



**SOUTH DAKOTA BOARD OF REGENTS
ACADEMIC AFFAIRS FORMS**

Substantive Program Modification Form

UNIVERSITY:	SDSU
CURRENT PROGRAM TITLE:	Architecture (B.F.A.)
CIP CODE:	04.0201
UNIVERSITY DEPARTMENT:	School of Design
UNIVERSITY DIVISION:	Arts, Humanities & Social Sciences

University Approval

To the Board of Regents and the Executive Director: I certify that I have read this proposal, that I believe it to be accurate, and that it has been evaluated and approved as provided by university policy.

Dennis D. Hedge

4/29/2020

Vice President of Academic Affairs or
President of the University

Date

1. This modification addresses a change in:

- | | |
|--|---|
| <input checked="" type="checkbox"/> Total credits required within the discipline | <input checked="" type="checkbox"/> Total credits of supportive course work |
| <input checked="" type="checkbox"/> Total credits of elective course work | <input type="checkbox"/> Total credits required for program |
| <input type="checkbox"/> Program name | <input type="checkbox"/> Existing specialization |
| <input type="checkbox"/> CIP Code | <input type="checkbox"/> Other (explain below) |

2. Effective date of change: 2020-2021 Academic Year

3. Program Degree Level: Associate Bachelor's Master's Doctoral

4. Category: Certificate Specialization Minor Major

5. If a name change is proposed, the change will occur:

- On the effective date for all students
- On the effective date for students new to the program (enrolled students will graduate from existing program)

Proposed new name:

6. Primary Aspects of the Modification:

Existing Curriculum

Proposed Curriculum (highlight changes)

Pref.	Num.	Title	Cr. Hrs.	Pref.	Num.	Title	Cr. Hrs.
System General Education Requirements			31	System General Education Requirements			31
ENGL	101	Composition I (SGR #1)	3	ENGL	101	Composition I (SGR #1)	3
		SGR #1 – Written Communication	3			SGR #1 – Written Communication	3
SPCM	101	Fundamentals of Speech (SGR #2)	3	SPCM	101	Fundamentals of Speech (SGR #2)	3
		SGR #3 – Social Sciences/Diversity	3			SGR #3 – Social Sciences/Diversity	3
		SGR #3 – Social Sciences/Diversity	3			SGR #3 – Social Sciences/Diversity	3
ARCH	241	Building History (SGR #4)	3	ARCH	241	Construction History (SGR #4)	3
ART	121	Design I 2D (SGR #4)	3	ART/ DSGN	121	Design I 2D (SGR #4)	3
MATH	120	Trigonometry (SGR #5)	3	MATH	120	Trigonometry (SGR #5)	3
PHYS	111-111L	Introduction to Physics I & Lab (SGR #6)	4	PHYS	111-111L	Introduction to Physics I & Lab (SGR #6)	4

Existing Curriculum

Proposed Curriculum (*highlight changes*)

Prof.	Num.	Title	Cr. Hrs.	Prof.	Num.	Title	Cr. Hrs.
		SGR #6 – Natural Sciences	3			SGR #6 – Natural Sciences	3
AHSS College Requirements			3	AHSS College Requirements			3
AHSS	111	Introduction to Global Citizenship and Diversity	3	AHSS	111	Introduction to Global Citizenship and Diversity	3
		Upper Division Credits (300-400 level coursework)	33			Upper Division Credits (300-400 level coursework)	33
		Capstone course in the major	--			Capstone course in the major	--
School of Design Requirements			12	School of Design Requirements			14
<i>Additional required credits of coursework beyond SGRs, Major, and Support Courses</i>			9	<i>Additional required credits of coursework beyond SGRs, Major, and Support Courses</i>			11
ART	121	Design I 2D (3) (SGR #4)	--	ART/ DSGN	121	Design I 2D (3) (SGR #4)	--
DSGN	110	Creative Thinking	3	DSGN	110	Creative Thinking	3
DSGN	152	Design Fundamentals II	3	DSGN 152	Design Fundamentals II	3	
				DSGN	452	Design Capstone	2
		School of Design Elective - Students are required to take an elective shop or studio in another School of Design discipline (other than their major discipline). Contact the School of Design advisor for the approved list of courses.	3			School of Design Elective – Select 6 credits from the list below. Students are required to take any two ART or GDES courses from the list below. Contact the School of Design advisor for approval of additional courses.	6
				ART	111	Drawing I	3
				ART	112	Drawing II	3
				ART	122	Design II Color	3
				ART	231	Painting I	3
				ART	241	Sculpture I	3
				ART	251	Ceramics I	3
				ART	281	Printmaking I	3
				ART	492	Illustration	3
				ART	492	Letterpress	3
				GDES	101	Computer Graphics	3
				GDES	207	Interactive Design I	3
				GDES	216	Typography	3
Major Requirements			58	Major Requirements			68
ARCH	101	Introduction to Architecture	3	ARCH	101	Drawing Architecture	3
ARCH	221	Media Tech I	1	ARCH 221	Media Tech I	1	
ARCH	222	Media Tech II	1	ARCH 222	Media Tech II	1	
ARCH	241	Building History I (SGR #4)	--	ARCH	241	Construction History (SGR #4)	--
ARCH	242	Building History II	2	ARCH 242	Building History II	2	
				ARCH	250	Design Practice (5)(repeated once)	10
ARCH	251	Building Arts Studio I	4	ARCH 251	Building Arts Studio I	4	
ARCH	252	Building Arts Studio II	4	ARCH 252	Building Arts Studio II	4	
				ARCH	255	Building Studio	5
				ARCH	255L	Building Lab	2
ARCH	321	Media Tech III	2	ARCH 321	Media Tech III	2	
ARCH	432	Building Tech I	2	ARCH	332	Technology of Surroundings	2
ARCH	351	Building Arts Studio III	5	ARCH 351	Building Arts Studio III	5	
ARCH	352	Architecture Studio I	5	ARCH 352	Architecture Studio I	5	
				ARCH	354	Research Studio	5
				ARCH	354L	Research Lab	2
				ARCH	355	Building Studio	5
				ARCH	355L	Building Lab	2
ARCH	382	Travel Studies	1	ARCH 382	Travel Studies	1	
				ARCH	401	Writing Architecture	3
				ARCH	402	Reading Architecture	3

Existing Curriculum

Proposed Curriculum (*highlight changes*)

Pref.	Num.	Title	Cr. Hrs.	Pref.	Num.	Title	Cr. Hrs.
ARCH	421	Media Tech IV	2	ARCH	421	Media Tech IV	2
ARCH	422	Media Tech V	2	ARCH	422	Media Tech V	2
				ARCH	433	Technology of Structures	3
				ARCH	434	Technology of Systems	3
ARCH	341	Building History III	3	ARCH	442	History of Ideas	3
ARCH	342	Building History IV	2	ARCH	443	Urban History	3
ARCH	451	Architecture Studio II	5	ARCH	451	Architecture Studio II	5
ARCH	452	Architecture Studio III	5	ARCH	452	Architecture Studio III	5
				ARCH	454	Research Studio	5
				ARCH	454L	Research Lab	2
				ARCH	455	Building Studio	5
				ARCH	455L	Building Lab	2
ARCH	461	Shop (<i>complete 3 sections of the 2 credit course</i>)	6	ARCH	461	Shop (<i>complete 3 sections of the 2 credit course</i>)	6
ARCH	492	Topics in Architecture	3	ARCH	492	Topics in Architecture	3
Supporting Coursework			16	Supporting Coursework			4
CM	216-216L	Construction Methods and Materials & Lab	3, 1	CM	216-216L	Construction Methods and Materials & Lab	3, 1
CM	232	Cost Estimating	3	CM	232	Cost Estimating	3
CM	333	Mechanical, Electrical, Plumbing Systems	3	CM	333	Mechanical, Electrical, Plumbing Systems	3
CM	353	Construction Structures	3	CM	353	Construction Structures	3
GE	241	Applied Mechanics	3	GE	241	Applied Mechanics	3
Electives			3	Electives			3
Architecture students must maintain at least a major GPA of 2.6 and an overall GPA of 2.5 on a 4.0 scale for the duration of the program. A grade of a "C" or better is required in all ART, ARTE, ARTH, GDES, DSGN, LA, ARCH, CM and ID courses.				Architecture students must maintain at least a major GPA of 2.6 and an overall GPA of 2.5 on a 4.0 scale for the duration of the program. A grade of a "C" or better is required in all ART, ARTE, ARTH, GDES, DSGN, LA, ARCH, CM and ID courses.			
Summary of Credits for Architecture (B.F.A.)							
System General Education Requirements			31	System General Education Requirements			31
AHSS College Requirements			3	AHSS College Requirements			3
School of Design Requirements			12	School of Design Requirements			14
<i>Additional required credits of coursework beyond SGRs, Major, and Support Courses</i>			9	<i>Additional required credits of coursework beyond SGRs, Major, and Support Courses</i>			11
Major Requirements			58	Major Requirements			68
Supporting Coursework			16	Supporting Coursework			4
Electives (Taken as needed to complete any additional degree requirements)			3	Electives (Taken as needed to complete any additional degree requirements)			3
Total number of hours required for major			74	Total number of hours required for major			72
Total number of hours required for degree			120	Total number of hours required for degree			120

7. Explanation of the Change:

In 2015 the School of Design (SOD) was formed bringing together programs in Architecture, Graphic Design, Interior Design, Landscape Architecture, and Studio Art. The School identified 14 credits that would be required by all students within these programs. In addition to ART 121 Design I 2D (3 cr.), DSGN 110 Creative Thinking (3 cr.), DSGN 152 Design Fundamentals II (3 cr.), and an elective shop or studio in another School of Design discipline (3 cr.), programs required DSGN 140 Successful Design Student Practices (2 cr.). The School of Design has identified a need to shift the coursework to provide an experience that will be throughout a student's four years versus first-year level courses and to provide an opportunity for more cross-disciplinary learning. The School of Design has identified the following changes:

- ART 121 Design I 2D (3 cr.) will be cross-listed to the DSGN prefix. This will allow for easier identification of the course as a core requirement within the School of Design curriculum.
- Removed DSGN 152 Design Fundamentals II (3 cr.) and increased the number of elective shop and/or studios in another School of Design discipline from three to six credits. Increasing the number of elective shop or studio credits will bolster the design learning outcomes for students in a cross-disciplinary fashion. Students in Graphic Design will be required to complete six credits of studio courses in the built environment (Architecture, Interior Design, and Landscape Architecture). Students in Architecture will be required to complete six credits from a list of studio/lecture courses within Art or Graphic Design.
- Replaced DSGN 140 Successful Design Student Practices (2 cr.) with DSGN 452 Design Capstone (2 cr.). As a School, the skills students are receiving in DSGN 140 are skills that they are also gaining in other SOD first year courses. The faculty in DSGN 110 and ART 121 are instilling knowledge of successful student practices and student engagement. Students will benefit more from a collaborative senior student capstone experience – DSGN 452. This capstone studio presents students with an interdisciplinary exploration of a contemporary issue in art and design. The topic of each section will be populated with upper-level undergraduate School of Design students. This course will be linked to the research and creative activity of a faculty lead. Students will draw on disciplinary practices and design foundations to complete a small-group project-based study. This is a way of preparing SOD students for future careers, where designers work collaboratively in the job market.

The original Architecture curriculum was established with a series of two credit courses. The following curriculum changes reflect improvements to workload, ease for student progress through the curriculum, meeting student learning outcomes, and in response to recommendations from prior accreditation visits.

- The program will be able to provide a more robust interdisciplinary design education through the vertical design curriculum, the design capstone, and opportunities for collaboration in the research studios.
- Courses and credit hours have been consolidated. On the path to accreditation the BFA-Architecture curriculum picked up nine two-credit hour major courses and three one-credit hour major courses for a total of 21 credit hours taught in 12 different courses. The proposal incorporates content into consolidated coursework, eliminates, or raises the intensity of instruction by increasing to three-credit hours.
- Studio coursework dominates a professional education. The successful series of “Shop” courses in the current curriculum are expanded and accommodated in the new research studios. The media sequence is redirected into the lab courses associated with each building or research studio.
- The building technology sequence has been condensed into fewer, higher credit hour courses developed and taught directly in the major based on input from the last two accreditation reviews.
- Shift from a sequential set of studios and labs to an iterative format where the fundamental studio is taken twice, the research studio/lab set is taken twice, and the building design studio/lab is taken three times. These rounds of iterative studios organize the studio curriculum vertically so that students from three levels of the program work collaboratively together each semester. This vertical model will give more control of the education to the student, something the last NAAB accreditation visit faulted the professional program for in their last report. This verticality gives students more choice in section selection while giving the department a finer lever with which to manage enrollment.