

Master of Architecture 3+ year track

UB students who hold a baccalaureate or master degree in a field other than architecture and have completed the UB architecture minor are eligible for advanced standing application to the 3+ year Master of Architecture (M.Arch.) degree track.



The first two years of the 3+ year Master of Architecture (M.Arch.) track consist of a core sequence of architectural design studios with appropriate ancillary courses. The last year and one-half is an accelerated version of the 2-year M.Arch. track.



A total of 112 credit hours are required in the UB 3+ year Master of Architecture (M.Arch.) degree track.



Required building technology courses in the UB Department of

Architecture's 3+ year Master of Architecture (M.Arch.) track rely upon prior knowledge of physics and calculus. Physics and calculus are prerequisites for the structures and construction courses in architecture.

Students may fulfill these prerequisites with successful completion of Advanced Placement high school calculus and physics, successful completion of college calculus and college physics,

or successful completion of the College-Level Examination Program® in Calculus/Elementary Functions and Natural Sciences.

For admission requirements and procedures, contact the School of Architecture and Planning's Office of Advisement Administration or visit <http://www.ap.buffalo.edu/architecture/degrees>.

Semester 1: Fall

- ARC 501** Architectural Design Studio I
- ARC 511** Architectural Communications I
- ARC 531** Architectural History I
- ARC 541** Introduction to Building Technology

Total Semester Credits 16

Semester 2: Spring

- ARC 502** Architectural Design Studio II
- ARC 512** Architectural Communications II
- ARC 534** Architectural History II
- ARC 552** Structures I

Total Semester Credits 16

Semester 3: Fall

- ARC 503** Architectural Design Studio III
- ARC 553** Structures II
- ARC 611** Computer Modeling
- ARC 575** Environmental Controls II

Total Semester Credits 17



Semester 4: Spring

- ARC 504** Architectural Design Studio IV
- ARC 542** Construction Technology
- ARC 573** Environmental Controls I
- ARC 582** Professional Practice

Total Semester Credits 17

Semester 5: Fall

- ARC 605** Upper-level Studio I
- ARC 555** Structures III
- ARC 562** Performance Programming
- ARC xxx** Intellectual Domain
- ARC xxx** Technical Methods

Total Semester Credits 17

Semester 6: Spring

- ARC 606** Upper Level Studio II
- ARC xxx** Intellectual Domain
- ARC xxx** Technical Methods
- ARC xxx** Cognates

Total Semester Credits 16

Semester 7: Summer or Fall (student option)

- ARC 607** Thesis/Research Studio
- ARC xxx** Cognates
- ARC xxx** Cognates

Total Semester Credits 13

Total 3 1/2 year M.Arch. Required Credits 112

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The Department of Architecture offers the only accredited professional master of architecture (M.Arch.) degree in the State University of New York system, along with an undergraduate preprofessional bachelor of science in architecture (B.S.Arch.), as well as an undergraduate minor. Founded in 1969, the department offers introductory courses for non-majors, as well as undergraduate preprofessional, graduate professional, and advanced postprofessional training in architecture.

Architecture is the study of designing and building structures, and architects are professionals with specialized knowledge about built and natural environments. The educational mission of the Department of Architecture is fourfold:

- 1.** To educate and train individuals in the art and science of architecture in preparation for creative leadership within the profession and the discipline of architecture;
- 2.** To encourage a critical understanding of the historical, societal, material and cultural forces that inform the built environment;
- 3.** To prepare students to explore emerging ideas and technologies that can and will have profound effects on the built environment; and,
- 4.** To provide a comprehensive education through exposure to related disciplines throughout the university and to encourage rigorous interaction across disciplinary boundaries.

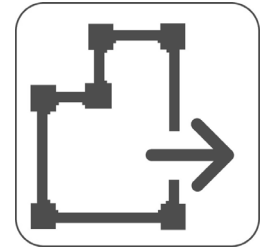
Additional degree programs include a dual Master of Architecture plus Master of Urban Planning (M.Arch. + M.U.P.); a dual Master of Architecture plus Master of Business Administration (M.Arch. + M.B.A.); and, a dual Master of Architecture plus Master of Fine Arts in Media Arts Production (M.Arch. + M.F.A.).

Because architecture encompasses technology, the arts, the humanities, and the social sciences, there are many opportunities in both the public and private sectors for architecture students. Alternative career opportunities include historic preservation, landscape architecture, facilities planning, interior design, industrial design, communication design, real estate development, and construction technology.

Most students completing the accredited professional master of architecture degree become licensed architects who practice in architectural firms, public/governmental agencies, or corporations. Common practice roles within an architectural team include design, construction management, facilities planning, site planning and design, structural design, technical research and specifications, document production, contract administration, urban planning and design, interior design, and management.

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