# ARCHITECTURE: ARCHITECTURAL DESIGN TECHNOLOGY, AS

**Program code**: ARDT-AS

**Location**: Capital, Norwalk, Three Rivers

## Program Description

The Architectural Design Technology program extends opportunities for those interested in the design and construction of the built environment, preparing students for transfer into baccalaureate and professional-degree architecture programs or for entry-level technical positions in architecture, engineering or construction firms.

The program builds mastery of valuable skill-sets, establishing techniques in traditional design and drawing that build a foundation for state-of-the-art digital design and modeling, reinforced by courses that form the technical core consisting of blueprint reading, construction materials, codes and regulations, and typical project documentation. The course flow guides students through a sequence of architecture courses that explore creativity, exercise the design process and problem-solving skills, and instills the values of sustainable and responsible development of the built environment.

Upon completion, students will have built a portfolio of work useful for transfer or to pursue an entry-level technical position in an architecture, engineering or construction firm; municipal building and planning offices; or the transportation, utility, and construction material industries.

## Learning Outcomes

1. Understand the history of the built environment and appraise geographic adaptation when considering modern solutions to: natural resource utilization; sustainable harvest, refinement and transport of construction materials; and performance of designs and systems, accounting for climate change.
2. Develop a self-reflective design process that considers alternative solutions validated by sound research, evaluation, and synthesis of a wide range of variables.
3. Utilize traditional and emerging digital media for two- and three-dimensional graphic representation to develop, refine, and communicate the architectural design process and implement written industry documentation used to convey typical project information.
4. Demonstrate knowledge of building systems as integrated into the design process, informing decisions on materials, assemblies, and life safety aspects.
5. Perform and communicate effectively as a contributing individual or team member.
6. Appreciate the importance of lifelong learning and continuous improvement associated with professional, ethical, and social responsibilities.

## Degree Requirements

| Code | Title | Credits |
|---|---|---|
| **General Education Courses** | | |
| ENG 1010 | Composition | 3 |
| MATH 1600 | College Algebra | 3 |
| ARCH 1002 | Architecture of the World | 3 |
| PHYS 1201 | General Physics I | 4 |
| Elective SBSX - Social / Behavioral Science Course | | 3 |
| COMM 1301 | Public Speaking | 3 |
| CCS 1001 | College and Career Success | 3 |
| **Program Courses** | | |
| ARCH 1005 | Architecture Fundamentals I | 4 |
| ARCH 1008 | Construction Materials and Methods | 3 |
| ARCH 2005 | Architecture Fundamentals II | 4 |
| ARCH 2029 | Structures | 3 |
| ARCH 2015 | Construction Documents | 3 |
| ARCH 2020 | Architectural Design I | 4 |
| ARCH 2030 | CAD 3D Architectural Parametric | 3 |
| ARCH 2025 | Architectural Design II | 4 |
| ARCH 2040 | Environmental Systems | 3 |
| Business Elective or Business Internship | | 3 |
| Elective - Open Elective | | 3 |
| **ARCH Elective** | | |
| Choose one of the following: | | 3 |
| ARCH 1010 | Introduction to Building Physics and Sustainability | |
| ARCH 1011 | Building Codes and Ordinances | |
| ARCH 1012 | Introduction to Geographic Information Systems | |
| ARCH 2010 | Site Design | |
| CAD 1140 | Architectural CAD | |
| CAD 2204 | CAD 3D Architectural | |
| **Total Credits** | | **62** |