction elements as well as potential weak points are studied and analyzed.			
	BUILDING STRUCTURES II	V	2	3
	The course developes students' understanding of structural and material behavior. Here, the teaching of building structures is integrated into the design process. Thus, the students can directly apply this knowledge to their design and obtain professional advice for specific projects.			
	ARCHITECTURE HISTORY II - MODERNISM AND CONTEMPORARY TOPICS	V	2	3
	The course surveyes architecture history from early industrialization to Modernism and contemporary architecture in the 20th and 21st centuries. It provides students with an overview on key theories, projects and architects, and their influence on today's architecture discourse.			
	FREE ELECTIVE		2	3
		TOTAL		30
3. Semester	PROJECT IN CONSTRUCTION, MATERIAL, TECHNOLOGY	P	12	9
	This third semester core studio addresses issues of construction, material, technology in architectural design. Students work on a project exploring the relations between construction systems and tectonics in relationship to their spatial ideas.			
	BUILDING TECHNOLOGIES II	PV	2	2
	The course further develops knowledge acquired in Building Technologies I and applies the general knowledge gained from the lectures to a specific case. The course is fully integrated into the design process and discusses the building envelope of the students' design project. The interactivity with structures and building physics is emphasized.			
	BUILDING PHYSICS I	PV	2	2
	The course provides an understanding of issues related to building physics. It explains how the passage of light, heat and air affect the building's climate and how best to regulate these factors through spatial and formal articulation, the use of reflectivity and insulation, and the use of mass and layering. The course is fully integrated into the design process. The interactivity with structures and building technology is emphasized.			
	BUILDING SERVICES I	PV	2	2
	The course introduces students to building services and the infrastructure network of shafts, cables and piping for running water, heating, lighting, electricity and the elimination of human and manufactured waste products. The connection of these services to the municipal grid and other networks are described.			
	3D MODELING AND ANIMATION II	S	2	3
	The course develops students' modeling skills, introducing them to complex geometries through advanced modeling techniques. It then focuses on image processing and rendering, explaining principles of human perception and cognition and the implications of abstraction versus photorealism.			
	ANALYSIS SIMULATION AND SCRIPTING	S	2	3
	The course provides an introduction to computer-aided simulation. The course presents 3D-modeling as a performative tool to test structural, climatic and other dynamic behaviors in a virtual environment and as a feedback mechanism in the design process.			

	HISTORY, THEORY OF TECHNOLOGY	V	2	3
	The course surveys the history of construction technology, highlighting the mutual relation between cultural developments and technological innovation and their respective impact on architecture. It traces the process of material innovation to the developments of prototypes and the implementation of norms.			
	ECOLOGIES I	V	2	3
	The course explores issues central to ecology and the interrelation of buildings and their environment. It addresses principals of bioclimatic architecture and teaches basic software application for energy performance and optimization.			
	WORKSHOP	S	2	3
	The workshop is conceived as a fast and intense design exercise in contrast to the semester-long design projects in studios. It offers the possibility to playfully develop, materialize and test ideas in a very short amount of time.			
		TOTAL		30
4.Semester	PROJECT IN ECOLOGY, SUSTAINABILITY, CONSERVATION	P	12	9
	The fourth semester core studio emphasizes issues of ecology, sustainability and conservation. Students work on a project testing the environmental impacts of their design.			
	ECOLOGIES II	PV	2	3
	The course synthesizes knowledge acquired in Ecology I into an integral planning approach. The course teaches advanced applications of energy performance simulation and lifecycle analysis.			
	SUSTAINABILITY I	PV	2	3
	The course is an introduction to sustainability. It begins with an overview of the development of the idea of sustainability ranging from vernacular architecture to plus-energy houses while positioning architecture within a larger environmental and cultural context. It provides an understanding for different types of energy, material recycling and durability.			
	BUILDING TECHNOLOGIES III	S	2	3
	The course consolidates students' knowledge of building technology. Complex composite constructions are studied and analyzed through drawings, diagrams and different forms of calculations including structural and climatical. Special regard is given to new methods in sustainable building design.			
	WRITING ON ARCHITECTURE, LANDSCAPES AND CITIES	S	2	3
	The course focuses on the practice of writing and academic research methods as a way to reflect critically on architectural production. An overview of different genres of writing about architecture will be provided, ranging from manifestos to criticism to theory.			
	LANDSCAPES AND GARDENS	V	2	3
	The course surveys the history of gardens and landscape, tracing its developments from Renaissance, through Baroque and from the 19th-century to Modernism and the present. It addresses issues of the evolving relation between landscape and urban form over time, and its implication for understanding our territory and built environment.			
	INFRASTRUCTURES AND NETWORKS	V	2	3
	The course provides an understanding of the physiology of cities. It explains the overlay of multiple infrastructure systems and networks making up the complexity of urban conditions. It demonstrates how communication and transportation networks, water- and sewage systems, waste management and power supply are all intricate parts to thinking about and designing cities.			
	EXCURSION	EX	3	3
	The excursion allows students to visit and explore architectural and urban sites live. It provides the opportunity to discuss and learn from projects on location and for very immediate experiences.			
		TOTAL		30
5.Semester	PROJECT IN HISTORY, THEORY, CRITICISM	P	12	9
	The fifth semester core studio focuses on architecture history, theory and criticism. Students work on a design or research project, positioning themselves within a historic context and contemporary discourse.			
	HISTORIOGRAPHY OF ARCHITECTURE	PV	2	3
	The course traces the relation between architecture to its history and of architecture to books - or writing on architecture and the writing of history. It examines key texts on Modernism and draws on concepts from critical theory to relate architecture to broader historical models.			
	HISTORY OF THEORY	PV	2	3
	The course traces the history of architectural theory and its impact on architectural production. It focuses on architectural discourse of the post-war period and the relation between Modernist and Postmodernist theories.			

	VISUAL, VERBAL COMMUNICATION	S	2	3
	The course trains students in effective visual and verbal communication and presentation. The course offers methods for developing and structuring clear arguments and compelling narratives for a variety of situations and audiences. It provides skills for visual explanations and envisioning information as communication, analytical and generative tools.			
	URBANISM I	V	2	3
	The course is an introduction to the discipline of urbanism. It surveys the historic development of the modern metropolis from early industrialization until WWII. It explains the multiple forces at play in shaping our built environment including social, political and economic forces as well as vice versa, the impact of urban form on society.			
	BUILDING SERVICES II	S	2	3
	The course introduces more complex building services especially those for large buildings where factors of artificial lighting, heating and cooling gain importance. The concept of the conditioned environment is introduced and the many possible solutions are explained. Emphasis is placed on the sustainable building environment. The newest advances in this technology are presented and discussed.			
	CONSERVATION I	V	2	3
	The course is an introduction to issues of cultural heritage and conservation. The course surveys theories and approaches to conservation from 19th-century to the present. It explains the wide scope and mechanisms of cultural heritage protection ranging from singular objects to ensembles.			
	FREE ELECTIVE IN OTHER DEPARTMENT		2	3
		TOTAL		30
6.Semester	PROJECT IN GEOGRAPHY, LANDSCAPES, CITIES	P	12	9
	The sixth semester core studio addresses geography, landscapes and cities. Students work on a large-scale project, situated within an urban context. They explore the social and physical impacts of their intervention at a local and global scale.			
	URBANISM II	PV	2	3
	The course builds on Urbanism I, completing the survey from WWII to the present. While Urbanism I teaches students the vocabulary of cities, Urbanism II initiates students in speaking its language. It discusses the historic and contemporary ideas of cities, focusing on the social production of space.			
	STRATEGIES FOR CITIES	PV	2	3
	The course explains the constituting elements of cities, providing an understanding for notions of private and public space, accessibility, urban typologies, and their origins and effects. The course then reveals how these elements produce different types of city and living environments.			
	SUSTAINABILITY II	V	2	3
	The course develops students' understanding on issues relating to sustainability I. It introduces students to the principles of renewable energies and explores the implications of the increasing scarcity of natural resources and the limits of growth. It relates issues of sustainable construction to economic, political and social issues at large.			
	CONSERVATION II	V	2	3
	The course continues Conservation I, focusing on the differentiation between tangible and intangible cultural heritage. The course provides an understanding for contemporary solutions in dealing with the preservation of modern buildings, the conversion of industrial heritage and creates an ecological awareness for the impact of strategies applied on existing structures.			
	HISTORY AND THEORY OF CITIES	V	2	3
	This survey course traces the history of cities to its origins and describes the development of the idea of urban cohabitation until the early industrialization. It provides an understanding of how theories of cities are at the same time theories of the society we live in and thus also challenge architectural theories.			
	3D MODELING AND ANIMATION III	S	2	3
	The course develops students' modeling and animation skills, including solid-modeling und surface-modeling techniques across diverse software applications. It teaches advanced animation techniques, shading and lighting simulation.			
	FREE ELECTIVE		2	3
		TOTAL		30
All Semesters		TOTAL		180

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