The Master of Science in Architecture (MSArch) program has two tracks of study:

**Computational Ecologies Track**
Computational Ecologies is an investigation of how complex datasets and advanced computational methods can inform the analysis and design of architectural and urban systems. The Computational Ecologies track is committed to the development of tools and methods that better understand and optimize how spaces, buildings and cities perform environmentally, infrastructurally and socially.

**Public Health + the Built Environment Track**
There is a long and substantial history of work at the intersection of public health and the composition of the built environment, and there is an emerging body of contemporary work including topics such design for human powered mobility, environmental stress reduction, choice architecture, universal and enabling design, disaster mitigation and response, and design for healing. This track allows advanced students to develop a line of research about how the composition of the built environment shapes public health.
Public Health + the Built Environment Track

CONCENTRATION DESCRIPTION

The Public Health + the Built Environment concentration asks, “how can designers and planners address health disparities and positively impact population health in communities?” One’s zip code is a better predictor of health outcomes than almost any factor, and the planned and built environment is a powerful determinant of community health. This area of focus allows advanced students to develop a line of research about how the composition of the built environment shapes public health. Specific lines of inquiry are described in the list of faculty. Graduates will have learned about contemporary issues in urban/rural/community design, along with best practices in policy and design, including health impact assessments, context-sensitive design, smart growth principles, and community engagement strategies.

COORDINATOR, PUBLIC HEALTH + THE BUILT ENVIRONMENT:
Michaele Pride, Professor of Architecture, mlpride@unm.edu

GRADUATE ADVISOR:
Miquela Ortiz Upston, miquela@unm.edu

Master of Science in Architecture

DEGREE COMPLETION + REQUIREMENTS

REQUIRED GRADUATE COURSES

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDITS</th>
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<tbody>
<tr>
<td>ARCH 601</td>
<td>or</td>
<td>Two Graduate Architecture Studios</td>
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<td>ARCH 603</td>
<td>or</td>
<td>Masters Thesis/Project Prep Seminar</td>
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<td>ARCH 596</td>
<td>or</td>
<td>Masters Thesis</td>
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<tr>
<td>CRP 599</td>
<td>or</td>
<td>Approved Graduate Electives</td>
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<td>UNM Course</td>
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<td>GRAND TOTAL: (38)</td>
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CURRICULUM DESIGN + ADVISEMENT

The faculty advisor will assist the student in planning a program of studies, which will be recorded in the student’s file. Each student is responsible for the adequacy of his or her own curriculum and is free to alter it in process with the consent of their faculty advisor. The Program of Study must be confirmed by the graduate advisor. Successful completion of a Program of Studies is the basis for attaining a degree.

ENTRANCE REQUIREMENTS

Completion of a bachelor’s degree or equivalent collegiate program as approved by the faculty.

More information at:
architecture.unm.edu/admissions

Computational Ecologies Track

CONCENTRATION DESCRIPTION

The Computational Ecologies concentration investigates how complex data sets and advanced computational methods can inform the analysis and design of architectural and urban systems. The Computational Ecologies area of focus is committed to the development of tools and methods that better understand and optimize how spaces, buildings, and cities perform environmentally, structurally, and socially. Our research investigates how both produced and residual data sets can act as engines for parametric design software and how they can be digitally and physically represented. These data sets can range from social media to traffic patterns, atmospheric analysis to neurological activity, all intertwined in an ecological relationship. Our goal is to elevate architectural and urban performance and experience through the analysis of behaviors and patterns, leveraging computational processes to produce new understandings of the relationships of the built environment to human condition.

COORDINATOR, COMPUTATIONAL ECOLOGIES:
Alexander Webb, Assistant Professor of Emergent Technologies, awebb@unm.edu

GRADUATE ADVISOR:
Miquela Ortiz Upston, miquela@unm.edu

The Computational Ecologies concentration investigates how complex data sets and advanced computational methods can inform the analysis and design of architectural and urban systems. The Computational Ecologies area of focus is committed to the development of tools and methods that better understand and optimize how spaces, buildings, and cities perform environmentally, structurally, and socially. Our research investigates how both produced and residual data sets can act as engines for parametric design software and how they can be digitally and physically represented. These data sets can range from social media to traffic patterns, atmospheric analysis to neurological activity, all intertwined in an ecological relationship. Our goal is to elevate architectural and urban performance and experience through the analysis of behaviors and patterns, leveraging computational processes to produce new understandings of the relationships of the built environment to human condition.