MSArch
Master of Science in Architecture

University of New Mexico
ARCHITECTURE
School of Architecture + Planning

information processing

power-law scaling

communication betweein physical form and information

fractal networks of interaction

genetic precedent

emergent and self-organizational behaviour
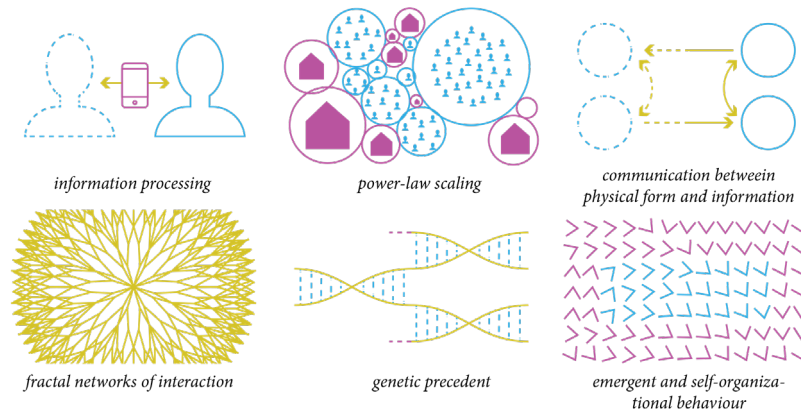
SCHOOL OF ARCHITECTURE & PLANNING

SCHOOL OF ARCHITECTURE AND PLANNING
2401 CENTRAL AVENUE NE • MSC04 2530
1 UNIVERSITY OF NEW MEXICO, ALBUQUERQUE, NM 87131

PH: 505.277.2903 • WEB: **SAAP.UNM.EDU**

The Master of Science in Architecture is a non-professional degree offered through the University of New Mexco School of Architecture + Planning.

There are few specific established requirements in this program in that students are encouraged to propose the most professionally and personally useful course of studies with their faculty advisor.

Students in this 1-year program are expected to take advantage of the special opportunities offered by this program and our unique physical/social setting to pursue individualized educational goals.

This degree is not accredited by National Architectural Accreditation Board (NAAB). The MSArch takes two or three semesters to complete.

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

The Public Health + the Built Environment concentration asks, "how can deisgners 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 advsanced students to develop a line of research about how the composition of the built environment shapes public health. Specific lines of inquiry are descibed 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

ARCH 601 **or**		
ARCH 602 **or**		
ARCH 603	Two Graduate Architecture Studios	(12)
ARCH 596	Masters Thesis/Project Prep Seminar	(3)
ARCH 597 **or**	Masters Project	
CRP 599	Masters Thesis	(6)
UNM Course	Approved Graduate Electives	(12)
	GRAND TOTAL: (38)	

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

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, awebb4@unm.edu

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