ARC 4342, Design 4.2, 5 credits.

Course Goals & Objectives:

Student Performance Criterion/a addressed:

A.2 Design Thinking Skills
Ability to raise clear and precise questions, use abstract ideas to interpret information, consider diverse points of view, reach well-reasoned conclusions, and test alternative outcomes against relevant criteria and standards.

A.3 Visual Communication Skills
Ability to use appropriate representational media, such as traditional graphic and digital technology skills, to convey essential formal elements at each stage of the programming and design process.

B.2 Accessibility
Ability to design sites, facilities, and systems to provide independent and integrated use by individuals with physical (including mobility), sensory, and cognitive disabilities.

B.3 Sustainability
Ability to design projects that optimize, conserve, or reuse natural and built resources, provide healthful environments for occupants/users, and reduce the environmental impacts of building construction and operations on future generations through means such as carbon-neutral design, bioclimatic design, and energy efficiency.

B.5 Life Safety
Ability to apply the basic principles of life-safety systems with an emphasis on egress.

Topical Outline:
None

Prerequisites:
ARC 4341 Design 4.1

Textbooks/Learning Resources:
None

Offered:
Spring only; annually

Faculty assigned:
Oliver Chamel (Adjunct) Craig Huffman (F/T)
Roy Knight (F/T) LaVerne Wells-Bowie (F/T)