

COLLEGE OF ARCHITECTURE (COA)

COA 1011. Fundamentals of Design and the Built Environment I. 3 Credit Hours.

Introduction to creative problem-solving and the design realization cycle through project-based design exercises that emphasize the role of representation.

COA 1012. Fundamentals of Design and the Built Environment II. 4 Credit Hours.

Introduction to the design of complex problems through an emphasis on integrative and collaborative design strategies, research, critical reflection, and interdisciplinary team work.

COA 1060. Introduction to Design and the Built Environment. 3 Credit Hours.

Introduction to architecture, building construction, and industrial design through case studies that illuminate past and present practices, as well as future possibilities within the disciplines.

COA 2241. History of Art I. 3 Credit Hours.

A survey of artistic manifestations from primitive times to the present. First semester sequence, prehistoric through Renaissance; second semester, Renaissance through contemporary art.

COA 2242. History of Art II. 3 Credit Hours.

A survey of artistic manifestations from primitive times to the present. First semester sequence, prehistoric through Renaissance; second semester Renaissance through contemporary art.

COA 2698. Undergraduate Research Assistantship. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

COA 2699. Undergraduate Research. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

COA 3114. Art and Architecture in Classical Greece. 3 Credit Hours.

An intensive on-site investigation of the role that the arts and architecture have played in the development of classical Greek civilization.

COA 3115. Art and Architecture in Italy I. 3 Credit Hours.

Investigations of the painting, sculpture, and architecture of the Classical, Early Christian, Byzantine, and Medieval periods in Italy with special emphasis on Rome.

COA 3116. Art and Architecture in Italy II. 3 Credit Hours.

Investigations of the painting, sculpture, and architecture of the Renaissance and Baroque periods in Italy with special emphasis on the works of Rome.

COA 4000. Furniture Workshop: Material Potential and Fabrication Strategies. 3 Credit Hours.

The course investigates construction into the design cycle to explore the boundaries between furniture, architecture, and sculpture. Exercises introduce furniture production techniques, material properties, and CNC milling.

COA 4010. History of Construction Industry. 3 Credit Hours.

Addresses how today's construction industry is organized and its particular characteristics, how it evolved from early times and where it may be heading in the future.

COA 4698. Undergraduate Research Assistantship. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

COA 4699. Undergraduate Research. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

COA 4801. Special Topics. 1 Credit Hour.

Topics in design and the built environment.

COA 4802. Special Topics. 2 Credit Hours.

Topics in design and the built environment.

COA 4803. Special Topics. 3 Credit Hours.

Topics in design and the built environment.

COA 4804. Special Topics. 4 Credit Hours.

Topics in design and the built environment.

COA 4805. Special Topics. 5 Credit Hours.

Topics in design and the built environment.