

Department of Architecture and Design

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Graduate Coordinator:	Saliba, Robert
Architecture Coordinator:	Arbid, George
Professors:	Al-Harithy, Howayda; Musfy, Leila
Associate Professors:	Harb, Mona; Maasri, Zeina; Saliba, Robert
Assistant Professors:	Arbid, George; Drennan, Daniel; Fawaz, Mona; Ghaibeh, Lina; Nader, Karim; Shorto, Sylvia; Sadek, Walid
Visiting Assistant Professors:	Condon, Joel; Holland, Brian; Najjar, Karim
Senior Lecturers:	Bacho, Jinane; Haddad, Walid; Koserelli, Simone; Nader, Marc; Serof, Gregoire
Lecturers:	Assi, Naji; Bakhos, Walid; Boyadjian, Rafi; El-Hage Boutros, Pierre; Feschfesch, Antoine; Haddad, Rana; Hamdan, Fadi; Jabr, Abdulhalim; Jamal, Sany; Jubaily-Samara, Rana; Kanaan, Joy; Makdessi, Mayda; Mallat, Bernard; Najm, Wagih; Nasrallah, Maha; Taha, Mohamad; Traboulsi, Jana; Yeretziyan, Aram; Younes, Hala
Instructors:	Abboud, Rania; Akkad, Fakhry; Aramouny, Carla; Baki, Fadi; Bekdache, Nadine; Gharbieh, Ahmad; Hachem, Pascal; Imam, Hatem; Kahwagi, Bassam; Khoury, Abir; Moumtaz, Nada; Sinno, Tarik; Youssef, Shawki
Assistant Instructors:	Captan, Lara; Idriss, Rola

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).

Architecture

Mission Statement

The program of architecture is committed to playing a leading role in architecture practice both in Lebanon and in the region through a critical discourse of architectural inquiry. It strives to maintain a prominent and active community searching for continuous excellence in teaching, research, and professional practice. Central to the curriculum, design is addressed as a research-oriented activity that engages critical thinking, that aims to bridge theory and practice, and that responds to the responsibilities of an architect towards the public. The goal of the program is to enable a supportive, diverse and professional environment that fosters the creative development of all faculty and students.

Program Description

The architecture program comprises 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 which offer students 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. 3) Final year, fifth year, with a one-year design thesis and project and advanced electives.

The degree requirements in architecture consist of the following:

- 129 credit hours of mandatory core courses
- 18 credit hours of approved ArD/FEA electives (see table on page 315):
 - 6 credit hours in Category A
 - 9 credit hours in Category B
 - 3 credit hours in Category C
- 6 credit hours of electives in any area chosen in consultation with the academic adviser

To meet the General Education Requirements of AUB

- 6 credit hours of English including ENGL 206
- 3 credit hours of Arabic as per placement test
- 6 credit hours of approved electives in humanities
- 3 credit hours of an approved elective in the social sciences
- 3 credit hours of an approved elective in the natural sciences

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 English as required)	Technical English	3
			Total 18

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
			Total 17

Second Year

Summer Semester			Credits
ARCH	241	Surveying Regional Architecture	9

Fall Semester			Credits
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
			Total 17

Spring Semester			Credits
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
			Total 19

Third Year

Summer Semester			Credits
ARCH	373	Training in CAD	0 b.*

Fall Semester			Credits
ARCH	304	Vertical Studio I	7
ARCH	331	Urbanism	3
ARCH	261	Building Services	4
ENMG	502	Construction Management	3
			Total 17

*b. stands for billing

Spring Semester			Credits
ARCH	305	Vertical Studio II	7
ARCH	325	Contemporary Architecture	3
2 Distribution Electives			6
			Total 16

Fourth Year

Summer Semester			Credits
ARCH	474	Training in Execution Drawings	0 b.*

Fall Semester			Credits
ARCH	406	Vertical Studio III	7
3 Distribution Electives			9
			Total 16

Spring Semester			Credits
ARCH	407	Vertical Studio IV	7
3 Distribution Electives			9
			Total 16

Fifth Year

Summer Semester			Credits
ARCH	575	Approved Experience	1 b.*

Fall Semester			Credits
ARCH	508	Final Year Project Design and Research I	7
3 Distribution Electives			9
			Total 16

Spring Semester			Credits
ARCH	509	Final Year Project Design and Research II	7
2 Distribution Electives			6
			Total 13

*b. stands for billing

- 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 that examines 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 studios offered. In these upper-level design courses the individual works with specific themes and methodologies presented to pursue particular interests and techniques. *Prerequisites: ARCH 203, and a combined grade average of 70 in ARCH 202 and ARCH 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.**
The contemporary condition of architecture is not written in textbooks. It is happening right now. Through an intricate weekly interaction with texts and buildings ranging from the 1960s until today, each student is invited to explore an area of interest that constructs an experience of architecture in the form of a new text. Trying to avoid the mistakes of the past, while longing for a better future, it is this 'history in action' that will inspire us to create with responsibility and engagement the architecture of tomorrow. *Prerequisite: ARCH 224.*
- ARCH 331 Urbanism 3 cr.**
A course on 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.*

Elective courses offered in the Department of Architecture and Design

Category A	History and Theory	
ARCH 020	Beirut Modern	3 cr.
ARCH 021	The Imperial Image	3 cr.
ARCH 022	Building the Colonies	3 cr.
ARCH 023	From Urban Design to Landscape Urbanism	3 cr.
ARCH 025	House and Home: Histories of Domesticity	3 cr.
ARCH 026	The Cities of Delhi	3 cr.
ARCH 027	Museum/Store	3 cr.
ARCH 029	A History of the Artist	3 cr.
ARCH 030	Writing the Manifesto	3 cr.
ARCH 031	Cities of Discrimination	3 cr.
ARCH 033	Art and Interpretation	3 cr.
ARCH 034	Montage: Cinema and the Making, Un-Making and Re-Making of Space	3 cr.
ARCH 037	Sociology of Cultural Production	3 cr.
ARCH 039	The Politics of Building	3 cr.
Category B	B1: Technology, Science and Engineering	
ARCH 045	Building Systems Technology	3 cr.
ENMG 400	Engineering Economy	3 cr.
B2: Professional Practice		
ARCH 061	Architectural Programming	3 cr.
ARCH 065	Climate Responsive Design	3 cr.
ARCH 068	Law and the Built Environment	3 cr.
Category C	Representation	
ARCH 016	Digital Tools 3D Studio Max	3 cr.
ARCH 010	Photography	3 cr.

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 From Urban Design to Landscape Urbanism 3 cr.

This course explores the changing conception of city space examining the shifts in environmental design theory and practice. The class will cover the foundation of urban design as a traditional discipline while opening up to emerging design ideologies and tactics in line with contemporary urban mutations. The course will appeal to students in architecture, landscape architecture and urbanism who are interested in crossing the boundaries between disciplines and exploring new potentialities in design thinking.

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 026 The Cities of Delhi: 3 cr.
Urban Form and the Transmission of Meaning**

New Delhi, capital of the Republic of India, encompasses the vestiges of many older cities, built over a thousand-year period by disparate cultural groups. In this course, case histories of buildings and neighborhoods are used as a way of reading the processes of hybridization that result from the overlay of city upon city.

ARCH 027 Museum/Store 3 cr.

This course will offer a critique of the role and practices of the Museum of Modern Art (MoMA) in New York City at a time when the institution is seeking to redefine itself. MoMA, the first major institutional collector of 20th-Century art, now has what is arguably the most important concentration of modern painting and sculpture, film and media art in the world. This will be used as a focal point and a case study for exploring the evolution and history of museum architecture and museum practices as they change in the emerging 21st Century. Within a seminar format, students will explore the histories of a range of topics that relate to the role of museums today.

ARCH 029 A History of the Artist 3 cr.

This course offers an historical and critical reading of the category artist as it has been written and deployed in biographies, films, and art theory. Through a close analysis of four different historical moments in Western art, the course traces the development of the social persona of the artist and its refraction with artistic practice.

ARCH 030 Writing the Manifesto 3 cr.

Writing the manifesto is a workshop and seminar open to architecture, graphic design and other students. Class meets once a week. If we want the practice of design to be engaged socially and politically, it needs to part from the superficial or the formal and stem from a strong passionate attitude. This course aims at developing this attitude through reading and interacting with engaged authors and through developing a manifesto piece. In this process, every student will write his/her own manifesto and present it to others. *Prerequisite: Advanced standing.*

ARCH 031 Cities of Discrimination 3 cr.

The seminar presents a discourse on the understanding of design and planning issues dealing with landscapes of discrimination and of marginalization, and their imprint on the built environment. The examination of urban injustice offers a cross-disciplinary study of the city and aims at establishing a theoretical framework for a landscape of diversity, accessibility and flexibility through the analysis of people and places, and the complex relationships that bind them.

ARCH 033 Art and Interpretation 3 cr.

A seminar designed to introduce students to a range of methods of interpretation used in art history or drawn from fields such as analytic aesthetics, hermeneutics, psychoanalysis, phenomenology, and deconstruction.

ARCH 034 Montage: Cinema and the Making, Un-Making and Re-Making of Space 3 cr.

The course will investigate cinema's unique power of montage, which creates a multi-subjective space and time that may not exist in objective reality. Students will be encouraged to develop a critical understanding of cinema through writing, photographic storyboards, and artistically challenging video projects.

ARCH 037 Sociology of Cultural Production 3 cr.

An introduction to the basic terminology used in all sociological analysis of cultural phenomena combined with the relation between art and reality (society, politics and history, myth, and ideology). This course then investigates the role and power of cinema and initiates a comparative analysis of media concerning key issues such as nation, identity, race, and "the other."

ARCH 039 The Politics of Building 3 cr.

This course examines how architecture and urban design redistribute political power in the built environment and how their narratives incorporate and represent political ideas that condition and shape individual and collective experiences in/of the city and society. The course highlights the spatiality of politics and how the urban is a political (and economic) process of spatial production. Students learn: to define politics and political power as analytical categories; to identify the political features determining the building process, as well as the spatial implications of political choices across contexts; to understand how politics determine their roles as professional architects and designers and how to position themselves accordingly.

Technology, Science, and Engineering

ARCH 045 Building Systems Technology 3 cr.

This course provides an introduction to building systems technology. The course will focus mainly on the behavior of buildings as systems, and where possible will provide additional material for the design of buildings against extreme conditions such as fires, explosions, rare earthquakes and wind. All the above concepts will be introduced with minimum (if any) recourse to mathematical equations, as emphasis will be placed on understanding the behavior of different structural systems under various loading scenarios.

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 065 Climate Responsive Design 3 cr.

This course addresses the subject of climate-responsive architecture. The course's content starts with an introduction to the broad issue of sustainability, continues with the analysis of vernacular examples in architecture and moves on to develop the subjects of climate, people and buildings. The course consists of a series of lectures and short applications that will enhance the students' understanding of the subject matter.

ARCH 068 Law and the Built Environment 3 cr.

The course aims at exploring the relations between the rules that govern the production of the built environment, building practices, and the shape of the city. In this context, rules include the complex set of state legislated regulations (e.g. building law, zoning regulations, urban planning law) as well as socially sanctioned norms (e.g. privacy regulations). Investigated building practices will mostly be those of the professional architectural practice and should inform the future role of the students as designers and/or urban planners. The course is based on a critical approach to the understanding of law, how it is legislated, how it is actualized, how it intersects with other norms in the context where it is implemented, and how it affects building practices. Issues are explored at two scales: urban clusters and individual buildings.

Engineering Management courses (Refer to the Engineering Management Program).

Representation

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.

ARCH 010 Photography 3 cr.

This course aims at providing architecture students with a comprehensive understanding of the basics of black and white and color photography, its techniques, and aesthetics. Students learn how to use their cameras and light meters and are taught, through hands-on practice, the fundamentals needed in traditional black and white printing in the darkroom. The course includes slide lectures and discussions around the works of classic masters and contemporary experts of the medium, field trips, as well as presentations by well-established photographers specializing in architectural photography.

Graphic Design representation courses (Refer to Graphic Design section below).

Graphic Design

Mission Statement

The Graphic Design Program answers to the developments and needs of Lebanon and the region as it strives to meet globally required proficiency. The curriculum focuses on a solid training in the theoretical, practical and technical aspects of Graphic Design. It is the goal of the program to help students to perceive and adapt to the changing demands of culture and therefore to the continuous change in the design field. Students develop an intellectual background, critical thinking and contribute to the continuum of aesthetic and technological innovations by generating ideas and solutions to a wide range of design problems. The program is committed to its involvement in the Arab world: its multitude of languages and cultures. It is the Program's mission to address these issues in a challenging creative teaching and learning environment.

Program Description

The Graphic Design Program is comprised of a total of 139 credit hours normally taken over four years. The degree requirements in Graphic Design consist of the following:

- 97 credit hours of mandatory core courses
- 6 credit hours of approved ArD/FEA electives in the areas of history, theory, and methodology
- 6 credit hours of approved ArD/FEA electives in the areas of representation skills, digital media, typography, and professional practice
- 3 credit hours of free electives in any area chosen in consultation with the academic adviser

To meet the AUB General Education Requirements:

- 6 credit hours of approved electives in the area of humanities
- 6 credit hours of approved electives in the area of natural sciences
- 3 credit hours of approved electives in the area of quantitative thought
- 3 credit hours of approved electives in the area of social sciences
- 6 credit hours of English, one of which should be English 204
- 3 credit hours in Arabic, as per placement test

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

First Year

Fall Semester			Credits
ARCH	100	Basic Design	4
GRDS	111	Drawing	3
ARCH	121	History of Art and Architecture I	3
GRDS	112	Color	3
ENGL	204 (or English as required)	Advanced Academic English	3
			Total 16

Spring Semester			Credits
GRDS	101	Graphic Design I	6
ARCH	122	History of Art and Architecture II	3
GRDS	214	Illustration	3
GRDS	141	Computer Graphic I	3
Distribution Elective			3
			Total 18

Second Year

Summer Semester			Credits
GRDS	113	Photography	3
2 Distribution Electives			(2 x 3 cr.) 6
			Total 9

Fall Semester			Credits
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
			Total 18

Spring Semester			Credits
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
			Total 15

Third Year

Summer Semester		Credits
2 Distribution Electives		(2 x 3 cr.) 6
		Total 6

Fall Semester			Credits
GRDS	304	Graphic Design IV	6
GRDS	325	History of Graphic Design	3
GRDS	361	Professional Practice	3
		1 Elective (approved departmental elective and/or free)	3
			Total 15

Spring Semester			Credits
GRDS	305	Graphic Design V	6
GRDS	343	Motion Graphics	3
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 15

Fourth Year

Summer Semester		Credit
GRDS	462	Approved Experience 1 b.*

Fall Semester			Credit
GRDS	406	Final Year Research	6
GRDS	344	Interactive Media Design	3
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 15

Spring Semester			Credits
GRDS	407	Final Year Project	6
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 12

*b. stands for billing

Digital Media

GRDS 042 Rough Cuts: An Introduction to Video 3 cr.

Filmmaking is used here as an umbrella term, rather than referring to the actual process of shooting on film, and is used to connote the mixed media bag of filmic narrative, including video, sound, animation and stills. All of these can come together in the making of a film. With the democratization of audio/video editing from an elite, exclusive and expensive art to a popular and commonplace tool, the art of filmmaking has become within reach of everyone with a computer. Filmmaking itself has mutated into a variety of different forms depending on the vessel, be it YouTube, cellphone video and soap operas, CCTV surveillance footage, webcams, satellite imagery, video installations, etc. The ubiquity of footage is a testament to our current audio/visual culture and the digital revolution gives everyone the access to produce work within this culture.

GRDS 044 Pattern, Rhythm, Meter: Programming Design 3 cr.

This elective examines aspects of students' design vocabulary - pattern, rhythm, time, language, space, etc. - through the use of computer programming and applied algorithms to create visuals, music, animation, as well as typographic form and text. Through this exploration, they will gain a greater insight into the "internal workings" of the computer and their software applications, an awareness of the overlap between science and art, and pro-active tools that they can readily apply in their design work. *Prerequisite: 4th-year status in graphic design, architecture, engineering, or permission of instructor.*

GRDS045 If Walls Could Talk/ Talking Walls: Urban Graffiti Animations 3 cr.

A departmental elective course offered to Architecture and Graphic Design students covering the techniques, principles and processes of stop motion animation, particularly focusing on painting on walls and urban surfaces. Students are encouraged to explore the relationship of the method of expression and techniques employed with the concepts, themes and issues, using alternate interpretations beyond the literal and classical narrative constraints. Students will be examining motion, tempo, rhythm, depth, color, texture, form, matter and spatial representation and relation. By the end of the course the students will produce a complete edited stop motion animation short film that will be publicly screened in the original setting.

GRDS 049 Move Me, Freeze Me, Shoot me 3 cr.

This is an elective course covering Stop Motion Animation techniques, principles and processes. Students are exposed to, and experiment with various stop motion animation mediums and types; examining: motion, tempo, rhythm, orientation, color, texture, form, and matter. They are encouraged to evaluate different processes of animation and to develop problem-solving methods through their assignments, and the analysis of screened features, to enhance the skills gained in visual art training and to integrate visual vocabulary with conceptual and creative procedures. *Prerequisites: 4th and 5th year status in GD or ARCH and GRDS 113.*

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 media function, or its applications in modern life.

