

ARCHITECTURE, M.ARCH

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Description

The Syracuse Architecture MArch is a fully accredited professional degree program that leads to preparation for licensure in architecture. We embrace diversity of experiences our students bring and encourage those with any academic background or related field to architecture as well as those holding bachelor degrees in architecture to apply to the program.

The M.ARCH Program aims to produce architects who not only provide leadership and vision in the construction of the physical environment, but collaboratively draw upon and organize diverse direction for the profession and utilize the latest technologies to expand the field of architectural design. Because the architect's role in society is complex and changing, students approach the study of architecture as a transdisciplinary enterprise. The program places equal importance on the acquisition of professional skills, knowledge, and expertise, as much as on the necessity for versatility and innovation in the application of design.

Design research is an integral part of the course of study in the Graduate Program, from the first year of courses in design, theory, history, representation, technology, and dedicated "design research workshops," to the final semester's Directed Research project (see below for details).

Faculty engage in forward-thinking curricula (from material research to advanced technologies to socially and environmentally conscious inquiries), that serve as a laboratory for the future of architectural practice. Each of the core studio courses is led by faculty members from across the curriculum with differing expertise and approaches; encouraging the studio to be a site of debate, exchange, and design opportunities.

Students actively contribute to the conversations and criticism through their design work. We highly encourage those from all backgrounds to be a part of the Syracuse community; knowing that diversity of thought and unique perspectives enrich the program. Their work is informed by seminars, collaborations, and speculative exercises. Studio work is also coordinated with other core courses in theory, history, representation, structures, technology, and design research workshops so that design is pursued as inseparable from other aspects of the discipline as well as the complexities of the broader culture.

Design Studios (along with media/representation seminars, workshops, lecture courses and seminars) during the first four semesters of the

MArch curriculum constitute the "core" of the program. The last year consists of "advanced studios," "directed research," and study abroad experiences that provide the necessary agency and professional development to prepare students to navigate the field once they graduate. The following is the expected outcome for each year of the Syracuse Architecture Graduate Program:

Year 1: The focus of the first two core studios are on methodologies, fabrication, representation, and materiality; working with local ecologies in the first semester and expanding that knowledge to embody more global environmental topics in the second semester.

Year 2: The design focus of the third and fourth semester is structured around advanced architectural investigations with the third studio engaging in contemporary urban topics with social, environmental or political constraints. The fourth studio is Integrative design that synthesizes knowledge garnered across the curriculum in a highly detailed building design, with input from invited guest critics and engineers for workshops throughout the semester.

Year 3: The final two semesters, plus an additional optional summer term, offer distinct experiences in the Graduate Program including advanced electives or a range of studios taught by distinguished visiting critics on Syracuse's main campus, Los Angeles or Japan/South Korea.

Directed Research is the culminating design experience that embraces collaboration, where students choose to contribute to a particular design research agenda led by faculty advisors. The final semester at Syracuse is an intense and energized experience with high-levels of production that culminate in rich design investigations examining and exploring more in-depth topics of architectural discourse.

Design Research Workshops provide insight into emerging and experimental processes and practices, that typically lie on the fringe of architectural production, and offer students tools to develop their own agency within the field. The workshops are a short, intense duration and meant to infuse the program with visiting critics or faculty testing new and innovative techniques.

Completion of the degree typically requires three academic years and one summer. Students with a four-year baccalaureate degree in architecture may qualify for advanced standing in the program. Determination of qualification for advanced standing is made at the time of admission.

Participation in the Teaching Assistantship program requires that students take a maximum of 13 credits during the semesters they teach and typically require students with advanced standing to stay an additional semester.

Degree Awarded

Master of Architecture degree.

Prerequisites for Admission into the MArch Program

The program is open to students with an undergraduate degree in any field. The program seeks students with a wide range of experiences. The completed application form must be accompanied by an official copy of prior academic transcripts, three letters of recommendation, a portfolio of academic and professional work, and a brief statement of interests and objectives. GRE scores are not required but recommended. TOEFL or IELTS scores are required for all applicants whose native language is not English.

Waived Courses / Advanced Standing

M.Arch applicants who have completed or are about to complete an undergraduate degree from a four-year baccalaureate degree program in architecture may qualify for waived coursework equivalent to courses in the SU M.Arch program, or students may receive advanced standing, if applicants show strong 2D/3D computer skills, extensive design studio and/or professional experience. Advanced standing is determined after a complete review of the applicant's application and portfolio by the admissions committee.

All admitted students are eligible to sit for equivalency exams in the areas of Architectural History and Structures. These are offered during the orientation week prior to the first week of classes. Students who demonstrate competency on these exams equivalent to our coursework will receive equivalency credits in these subject areas that can be applied to the total number of credits required to graduate. Students entering with advanced standing who demonstrate this equivalent competency will be able to waive specific courses in these subject areas, but may need to substitute elective credits, as a minimum of 65 GPA credits are needed from Syracuse University to meet the degree requirements.

Student Learning Outcomes

1. Develop a holistic understanding of the dynamic between built and natural environments with the goals of mitigating climate change responsibly by leveraging ecological, advanced building performance, adaptation, and resilience principles in their work and advocacy activities
2. Understand the role of the design process in shaping the built environment and develop the ability to make architectural design decisions that demonstrate the synthesis and thoughtful integration of human, technical, regulatory, and environmental demands and requirements
3. Understand established and emerging systems, technologies, and regulatory requirements of building construction as well as their underlying principles; develop skills to effectively and creatively integrate them into architectural designs; and assess them against pertinent design and performance objectives and legal requirements.
4. Deepen students' understanding of diverse human contexts and deepen student commitment to translating this understanding into healthy, safe, inclusive environments at multiple scales.
5. Ensure that students understand the histories and theories of architecture and urbanism from multiple perspectives, framed by diverse social, cultural, economic, and political conditions.
6. Develop skills and knowledge needed for the practice of architecture including its diverse career paths and opportunities, professional ethics, business processes, regulatory requirements, and principles for effective leadership and collaboration.
7. Ensure a positive and respectful environment that encourages optimism, respect, sharing, engagement, and innovation among its faculty, students, administration, and staff.
8. Develop skills to critically and meaningfully understand and engage, through research, design, and other forms of creative inquiry, the role and agency of architectural design for possible, probable, and preferable futures.

Program Requirements

Code	Title	Credits
Architectural Design		
ARC 604	Architectural Design I	6

ARC 605	Architectural Design II	6
ARC 606	Architectural Design III	6
ARC 607	Integrated Architectural Design	6
ARC 608	Special Topics in Architectural Design	6
ARC 698	Directed Research	6
Research		
ARC 650	Architectural Research (5 credits in ARC 650 required. Credits / Units: 5)	5
Architectural Theory		
ARC 641	Architectural Theory	3
ARC 642	Architectural Theory and Design Research	3
Media		
ARC 681	Media I	3
ARC 682	Media II	3
Professional Practice		
ARC 585	Professional Practice	3
Architectural History		
ARC 631	Studies in Architectural Histories	3
ARC 639	Architectural History Principles	3
Select one of the following History Electives:		3
ARC 500	Selected Topics (if approved by the Architecture History faculty)	
ARC 534	Introduction to History of Buddhist Architecture	
ARC 569	Postcolonial Spaces	
ARC 634	The Architecture of Revolutions	
ARC 637	American Architecture, Settlement to 1860	
ARC 638	American Architecture, 1860 - World War I	
ARC 700	Selected Topics	
ARC 731	Early Modern Architecture	
ARC 732	The City in Architectural History	
ARC 735	Islamic Architecture	
ARC 736	Modern Architecture: The International Style to Present	
ARC 737	French Architecture, Sixteenth and Seventeenth Centuries	
ARC 738	Introduction to the History of Chinese Architecture	
Structures		
ARC 611	Structures I	3
ARC 612	Structural Systems Design II	3
Building Technology		
ARC 621	Building Systems Design I	3
ARC 622	Building Systems Design II	3
ARC 623	Advanced Building Systems	3
Professional or Open Electives		
Twelve (12) credits of professional or open electives are required. The following courses are approved as professional electives. Open Electives are classes offered from schools and colleges other than the School of Architecture with an approved Petition to Faculty.		
Student may elect to take an additional Visiting Critic Studio (ARC 608) as 6 of the required 12 elective credits.		12
ARC 500	Selected Topics	
ARC 511	Advanced Structural Resolution	
ARC 555	Introduction to Building Information Modeling	

ARC 558	Advanced Building Information Modeling and 3D Design
ARC 566	Introduction to Preservation
ARC 568	Real Estate Design and Development
ARC 572	Advanced Computer Applications to Architecture
ARC 575	Urban Housing - Building, Block, Street
ARC 576	Theories & Analysis of Exurbia
ARC 582	NYC Internship Experience
ARC 583	Building Practice
ARC 584	Furniture Fabrications
ARC 651	Language and Discourse in Architecture
ARC 608	Special Topics in Architectural Design
ARC 690	Independent Study