

# Department of Architecture and Design

Chairperson:	Al-Harithy, Howayda (on leave)
Graduate Program Coordinator:	Harb, Mona
Professor:	Musfy, Leila (Acting Chairperson)
Associate Professors:	Al-Harithy, Howayda; Stanton, Michael; Saliba, Robert
Assistant Professors:	Arbid, George; Drennan, Daniel; El-Charif, Dima; Fawaz, Mona; Harb, Mona; Maasri, Zeina; Sadek, Walid; Shorto, Sylvia; Ghaibeh, Lina; Abbas, Yasmine
Visiting Assistant Professors:	Campbell, Stephen; Farhat, May; Daher, Rami
Senior Lecturers:	Haddad, Walid; Sayegh, Samir; Serof, Gregoir
Lecturers:	Alamuddine, Hana; Alaily, Nadia; Arida, Sara Jane; Asfour, Hani; Bacho, Jinane; Butcher, Marguerite; Boyadjian, Raffi; Debs, Habib; Haddad, Rana; Jabr, Abdulhalim; Jamal, Sany; Khalaf, Raya; Majzoub, Moustapha; Makdessi, Mayda; Mallat, Bernard; Nader, Marc; Nasrallah, Maha; Samara, Rana; Zahreddine, Ayman
Instructors:	Assaad, Hassan; Assi, Naji; Fawaz, Dalia; Gharbieh, Ahmad; Ghosn, Rania; Hafeda, Mohamad; Jabri, Joumana; Kannan, Joy; Kerbaj, Mazen; Khoury, Abir; Merhej, Lena; Nader, Karim; Trabulsi, Jana; Wardeh, Michele

The Department of Architecture and Design offers programs at both the undergraduate and graduate levels. The undergraduate level programs are in architecture and graphic design. The architecture program leads to the professional degree of Bachelor of Architecture (BARCH). The graphic design program leads to the professional degree of Bachelor of Fine Arts in Graphic Design (BFA). The graduate level programs are in urban planning and in urban design, and lead to a Master of Urban Planning and Policy (MUPP) and Master of Urban Design (MUD).

## Architecture

### Program Description

The program in architecture is comprised of a total of 174 credit hours normally taken over five years. The curriculum is structured as follows: 1) Two foundation years, first and second, with core requirements in design, technical, and history courses through which students are offered the basic skills and knowledge in design and related areas. 2) Two advanced years, third and fourth, with core requirements in advanced design, technical, history, and theory courses reinforced by the distribution electives. The design studios at this level are thematic vertical studios for third and fourth year students. 3) Final year, fifth year, with a one year design thesis and project and advanced electives.

The degree requirements consist of the following:

- 129 credit hours of mandatory core courses
- 6 credit hours of English including English 206
- 3 credit hours of Arabic as per placement test
- 9 credit hours of approved electives; one in humanities and two in social sciences
- 9 credit hours of approved FEA electives in the areas of presentation; history and theory
- 9 credit hours of approved FEA electives in the areas of technology, science, and engineering; and professional practice
- 9 credit hours of electives in any area chosen in consultation with the academic adviser

## Curriculum for the Degree of Bachelor of Architecture

### First Year

Fall Semester			Credits
ARCH	100	Basic Design	4
ARCH	111	Technical Drawing	4
ARCH	121	History of Art and Architecture I	3
ARCH	151	Statics and Mechanics of Solids	4
ENGL	206	or as required	3
			<b>Total 18</b>

Spring Semester			Credits
ARCH	101	Architecture Design I	7
ARCH	112	Descriptive Drawing	3
ARCH	122	History of Art and Architecture II	3
ARCH	152	Analysis and Design of Structures I	4
			<b>Total 17</b>

### Second Year

Summer Semester			Credits
ARCH	241	Surveying Regional Architecture	9
			<b>Total 9</b>

<b>Fall Semester</b>			<b>Credits</b>
ARCH	202	Architecture Design II	7
ARCH	223	History of Art and Architecture III	3
ARCH	242	Building Construction I	3
ARCH	253	Analysis and Design of Structures II	4
			<b>Total 17</b>

<b>Spring Semester</b>			<b>Credits</b>
ARCH	203	Architecture Design III	7
ARCH	224	History of Art and Architecture IV	3
ARCH	243	Building Construction II	3
ARCH	313	Computer Aided Design	3
English			3
			<b>Total 19</b>

### **Third and Fourth Year**

ARCH	304+	Vertical Design Studios (304, 305, 406, and 407)	(4 x 7 cr.) 28
ARCH	325	Contemporary Architecture	3
ARCH	331	Urbanism	3
ARCH	261	Building Services	4
ARCH	373	Training in CAD	0
ARCH	474	Training in Execution Drawing	0
CIVE	109	Construction Management	3
		8 Distribution Electives	(8 x 3 cr.) 24
			<b>Total 65</b>

### **Fifth Year**

ARCH	508	Final Project Design and Research I	7
ARCH	509	Final Project Design and Research II	7
ARCH	575	Approved Experience	0
		5 Distribution Electives (5 x 3 cr.)	15
			<b>Total 29</b>



**ARCH 152 Analysis and Design of Structures I 4 cr.**

Normal and shearing stresses; an introduction to column design and buckling; cable design; physical properties of various materials used in construction: timber, steel, aluminum, copper, and others. Deformation of structural elements under loads using moment area and conjugate beam method are also addressed. Indeterminate structures by approximate methods; design and selection of the structural elements according to loads applied with practical assignments: selection of materials and pre-dimensioning the structure elements. *Prerequisite: ARCH 151.*

**ARCH 202 Architecture Design II 7 cr.**

A design studio with emphasis on construction materials as a major design determinant; manipulation of architectural elements and space; and observation of freehand and technical representation. *Prerequisite: ARCH 101, and a combined grade average of 70 from A 100 and A 101.*

**ARCH 203 Architecture Design III 7 cr.**

A design studio that introduces projects that deal with complex architectural programs and the development of conceptualization related to developing design work. It develops the student's response to design challenges through projects that deal with different environments, scales, and venues (level and sloping sites, new construction, renovation, urban, and rural). The studio stresses a variety of representation tools (sketching, collage, texts, 2D and 3D drawings, models) and emphasizes architectural representation in plan, section, and elevation. *Prerequisite: ARCH 202.*

**ARCH 223 History of Post-Medieval Art and Architecture III 3 cr.**

The course is the third in the History of Art and Architecture sequence required for students in Architecture and Graphic Design. It surveys post-medieval art, architecture, and the city from the fourteenth to the eighteenth centuries including the Renaissance and Baroque in Europe and the three great empires of the East, the Ottoman, Safavid, and Mughal Empires. The course is structured to balance Western and non-Western art and architecture, with emphasis on cultural encounters and contact between East and West.

**ARCH 224 History of Art and Architecture IV: The Modern Period 1760–1945 3 cr.**

The last of the History of Art and Architecture sequence surveys the development of Western art and architecture from 1760 to 1945. Thinking beyond the established canon, the course critically addresses the political, aesthetic, institutional, and cultural forces that have contributed to shaping this canon. Problems we encounter when we acknowledge that art is a cultural product include the uneasy fit of style-period categories or the "isms" of art; gender; historical definitions of the avant-garde; the consumption and display of art; and the status of the artist in society.

**ARCH 241 Surveying Regional Architecture 9 cr.**

The course is organized in two successive formats. The first introduces the students to topographic mapping and route surveying. The second involves the tools and methods of architectural surveying. Fieldwork is applied to surveying, documentation, and the analysis of factors contributing to the distinctive aspects of Lebanese regional architecture: vernacular, traditional, and modern.

**ARCH 242 Building Construction I 3 cr.**

A course on the response of building envelopes to surrounding environmental factors; covering in detail the components of the envelope: floors, walls, doors, windows, and roofs of all types. This course is also an introduction to construction detailing.

**ARCH 243 Building Construction II 3 cr.**

A combined lecture and studio course consisting of recent building technologies, materials, finishing work and materials, and the methods, contents, and presentation of professional construction documents including execution drawings, details, and schedules.

*Prerequisite: ARCH 242.*

**ARCH 253 Analysis and Design of Structures II 4 cr.**

Concrete: mechanical properties; design of continuous beams in flexure and in shear, columns, different types of footings, basement walls, retaining walls, structural walls, one way solid slab, one way ribbed slab, introduction to two way slabs, staircase; design of a multi-story building with a detailed project. *Prerequisite: ARCH 152.*

**ARCH 261 Building Services 4 cr.**

The objectives of the course are to introduce the art, science, and practice of building services engineering to the future architect in all aspects of design, installation, and maintenance associated with building services. Included are: air-conditioning, heating and ventilating, water services, sanitary works, energy management systems, solar collectors, electrical distribution systems, electrical equipment, materials, lighting, and lifts.

**ARCH 304 Vertical Design Studio I 7 cr.**

Topics for thematic advanced design studios are posted at the beginning of the semester. Third- and fourth-year students select from the offered studios. In these upper-level design courses the individual works with specific presented themes and methodologies to pursue particular interests and techniques. *Prerequisite: ARCH 203, and a combined grade average of 70 from A 202 and A 203.*

**ARCH 305 Vertical Design Studio II 7 cr.**

*See description of ARCH 304. Prerequisite: ARCH 203.*

**ARCH 313 Computer Aided Design 3 cr.**

An introduction to the CAD world and its 2D implementation in the architectural field. Students learn the tools and techniques to translate their hand drawn design sketches into digital format, from basic conceptual diagrams to fully loaded architectural drawings, meeting the high standards of design-firm expectations.

**ARCH 325 Contemporary Architecture 3 cr.**

A course that positions current architectural form and discourse by reference to phenomena in the field since 1945. Form and theory will be seen as inseparable, as alternative aspects of the same condition. *Prerequisite: ARCH 224.*

**ARCH 331 Urbanism 3 cr.**

A course in the basic principles of contemporary urbanism. Special attention will be paid to the relationships among forces acting upon the city, critical and descriptive theories of urbanism, and contemporary approaches to urban design. *Prerequisite: ARCH 224.*

**ARCH 373 Training in CAD 0 cr.**

A non-credit training course in which students work in local architectural offices on CAD applications. Reports on work completed are evaluated for level of involvement and quality of achievement.

**ARCH 406**                      **Vertical Design Studio III**                      **7 cr.**  
*See description of ARCH 304. Prerequisite: ARCH 305, and a combined grade average of 70 from A 304 and A 305.*

**ARCH 407**                      **Vertical Design Studio IV**                      **7 cr.**  
*See description of ARCH 304. Prerequisite: ARCH 203.*

**ARCH 474**                      **Training in Execution Drawings**                      **0 cr.**  
A non-credit course that consists of professional training in architectural offices, where students develop their knowledge of execution drawings.

**ARCH 508**                      **Final Project Design and Research I**                      **7 cr.**  
A course conceived within a research-oriented studio/workshop model in which students are expected to critically explore architectural issues of personal interest and of general importance to the discipline, and to present their findings in a research report and preliminary design proposal. *Prerequisites: four vertical design studios, and a combined grade average of 70 from A 406 and A 407.*

**ARCH 509**                      **Final Project Design and Research II**                      **7 cr.**  
The culmination of the design studio in which students integrate and synthesize acquired knowledge and skills, and develop both the theoretical/critical and practical components of the research and design project proposed in ARCH 508. *Prerequisite: ARCH 508.*

**ARCH 575**                      **Approved Experience**                      **0 cr.**  
An eight-week professional training course at an architectural design office.

## Elective Courses

The elective courses in the architecture program are offered within the Department of Architecture and Design and many are open to students in all faculties. They are distributed into four categories: (1) Presentation; (2-3) History and Theory; (4-5) Technology, Science, and Engineering; (6) Professional Practice. Electives are chosen under the guidance of the academic adviser and in accordance with the elective distribution stated in the Program Description section of this catalogue. The following is a list of elective courses recently offered in the above categories. The courses are subject to change, and new electives are introduced annually.

## Presentation

**ARCH 015**                      **Virtual Worlds, 3D Modeling, and Animation**                      **3 cr.**  
This course aims at developing competency and confidence in rapidly developing technology. The focus is on mastering technical challenges using Softimage XSI, and on aesthetic creativity. The course consists of lectures and self-motivated projects leading from basic 3D modeling and animation to the existing world of virtual environments. Production companies such as Pixar and Digital Domain, and research centers such as MIT Media Lab, HitLab, Georgia Tech, and computer graphics centers are explored. *Prerequisite: GRDS 315 or any animation introduction course.*

**ARCH 016                      Digital Tools: 3D Studio Max                      3 cr.**

With the beginning of the millennium traces of traditional drawing in architecture have been replaced by digitized layouts. With computer software exponentially evolving, a new vision of architecture is now possible. From schematic design, visual construction, to final renderings, software tools have proven to be of the utmost efficiency. 3DMax is one of the best of these. Combined with a simple presentation tool such as MS PowerPoint it creates a powerful impact. This course is essentially aimed toward today's architecture students, providing them with everything needed to complete the construction, rendering, and presentation of architectural ideas.

**History and Theory****ARCH 020                      Beirut Modern                      3 cr.**

The course investigates modern architecture in Lebanon, mainly in the 1950s and 1960s, shedding light on a vibrant period that produced a distinctive local version of modernism. The course covers aspects such as architectural education, the organization of the profession, patronage, competitions, collaborations, and the various meanings given to modernity and tradition.

**ARCH 021                      The Imperial Image                      3 cr.**

Images are constants, but the ideas they legitimize take on different forms and values. This seminar explores the relationship between the visual arts and the ideologies of Empire, looking at art produced in, and relating to, the sites of colonial, imperial, and mandatory control that comprised the European colonial project from the 16th to the mid-20th centuries.

**ARCH 022                      Building the Colonies: Colonialism, Imperialism, and Local Modernities                      3 cr.**

Colonialism and imperialism can be interpreted as part of larger ideological and sociopolitical systems that continue to inform changing cultural values today. This seminar uses sites of colonial urbanism to investigate ways that spatial organization produces historical knowledge. We consider alterations made to pre-existing cities as well as new city plans, both built and projected, in the Americas, in Asia, and around the Mediterranean Rim.

**ARCH 023                      Form, Event, Ideology: The American City as Case Study                      3 cr.**

In this course the study of the development of the city in the Americas provides the means to theorize design within the broader spectrum of development at a political, economic, and cultural level. Film and readings form a counterpoint.

**ARCH 024                      The Study of Contemporary Art in Lebanon                      3 cr.**

Using the location of Lebanon to think differently about art history, this course both exposes students to the under-studied troves of local art production and provides critical tools for thinking about the social, political, and cultural roles of art in Lebanon and elsewhere in the region. Students learn to combine anthropological and art historical methods to do their own first-hand research on contemporary art in Lebanon.

**ARCH 025                      House and Home: Histories of Domesticity                      3 cr.**

This seminar/practicum takes two contrasting but complementary approaches, historical understanding and phenomenological experience, to explore definitions of what we mean by the word home. Both planned and informal domestic architecture in the region are investigated as central case studies.



**ARCH 039                      Film, Form, Figure: Cinema and Design                      3 cr.**

This seminar for designers, through readings, viewings, and discussion, investigates the many ways that the correspondence between film, video, and our various design disciplines can be developed and what its limits are. The objective is singular, to expose students to the rich possibilities inherent in close readings of films and texts and, most crucially, to place this information in the context of actual design work.

**Technology, Science, and Engineering****ARCH 043                      Code Comfort: Architectural Project Management                      3 cr.**

A seminar course that equips the students with tools for successful architectural project management, focusing primarily on the 'design phases' of a project, and what information must be conveyed in each phase. The 'integrated design process,' a prime tenet of sustainability, is at the core of this course. Pre-development planning, capital and program development, design and construction documents, code compliance, material selection, and construction administration are addressed. Students are also introduced to time management and scheduling tools, budget management, quality control, and risk management, in the context of design decisions.

**ARCH 044                      Green Material Selection: Lebanon                      3 cr.**

This seminar course engages the student in the process of material selection. Based in part on LEEDTM methodology, materials are explored in terms of use, availability, performance, market trends, and economic sustainability, as well as the more conventional 'green' characteristics of recycled content, local/regional materials, renewables, and volatile organic compounds (VOCs). The course also explores the key concepts of life cycle assessment and embodied energy determination. It recognizes that the majority of material selection choices are relatively more or less harmful depending on the circumstance and application.

**ARCH 050                      Energy Efficient Buildings                      3 cr.**

The course intends to introduce architecture, mechanical, and civil engineering students to the integrated design approach to low energy buildings and to consideration of energy efficiency at all stages of the design decision. The course defines and correlates the function of the various building elements that effect low energy sustainability and make a building environmentally friendly.

**CIVE 580N                      Construction Management                      3 cr.**

Refer to the Civil and Environmental Engineering program.

**ENMG 400                      Engineering Economy                      3 cr.**

Refer to the Engineering Management program.

**Professional Practice****ARCH 061                      Architectural Programming                      3 cr.**

The course deals with Architectural Programming in the context of pre-design, in both the conceptual and the practical aspect of the topic. Pre-design, the program, and architectural programming is the sequence in which the following are introduced: pre-design information collection and understanding, concept of program, programmatic issues and analysis, scales of programmatic applications, and different ways of thinking needed in the early design process.

**ARCH 062                      Designing Information                      3 cr.**

The underlying objective is to allow students to view and act in their physical environment in a critical yet constructive manner. In a world inundated with words and symbols, students are taught to discern factual information from advertising, categorize types of information, learn from exemplary case studies, and develop their own frameworks for designing information that subvert the trappings of commodities and commercialism.

**ARCH 063                      Building and Urban Regulations                      3 cr.**

The course introduces German, British, and Lebanese urban planning and building regulations. It explains the reasons and scientific criteria behind their creation and development, contributing to a logical approach to urban and building design with regard to economic, social, technical, and environmental assessments.

**ARCH 067                      Smart Spaces                      3 cr.**

This is a survey course exploring the impact of networks, ubiquitous computing, and always-on connectivity on the design of everyday things, architecture, and the city. We cover the basics of network theory, the social dimension of technological advances, the way we organize and form groups, innovation in design and services, and we imagine what the future of space and devices might be.

# Graphic Design

## Program Description

The program in graphic design is comprised of a total of 139 credit hours normally taken over four years. The degree requirements consist of the following:

- 97 credit hours of mandatory core courses
- 6 credit hours of approved electives in the areas of humanities, social sciences, and/or business
- 6 credit hours of approved electives in science and mathematics
- 6 credit hours of English, one of which should be English 206
- 3 credit hours in Arabic, as per placement test
- 6 credit hours of approved departmental electives in the areas of history, theory, and method
- 6 credit hours of approved departmental electives in the areas of representation skills, digital media, typography, and professional practice
- 9 credit hours of free electives in any area chosen in consultation with the academic adviser

## Curriculum for the Degree of Bachelor of Fine Arts in Graphic Design

### First Year

Fall Semester			Credit
ARCH	100	Basic Design	4
GRDS	111	Drawing	3
ARCH	121	History of Art and Architecture I	3
GRDS	112	Color	3
ENGL	206	or English as required	3
			<b>Total 16</b>

Spring Semester			Credit
GRDS	101	Graphic Design I	6
ARCH	122	History of Art and Architecture II	3
GRDS	113	Photography	3
GRDS	141	Computer Graphic I	3
		Distribution Elective	3
			<b>Total 18</b>

**Second Year**

<b>Summer Semester</b>			<b>Credit</b>
GRDS	214	Illustration	3
2 Distribution Electives			(2 x 3 cr.) 6
			<b>Total 9</b>

<b>Fall Semester</b>			<b>Credit</b>
GRDS	202	Graphic Design II	6
ARCH	223	History of Art and Architecture III	3
GRDS	251	Typography I	3
GRDS	242	Computer Graphic II	3
Distribution Elective			3
			<b>Total 18</b>

<b>Spring Semester</b>			<b>Credit</b>
GRDS	203	Graphic Design III	6
ARCH	224	History of Art and Architecture IV	3
GRDS	252	Typography II	3
GRDS	231	Introduction to Visual Theory	3
			<b>Total 15</b>

**Third Year**

<b>Summer Semester</b>			<b>Credit</b>
2 Distribution Electives			(2 x 3 cr.) 6
			<b>Total 6</b>

<b>Fall Semester</b>			<b>Credit</b>
GRDS	304	Graphic Design IV	6
GRDS	343	Motion Graphics	3
GRDS	325	History of Graphic Design	3
GRDS	361	Professional Practice	3
			<b>Total 15</b>

<b>Spring Semester</b>			<b>Credit</b>
GRDS	305	Graphic Design V	6
GRDS	344	Interactive Media Design	3
2 Electives (approved department electives and/or free)			(2 x 3 cr.) 6
			<b>Total 15</b>



**GRDS 141 Computer Graphics I 3 cr.**

This course is divided into three sections. The first introduces students to the Macintosh platform and the MacOS, covering all aspects such as file management, activating fonts, accessing network, and printing. The second section deals with the basic features of Adobe Illustrator®, the industry-standard and most professional vector-based illustration software; while the last part covers the basic features of Adobe Photoshop®, where students learn basic image creation and manipulation.

**GRDS 202 Graphic Design II 6 cr.**

This studio focuses on the development of corporate identity through investigation of abstraction and symbolic representation; logo design; and visual identity systems and their basic applications using various modes of image making and typography. *Prerequisite: GRDS 101 and a combined grade average of 70 from ARCH 100 and GRDS 101.*

**GRDS 203 Graphic Design III 6 cr.**

This studio focuses on processes of visual communication through diverse theme-based projects in which issues of meaning analysis/production, audience interpretation, and the cultural implications of design are emphasized. Through these projects aspects of image making, type/image relationships, visual narrative, and complex information organization are explored. *Prerequisite: GRDS 202.*

**GRDS 242 Computer Graphics II 3 cr.**

This course is the second in the series following the first computer course (GRDS 212). It is also divided into three sections. The first deals with the advanced features of Adobe Illustrator®. Advanced Adobe Photoshop® constitutes the second section of the semester, where students learn advanced image creation and editing techniques for print and web applications. The last section covers QuarkXPress™, the professional electronic desktop publishing software, for the creation of any form of publication, from simple single page to complex multicolor documents. In addition to these, cross-compatibility issues between the above mentioned software are tackled at the end of the semester. *Prerequisite: GRDS 241.*

**GRDS 251 Typography I 3 cr.**

In this course students develop a clear understanding of the usage of typography in all its forms. They explore the different components of type, the way it is used, when and where, and procedures and methods. The purpose is for the student to develop sensitivity toward type and to deal with it as a form versus a way to get a message read.

**GRDS 252 Typography II 3 cr.**

In this course students address text. New components are investigated: texture, direction, flow, space, etc. Text is formed from paragraphs made of words made of letters. Text is used for information, for support, and sometimes as an entity. Projects are distributed throughout the semester covering all these aspects. *Prerequisite: GRDS 251.*

**GRDS 214 Illustration 3 cr.**

This course introduces students to illustration techniques and styles with the aim of strengthening their representation and visualizing skills to enrich the graphic design process and its outcomes. Assignments cover various themes while exploring a wide range of media.

**GRDS 231 Introduction to Visual Theory 3 cr.**

An introduction to the various debates concerning visual representation aiming toward an investigation of the visual as a social practice and as part of an aesthetic discourse.

**GRDS 304                      Graphic Design IV                      6 cr.**

The identity created by the designer is manifested in a number of ways: logo design and application, posters and hand out material, and packaging and publications. This course covers publication design, which deals with layout, newsletters, books, pamphlets, and catalogues, through the application of grids and structures. *Prerequisite: GRDS 203 and a combined grade average of 70 from GRDS 202 and GRDS 203.*

**GRDS 305                      Graphic Design V                      6 cr.**

A studio course in package design and the principles of advertising campaigns. Combination of experimental and real situation projects. *Prerequisite: GRDS 304.*

**GRDS 343                      Motion Graphics                      3 cr.**

Motion Graphics is an advanced course in computer-related design, introducing students to multimedia design. The student explores the process of designing in relation to time and motion, and learns to adapt graphic knowledge to explore concepts of movement in time, sequential imagery, and motion graphics through animation. Projects involve the use of various animation techniques including 2D cell animation, claymation, and stop motion animation. It includes an overview of 3D modeling and animation. *Prerequisite: GRDS 242.*

**GRDS 344                      Interactive Media Design                      3 cr.**

An advanced course in multimedia, exploring the various areas where interactivity is used, ranging from interactive CDs to web design and interactive touch screens. Students concentrate on information architecture and information structure by designing for interactivity. *Prerequisites: GRDS 242, GRDS 343.*

**GRDS 325                      History of Graphic Design                      3 cr.**

A course that addresses graphic design as a critical discipline. The course is guided by various interpretative inquiries into the history and theory of visual communication. *Prerequisite: ARCH 224.*

**GRDS 361                      Professional Practice                      3 cr.**

This course prepares students to face the REAL WORLD. Students learn to properly conduct interviews whether in the materials/documents they provide or in the way they present themselves. The course addresses the profession as a practice through CV writing and the preparation of a portfolio, pre-production and production.

**GRDS 406                      Final Year Research                      6 cr.**

A research-oriented course that assists students in preparing for their final design project: Students are encouraged to investigate a topic of their choice and present their findings in a written paper. Students work mostly independently and in consultation with a chosen adviser from the faculty. Work in progress is presented and discussed with a panel of advisers on several occasions over the course of the semester. *Prerequisite: GRDS 305, and a combined grade average of 70 from GRDS 304 and ARCH 305.*

**GRDS 407                      Final Year Project                      6 cr.**

In this final year project studio students synthesize their acquired knowledge and skills and develop components from their Final Year Research (GRDS 406) into a significant graphic design project. Students work independently and in consultation with a chosen adviser from the faculty. Work in progress is presented and discussed with a panel of advisers over the course of the semester. At the end of the semester completed projects are presented for evaluation to a jury of faculty members and invited professionals. *Prerequisite: GRDS 406.*

**GRDS 462                      Approved Experience                      0 cr.**

An eight-week professional training period at a design office, advertising agency, television station, or publisher.

For other mandatory core courses such as ARCH 100, ARCH 121, ARCH 122, ARCH 223, and ARCH 224 please refer to the architecture core course description.

## Elective Courses

The elective courses in the Graphic Design program are offered within the Department of Architecture and Design and some are open to students in all faculties. They are distributed into two categories: [CATEGORY 1] Representation Skills (1), Digital Media (4), Typography (5), and Professional Practice (6); [CATEGORY 2] History (2), Theory, and Methodology (3). Electives are chosen in consultation with the assigned adviser, and in accordance with the load distribution (mentioned earlier under program description). The following list of courses is subject to change as new electives are introduced every year.

### Representation Skills

**GRDS 011 Arabesque 3 cr.**

A course that deals with the artistic references which inspired Arabic and Islamic arabesque from previous cultures. This course investigates its history from the Omayyad to the Ottoman empires and its artistic and aesthetic values.

**GRDS 012 Silkscreen 3 cr.**

An introductory course to the silkscreen printing process. Students learn the techniques of silkscreen printing by producing their own works of art with this printing method. In addition to being a medium for artistic expression, silkscreen printing is widely used in the package design industry.

**GRDS 013 Mixed Media 3 cr.**

A course designed to widen the scope of expression in the visual arts through the juxtaposition and layering of a variety of materials and elements in a work of art. This course allows students to discover the aesthetic values and textural sensibilities of such combinations, whether in two-dimensional designs (as in painting in different mediums plus collage and assemblage) or in three-dimensional constructions (as in installation art, video, and projection).

**GRDS 014 Engraving and Etching 3 cr.**

A course introducing the earliest of all printing methods. Students learn how to execute their designs on a zinc plate by manual engraving or by etching with acid, and how to print the inked plate in limited editions.

**GRDS 015 Advanced Printmaking 3 cr.**

A course designed to accommodate the growing need for further experimentation in the printmaking medium, for students who took both GRDS 043 and GRDS 025 and want to use the technique of printmaking as a vehicle for their creative statements. The course allows students to freely combine multiple printing methods in one work of art.

**GRDS 016 Advanced Photography 3 cr.**

A course that takes students to a higher level of understanding and using the medium in both analog and digital format. Through studio practice and digital post-production, students learn how to effectively turn a concept into a visual statement. *Prerequisite: GRDS 113.*

### Digital Media

**GRDS 041 Design for the Web 3 cr.**

Implements the designer's knowledge, flexibility, and confidence in working with the Web using images, animations, sound, and text. It covers the basics of HTML and ActionScript, working with both Macromedia Dreamweaver and Flash. It offers students an environment where they can experiment and interact with technology and, most important, learn the back-end of Web design in conjunction with the front-end. *Prerequisite: GRDS 141.*

**GRDS 042                      Flirting with Type/Moving Typography                      3 cr.**

A course on type that moves, changes, deforms, blurs, and interacts. Working with the fundamentals of printed typography, it builds upon them using additional layers that can be achieved with animation. Basic visual exercises and more complex experiments and projects cover subjects such as intonation to express voice through type; space navigation through text to achieve alternative reading procedures; and combination in form of typographic performance (Latin and Arabic typography). *Prerequisite: GRDS 343.*

**GRDS 043                      Expressive Electronics                      3 cr.**

Expressions in computer generated graphics cannot be realized without the use of technological tools. As digital technology has overwhelming flexibility and possibilities, it poses dangers as a tool for communication. Projects in the course involve developing digital metaphors that communicate a message. *Prerequisites: GRDS 141, GRDS 142.*

**Typography****GRDS 053                      Advanced Arabic Typography                      3 cr.**

In addition to a new and summarized historical overview, the study of Arabic calligraphy involves dealing with the problems facing this traditional art in its efforts at modernization, innovation, and adaptation to new technologies. This consists of two approaches to the subject, one that looks at the Arabic script as an art by itself: calligraphy; and the other that ponders its reformist and mediatic function, or its applications in modern life.

**Professional Practice****GRDS 060                      Graphics for Children                      3 cr.**

The last decade in Lebanon has witnessed a rising interest in child educational and literary material. Educators and parents have pinpointed the necessity to produce material that responds to the needs of their children. Through research, observation, class lectures, and collaboration with publishing houses and NGOs, students attempt to define this need by working on specific projects ranging from books, magazines, animations, and educational and/or awareness projects.

**GRDS 061                      GraFix in the Environment                      3 cr.**

We are bombarded daily with visual clutter, noise, buildings, people, beggars, cigars, clothes, shops, garbage, cars, horns, broken sidewalks...you name it! Then there is signage, posters, and billboards! All are components of our "GraFix in the Environment!" This course is based on research, presentations, and a series of small projects illustrating the various aspects of 'GraFix'.

**GRDS 063                      Personal Expression Through Serial Media:  
Zines, Comix, and Art Books                      3 cr.**

Printed matter has historically provided a way for artists to express themselves. This class studies alternative media and builds upon the lessons learned in the publication design class. These lessons are applied to a variety of specialized publications allowing students to focus on their content while developing their form. Using printing methods both high- and low-end, as well as high- and low-tech, students explore ways in which serial media provide an outlet for personal expression.

## History, Theory, and Method

### **GRDS 020                      Signs of Conflict and Resistance                      3 cr.**

The course addresses the deployment of political rhetoric in graphic design, historically and in contemporary practice. It examines those particular moments of political conflict--war, resistance, and revolt--where visual artifacts in different print formats become important vehicles through which ideological constructions are materialized and diffused. The course takes mainly as a case study the graphic production of Lebanese political parties and movements during the civil war (1975-1990) while covering other significant cases that can enrich and inform our main investigation.

### **GRDS 032                      Mediated Spectacles                      3 cr.**

A seminar course that engages students in analysis and critical assessment of the role of mediated images in everyday life. The course is directed through theoretical approaches and methodological tools of investigation that address the mechanism of the 'image' in terms of its signifying practices, cultural meaning, and the power relations in which it is embedded.

### **GRDS 033                      After the Media                      3 cr.**

Media programs have an actuality value, in the sense that they are tied to a particular time and culture. This class looks at media as part of the socio-political landscape, and explores ways of tracing it and incorporating it through the work of artists and designers. The class aims first to closely observe local Arab media programs (newspapers, radio, television, and web), identifying patterns, work conventions, creation of narratives, following up on stories, and the making of media personalities.

### **GRDS 036                      Seeing Rude and Erudite                      3 cr.**

This seminar proposes an investigation of seeing, understood both as an authoritative discourse and as an embodied physical sensation. The aim and ambition of this seminar is to question the authority of the visual and to identify what is unrecognized in the act of seeing.

# Graduate Program–MUPP/MUD

## General Information

The Department of Architecture and Design offers two graduate degrees: Master of Urban Planning and Policy (MUPP) and Master of Urban Design (MUD).

The MUPP and MUD programs offer a first graduate degree to students interested in acquiring the critical skills necessary to analyze urban contexts and to formulate urban interventions in the form of projects and/or policies. The two graduate programs emphasize research skills as primary tools for teaching and learning. The graduate programs also seek to create a multidisciplinary debate among various approaches to understanding and practicing urban planning and urban design by enrolling students with different social science and design-based undergraduate degrees, as well as by hosting lectures and organizing yearly seminars that reflect on the different professions of and practices in the built environment, in addition to encouraging linkages with other schools of social science and design in and outside the University. This research-based and multidisciplinary approach to urban planning and urban design makes the MUPP and MUD programs unique in Lebanon and the region where most other planning programs are structured as applied professional degrees.

## Program Structure

The two graduate programs extend over two years of full-time enrollment. The MUPP track requires students to take a total of 30 credits, nine of them in a sub-discipline of specialization where planning and policy-making skills are applied. The MUD track requires students to take a total of 33 credits, 12 of them in applied design studios. The two tracks share a common core of 21 credits consisting of three core courses (Research Methods; Planning Theory and Policy; and Urbanism), one planning/design workshop, and a final thesis. The thesis necessarily involves empirical research and generates innovative ways of thinking and understanding the future context of practice. In addition, all students enrolled in the MUPP/MUD programs are required to take the zero-credit seminar titled City Debates at least twice during their university enrollment. One of the core courses, Urbanism, could be waived, depending on the student's background and on consent of the academic adviser.

### Common Core MUPP/MUD

URPL	660	City Debates Seminar	0
URPL	630	Research Methods	3
URPL	631	Introduction to Planning Theory and Policy	3
URPL	632	Urbanism	3
URPL/ URDS	661 601	Planning and Design Workshop	6
URPL	680	Thesis Preparation	0
URDS/ URPL	681 603	Urban Planning/Urban Design Thesis	6
			<b>Total 21</b>

### MUPP Courses

MUPP students are required to take three courses from one area of concentration (9 credits), in a field of applied social sciences or engineering (such as sociology, economics, public administration, civil or environmental engineering) leading toward concentration areas such as urban policy, community development, transportation, labor, housing, or environmental sustainability. Other options may be agreed on with the MUPP/MUD academic adviser.

Three courses in area of concentration	9
	<b>Total 9</b>

### MUD Courses

MUD students are required to take, one design studio and two approved electives (12 credits).

URDS	602	Design Studio	6
Two approved electives			6
			<b>Total 12</b>

## Program Agenda

The typical course load for the Urban Planning and Policy and Urban Design tracks is normally distributed over two years as shown below. Course distribution is subject to the approval of the academic adviser.

### Urban Planning and Policy Track

#### First Year

Fall Semester			Credit
URPL	630	Research Methods	3
URPL	631	Introduction to Planning Theory and Policy	3
		One Concentration Area Elective	3
			<b>Total 9</b>

Spring Semester			Credit
URPL	632	Urbanism	3
URPL/URDS	661/601	Planning and Design Workshop	6
URPL	660	Seminar	0
			<b>Total 9</b>

#### Second Year

Fall Semester			Credit
URPL 680		Thesis Preparation	0
Two Concentration Area Electives			6
			<b>Total 6</b>

Spring Semester			Credit
URPL	681	Urban Planning Thesis	6
URPL	660	Seminar	0
			<b>Total 6</b>

## Urban Design Track

### First Year

<b>Fall Semester</b>			<b>Credit</b>
URPL	630	Research Methods	3
URPL	631	Introduction to Planning Theory and Policy	3
		One Approved Elective	3
			<b>Total 9</b>

<b>Spring Semester</b>			<b>Credit</b>
URDS	601	Planning and Design Workshop	6
URPL	632	Urbanism	3
URPL	660	Seminar	0
			<b>Total 9</b>

### Second Year

<b>Fall Semester</b>			<b>Credit</b>
URDS	602	Design Studio	6
		One Approved Elective	3
			<b>Total 9</b>

<b>Spring Semester</b>			<b>Credit</b>
URPL	680	Thesis Preparation	0
URPL	660	Seminar	0
URDS	603	Urban Design Thesis	6
			<b>Total 6</b>

## Admission Qualifications

Applicants who meet all AUB and FEA regulations governing admission to graduate study (including acceptable EEE or TOEFL scores), and who hold the equivalent of an undergraduate degree in architecture, landscape architecture, environmental design, urban or regional planning, engineering, economics, public administration, or sociology or other social science degrees, may be admitted to the Master of Urban Planning and Policy program as regular graduate students.

Applicants who meet all AUB and FEA requirements governing admission to graduate study (including acceptable EEE or TOEFL scores) and who hold the equivalent of a professional Bachelor of Architecture degree may be admitted to the Master of Urban Design program as graduate students.

For admission purposes, the cumulative undergraduate average of all students, regardless of undergraduate major, are computed from all courses taken during the last two years of undergraduate study. If the credit total for all courses taken during the last two years is fewer than 60 credits, courses from previous semesters are considered until the number is at least 60.

## Course Descriptions

### Mandatory Core Courses

Each of the following courses is required for MUPP/MUD students. Non-majors must secure the approval of the program adviser and the instructor concerned in order to enroll in any of the courses listed below.

**URDS 601                      Planning and Design Workshop                      6 cr.**

The course investigates the multiplicity of readings of a place, how they contribute to the production of space, and how they impact approaches to urban planning and design. It seeks to confront legal and institutional lenses with anthropological investigations of how space is perceived and experienced by its producers and/or users and revealed through classic investigations of social analysis. Based on a selected case study, the class aims at generating a series of mappings through which actual planning and design interventions are developed.

**URDS 602                      Design Studio                      6 cr.**

In this studio in urban design, a case study is selected for which a rationale for an intervention has to be devised and a design intervention elaborated.

**URDS 603                      Design Thesis                      6 cr.**

Supervised research and design is tailored to individual students and culminates in a final thesis in urban design. *Prerequisite: URPL 680.*

**URPL 630                      Research Methods                      3 cr.**

This course examines the process and practice of qualitative research, as applied to the field of urban planning and urban design, stressing the logic of scientific explanations. The elements of research design are investigated by focusing on the study of several qualitative and quantitative methods. Students learn how to design their research methodology in accordance with their research problem.

**URPL 631 Introduction to Planning Theory and Policy 3 cr.**

A course designed to introduce students to current debates and practices in the field of planning in lower income countries, looking at how, where, and by whom planning is practiced, and how planning goals have evolved over the past decades. Students read and discuss relevant debates in the field of planning. Special emphasis is placed on encouraging students to articulate their own positions and to discuss planning practices in the context of the Middle East.

**URPL 632 Urbanism 3 cr.**

This course is designed as an introduction for students in urban design and urban planning to the field of urban studies, with a major emphasis on how this field has been conceptualized since the early 1970s. It seeks to expose students to some of the ways in which social scientists have conceptualized and researched urban spaces, such as the social production of space, the city as growth machine, the city as body politics, and others.

**URPL 660 City Debates Seminar 0 cr.**

The seminar, titled "City Debates", addresses various urban issues each year; in particular, it tackles ongoing planning and design concerns related to Lebanon's post-war development from a multidisciplinary perspective. The seminar is offered annually during the spring semester. Topics have included: A Critical Assessment of the Lebanese National Master Plan; La Meen Beirut? (Whose Beirut?); and Urban Heritage and the Politics of the Present--Perspectives from the Middle East.

**URPL 661 Planning and Design Workshop 6 cr.**

See description of URDS 601.

**URPL 680 Thesis Preparation 0 cr.**

The core course prepares students who have completed their graduate coursework to write their final thesis. Students identify a case study, select a research problem, develop a hypothesis and a research question, and propose related methods of inquiry. The course outcome is a completed thesis proposal.

**URPL 681 Planning Thesis 6 cr.**

Supervised research conducted individually by the student and constituting a final thesis in urban planning. *Prerequisite: URPL 680.*

## Elective Courses

MUPP-MUD elective courses are open to graduates and senior undergraduates from all AUB departments. New electives are introduced annually.

**URPL 620 Building the Colonies: Colonialism, Imperialism, and Urban Change 3 cr.**

Colonialism and imperialism can be interpreted as part of larger ideological and sociopolitical systems that continue to inform changing cultural values today. This seminar uses sites of colonial urbanism to investigate ways that spatial organization is used to produce historical knowledge. We consider alterations made to pre-existing cities, as well as new city plans, both built and projected, in the Americas, in Asia, and around the Mediterranean Rim.

**URPL 621                      Urban Form and Its Formation                      3 cr.**

The course examines the various elements that make up urban patterns, giving insight into the city-building processes that generate these patterns. Students are exposed to urban morphology and planning history, and urban historical geography. The goal is to build up an ability to 'read' and 'write' the city through a range of disparate approaches. The course concludes by considering the ways in which knowledge about urban forms can contribute to the practice of planners and designers as molders and managers of changing urban landscapes.

**URPL 634                      Housing Problems and Policies                      3 cr.  
in Lower Income Countries**

The course introduces students to the major debates in the field of housing policies, and looks at the modes of production, the actors, and the institutions involved in the production of and access to housing. To this end, the course combines a mix of theory and applied case studies, taken whenever possible from the Lebanese context.

**URPL 635                      Decentralization Debates                      3 cr.**

This course introduces students to contemporary debates in the decentralization literature. It critically analyzes the two underlying premises in favor of decentralization processes toward local governments --namely local democracy and economic performance. The course also addresses the Lebanese scene of local government, and engages students in the evaluation of decentralization reforms in Lebanon.

**URPL 636                      Urban Economics                      3 cr.**

This course focuses on using the principles of economic analysis to explain why cities exist, where they develop, how they grow, how different activities are arranged within cities and the spatial aspects of urban problems such as traffic congestion, poverty, and substandard housing. The main economic concepts that are used include the consumer choice model, monopolistic competition, the input choice model, short-run and long-run curves, and the interaction between markets.

**URPL 637                      The Spatiality of Urban Social Exclusion                      3 cr.**

This course equips students with an understanding of the concept and phenomenon of social exclusion and its spatial manifestations. It aims to create an understanding of how and why cities are increasingly affected by this phenomenon and how social exclusion links with spatial exclusion. The course also aims to shed light on how urban regeneration and housing initiatives can affect social exclusion and the consequences that it has on citizenship.

**URPL 638                      Development Aid in the MENA:                      3 cr.  
Impacts on Cities and Spatial Planning**

This course combines political science and urban studies to investigate the impacts of development aid policies and programs on cities and spatial planning. Students learn about development aid's rationale and about different donors' paradigms vis-à-vis cities in the MENA. Selected policy sectors are examined to gauge the effects of development aid on the built environment, highlighting encountered challenges. Possible reforms to improve the effectiveness of development aid are also discussed.

**URPL 662 Introduction to Policy Analysis 3 cr.**

This course introduces students to the analysis of public policies--taken in their broad sense, as programs, regulations, and decisions, elaborated by a diversity of stakeholders belonging to formal and informal institutions. The seminar teaches students tools for analyzing development and planning policies, and for proposing alternative policy interventions. The course uses the Lebanese scene as its research field, but also investigates other policy case studies.

**URPL 663 Urban Land Use Planning 3 cr.**

This course provides policy context for understanding land use issues. It examines various theoretical approaches to urban spatial structure, bringing market oriented influences and public oriented interests into balance through the land use plan and guidance system. It also discusses how this structure evolves and changes. The course focuses on the frameworks by which this balance could be achieved.

**URPL 664 Transportation Planning and Policy 3 cr.**

The course focuses on transportation policy and planning for transportation facilities and services as well as the interaction between transportation and built, natural, and social environments. The course intends to provide students with the necessary knowledge for analyzing transportation problems in the field, as well as policy framework for examining the broader social, economic, and environmental implications of alternative transportation planning decisions. The course discusses policy making and policy instruments, considers alternative institutional arrangements for policy development and implementation, and evaluates the efficacy of different policy interventions. The interaction between technical analysis and policy making is also addressed.