

**College: COTA**  
**Department: Architecture**  
**Degree: B.A., B.S.**

### **Introduction**

The architecture program engages students in the fascinating creative questions that pertain to the making of architecture. The program develops the creative identity of each student while nurturing civic responsibility, critical judgment and the representational and technical ability to translate ideas into plausible architectural works. This lies at the core of an educational experience that provides a rich initiation into the world of architectural practice and preparation for a career as a licensed professional. The heart of the program resides in the architecture design studio and is nourished by the accompanying lecture and seminar courses that bring focused study in the humanities, technology, and the profession. Alongside a progressive attitude to design process and theoretical speculation, the program participates in the advancement of knowledge in contemporary issues and technologies of sustainable urban living and environmental stewardship.

In giving place to human situations architecture bears the responsibility of being the most public of the arts and it cannot be practiced meaningfully without a conversation with the community at large. Our design studio classes, in particular, are sustained by an engagement beyond the university to the life world we share with our urban cohabitants, including direct interaction with the architectural practice community through our adjunct professors, critics, guest speakers and advisers. This fosters the generation of imaginative responses to the challenge of ‘what ought to be’ in the context of ‘what is’. The educational emphasis of the program encourages students to recognize the value of creative engagement with the prevailing realities of the city as a primary means of cultural transformation, and to perceive Portland as an ‘urban laboratory’ for experimental investigations of contemporary human issues. This takes place through interaction and dialogue with the communities at large and by continual acts of interpretive making with diverse media at multiple scales, including full-size fabrication.

### **Undergraduate Program Learning Outcomes**

1. Diversity of media use
  2. Representation of the human body in action
  3. Exploration of precedent
  4. Appropriateness of media use & presentation composition
  5. Critical judgment exercised through multiple iterations
  6. Testing of tectonic choices and modes of fabrication
  7. Response to specificity of place: topographically, environmentally, culturally
  8. Intentionality expressed in writing
  9. Translation of human activities into building program and experiential narrative
- 9a. Demonstration of universal access and egress

#### **Readiness for Professional Track**

Ability to build abstract relationships and understand the impact of ideas based on research and analysis of multiple theoretical, social, political, economic, cultural, and environmental contexts. This includes the wider range of media used to think about architecture including writing, speaking, drawing, and model making

The ability to manage, argue, and act legally, ethnically, and critically in the society and the environment. This includes collaborative, interdisciplinary, and leadership skills.

The inventive and reflective conception, development, and production of architecture.

The technical aspects, systems, and materials, their role in the implementation of design, and their impact on the environment.

The wide range of media (materials, devices, ideologies) used to communicate design ideas including wiring, speaking, drawing, and model making.