

Architecture, B.A.

Overview

School of Architecture undergraduate students are admitted to the School of Architecture without a declared degree program. By the end of the second year, students must select either the B.A. or the Bachelor of Architecture (<https://www.architecture.cmu.edu/barch>) (B.Arch) degree program. The student's first-year advisor, faculty mentors, and head provide mentoring and information to guide the student in selecting their degree option.

In the first year, the B.A. program begins with the same studio-based curriculum as the B.Arch program, but then begins to diverge in terms of opportunities and outcomes. The B.A. only requires a minimum of 4 studios, which can be spread out over the four years of the program. As a 4-year degree program, the B.A. allows those who are interested to go on to specialize in other fields in graduate school, including the 2-year professional Master of Architecture (<https://www.architecture.cmu.edu/march>) (M.Arch) degree program (often called a 4+2 degree).

For students seeking a non-professional degree integrating architecture with another field of study, Carnegie Mellon also offers the BXA Intercollege Degree Programs (<http://www.cmu.edu/interdisciplinary/>). BXA students graduate with a Bachelor of Humanities and Arts, a Bachelor of Science and Arts, or a Bachelor of Computer Science and Arts degree.

Curriculum

Minimum units required for Bachelor of Arts in Architecture 360

Architectural Design Studios 66 units

	Units
48-100 Architecture Design Studio: Core 1 - Foundations	15
48-105 Architecture Design Studio: Poiesis Studio 2	15
48-200 Architecture Design Studio: Core 3 - Tectonics	18
48-205 Architecture Options Studios: Core 3	18
	66

History, Urbanism & Ethics Stream 33 units

	Units
48-119 Design Ethics & Social Justice in Architecture	3
48-111 Exploring Pittsburgh	3
48-240 History of World Architecture, I	9
48-241 Modern Architecture: History & Theory	9
48-250 Urbanism and the Social Production of Space	9
	33

Architectural Technologies Streams 20 units

	Units
48-104 Shop Skills	2
48-116 Introduction to Building Performance	3
48-215 Materials & Assembly	9
48-234 Structural Design 1: Form and Forces	6
	20

Computation & Representation Stream 47 units

	Units
99-101 Core@CMU	3
48-120 Digital Media I	6
48-121 Drawing I	6
48-112 Digital Fabrication Skills	2
48-125 Digital Media II	6
48-126 Drawing II	6
48-214 Generative Modeling	9
48-247 Fundamentals of Computational Design	9
	47

General Studies & Electives

194 units

	Units
48-025 First Year Seminar: Architecture Edition	3
48-026 Second Year Seminar: Architecture Edition II	3
76-101 Interpretation and Argument	9
48-xxx Architecture Electives	45
xx-xxx University Electives (outside SoA)	45
xx-xxx Flex Electives (in or out of SoA)	89
	194