

Department of Architecture and Design

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The Department of Architecture and Design offers programs at both the undergraduate and graduate levels. The undergraduate level programs are in architecture and graphic design. The architecture program leads to the professional degree of Bachelor of Architecture (BARCH). The graphic design program leads to the professional degree of Bachelor of Fine Arts in Graphic Design (BFA).

Architecture

Mission Statement

The program of architecture is committed to playing a leading role in architecture practice both in Lebanon and in the region through a critical discourse of architectural inquiry. It strives to maintain a prominent and active community searching for continuous excellence in teaching, research, and professional practice. Central to the curriculum, design is addressed as a research-oriented activity that engages critical thinking, that aims to bridge theory and practice, and that responds to the responsibilities of an architect towards the public. The goal of the program is to enable a supportive, diverse and professional environment that fosters the creative development of all faculty and students.

Program Description

The architecture program comprises a total of 174 credit hours normally taken over five years. The curriculum is structured as follows: 1) Two foundation years, first and second, with core requirements in design, technical, and history courses which offer students basic skills and knowledge in design and related areas. 2) Two advanced years, third and fourth, with core requirements in advanced design, technical, history and theory courses, reinforced by the distribution electives. The design studios at this level are thematic vertical studios. 3) Final year, fifth year, with a one-year design thesis and project and advanced electives.

The degree requirements in architecture consist of the following:

- 129 credit hours of mandatory core courses
- 18 credit hours of approved ArD/FEA electives
- 6 credit hours in Category A
- 9 credit hours in Category B
- 3 credit hours in Category C
- 6 credit hours of electives in any area chosen in consultation with the academic adviser

To meet the General Education Requirements of AUB

- 6 credit hours of English including English 206
- 3 credit hours of Arabic as per placement test
- 6 credit hours of approved electives in humanities
- 3 credit hours of an approved elective in social science
- 3 credit hours of an approved elective in natural science

Curriculum for the Degree of Bachelor of Architecture

First Year

Fall Semester			Credits
ARCH	100	Basic Design	4
ARCH	111	Technical Drawing	4
ARCH	121	History of Art and Architecture I	3
ARCH	151	Statics and Mechanics of Solids	4
ENGL	206 (or English as required)	or Technical English	3
Total			18

Spring Semester			Credits
ARCH	101	Architecture Design I	7
ARCH	112	Descriptive Drawing	3
ARCH	122	History of Art and Architecture II	3
ARCH	152	Analysis and Design of Structures I	4
Total			17

Second Year

Summer Semester			Credits
ARCH	241	Surveying Regional Architecture	9

Fall Semester			Credits
ARCH	202	Architecture Design II	7
ARCH	223	History of Art and Architecture III	3
ARCH	242	Building Construction I	3
ARCH	253	Analysis and Design of Structures II	4
Total			17

Spring Semester			Credits
ARCH	203	Architecture Design III	7
ARCH	224	History of Art and Architecture IV	3
ARCH	243	Building Construction II	3
ARCH	313	Computer Aided Design	3
English			3
Total			19

Third Year

Summer Semester			Credits
ARCH	373	Training in CAD	0 b.*

Fall Semester			Credits
ARCH	304	Vertical Studio I	7
ARCH	331	Urbanism	3
ARCH	261	Building Services	4
CIVE	109	Construction Management	3
Total			17

Spring Semester			Credits
ARCH	305	Vertical Studio II	7
ARCH	325	Contemporary Architecture	3
2 Distribution Electives			6
			Total 16

Fourth Year

Summer Semester			Credits
ARCH	474	Training in Execution Drawings	0 b.*
Fall Semester			Credits
ARCH	406	Vertical Studio III	7
3 Distribution Electives			9
			Total 16

Spring Semester			Credits
ARCH	407	Vertical Studio IV	7
3 Distribution Electives			9
			Total 16

Fifth Year

Summer Semester			Credits
ARCH	575	Approved Experience	1 b.*

Fall Semester			Credits
ARCH	508	Final Year Project Design and Research I	7
3 Distribution Electives			9
			Total 16

Spring Semester			Credits
ARCH	509	Final Year Project Design and Research II	7
3 Distribution Electives			9
			Total 16

*b. stands for billing

Course Descriptions

Mandatory Core Courses

Each of the following courses is required for the degree in architecture. Students should pay careful attention to the prerequisite structure, which must be observed. There is a grade average requirement for: ARCH 202, 304, 406, and 508; an average of 70 must be attained in the two preceding design courses in each case. Non-majors must secure the approval of the department and the instructor concerned to enroll in any of the courses listed below.

ARCH 100 Basic Design 4 cr.
A design studio intended to introduce students to the field of design through basic design principles and the cultivation of foundation studio skills. The course is required for first year students in architecture, graphic design, and landscape design.

ARCH 101 Architecture Design I 7 cr.
A design studio focused on the development of analytical and technical skills for perceiving, understanding, and manipulating spatial definitions and relationships. *Prerequisite: ARCH 100.*

ARCH 111 Technical Drawing 4 cr.
This is a course in descriptive geometry and graphic communication in architecture. Students learn to use drawing tools. They acquire techniques of representation of 3D and space on 2D surfaces, including orthogonal (plans, sections, and elevations), paraline (axonometrics and isometrics), and perspective drawings. Applications cover construction of shades and shadows.

ARCH 112 Descriptive Drawing 3 cr.
This studio course is an introduction to the visual representation of the built environment. Students learn the skills of pictorial conventions and are introduced to the historical specificity and theoretical assumptions that underlie them. *Prerequisite: ARCH 111.*

ARCH 121 History of Art and Architecture I: From Caves to Catacombs 3 cr.
The first course in the History of Art and Architecture sequence surveys the origins and development of architecture, artifacts, and urbanism from prehistoric times to the end of the third century CE. We question meanings of the term art through objects associated with the activities of daily life and with the practices of kingship and religion, especially beliefs and rituals surrounding death and burial. While considering formal development, we also look at artifacts in their cultural context, relating them to myth, literature, and the development of technology. Local field trips are an important component of the class.

ARCH 122 History of Art and Architecture II: Medieval 3 cr.
This course is the second in the History of Art and Architecture sequence required for students in Architecture and Graphic Design. It surveys medieval art, architecture and the city from the fourth to the fourteenth centuries, including the Byzantine, Umayyad, Abbasid, Fatimid, Romanesque, Gothic, Ayyubid, and Mamluk periods. The course is an analytical study of major developments, artists, and monuments that emphasizes issues rather than objects. Most issues are concerned less with defined periods and major formal distinctions and more with cultural productions, their ideological framework, and socio-political significance. *Prerequisite: ARCH 121 or consent of instructor.*

ARCH 151 Statics and Mechanics of Solids 4 cr.

An introduction to vector forces and moments; equilibrium of rigid bodies in 2-D; free body diagrams; frames and machines; centers of gravity and moments of inertia; design of trusses, beams; introduction to material properties; stresses, strains, and their relationship; normal, shearing, and combined stresses. The course also provides an introduction to indeterminate structures.

ARCH 152 Analysis and Design of Structures I 4 cr.

Normal and shearing stresses; an introduction to column design and buckling; cable design; physical properties of various materials used in construction: timber, steel, aluminum, copper, and others. Deformation of structural elements under loads using moment area and conjugate beam method are also addressed. Indeterminate structures by approximate methods; design and selection of the structural elements according to loads applied with practical assignments: selection of materials and pre-dimensioning the structure elements. *Prerequisite: ARCH 151.*

ARCH 202 Architecture Design II 7 cr.

A design studio with emphasis on construction materials as a major design determinant; manipulation of architectural elements and space; and observation of freehand and technical representation. *Prerequisites: ARCH 101 and a combined grade average of 70 in ARCH 100 and ARCH 101.*

ARCH 203 Architecture Design III 7 cr.

A design studio that introduces projects that deal with complex architectural programs and the development of conceptualization related to developing design work. This develops the student's response to design challenges through projects that deal with different environments, scales, and venues (level and sloping sites, new construction, renovation, urban, and rural). The studio stresses a variety of representation tools (sketching, collage, texts, 2D and 3D drawings, models) and emphasizes architectural representation in plan, section, and elevation. *Prerequisite: ARCH 202.*

ARCH 223 History of Art and Architecture III: Post-Medieval 3 cr.

This course is the third in the History of Art and Architecture sequence required for students in Architecture and Graphic Design. It surveys post-medieval art, architecture, and the city from the fourteenth to the eighteenth centuries including the Renaissance and Baroque in Europe and the three great empires of the East, the Ottoman, Safavid, and Mughal Empires. The course is structured to balance Western and non-Western art and architecture, with emphasis on cultural encounters and contact between East and West. *Prerequisites: ARCH 121, ARCH 122 or consent of instructor.*

ARCH 224 History of Art and Architecture IV: The Modern Period 1760–1945 3 cr.

The last course of the History of Art and Architecture sequence surveys the development of Western art and architecture from 1760 to 1945. Thinking beyond the established canon, the course critically addresses the political, aesthetic, institutional, and cultural forces that have contributed to shaping this canon. Problems we encounter when we acknowledge that art is a cultural product include the uneasy fit of style-period categories or the isms of art, gender, historical definitions of the avant-garde, the consumption and display of art; and the status of the artist in society. *Prerequisites: ARCH 121, ARCH 122 and ARCH 223 or consent of instructor.*

ARCH 241 Surveying Regional Architecture 9 cr.

The course is organized in two successive formats. The first introduces the students to topographic mapping and route surveying. The second involves the tools and methods of architectural surveying. Fieldwork is applied to surveying, documentation, and the analysis of factors contributing to the distinctive aspects of Lebanese regional architecture: vernacular, traditional, and modern.

ARCH 242 Building Construction I 3 cr.

A course on the response of building envelopes to surrounding environmental factors; covering in detail the components of the envelope: floors, walls, doors, windows, and roofs of all types. This course is also an introduction to construction detailing.

ARCH 243 Building Construction II 3 cr.

A combined lecture and studio course that examines recent building technologies, materials, finishing work and materials, and the methods, contents, and presentation of professional construction documents including execution drawings, details, and schedules. *Prerequisite: ARCH 242.*

ARCH 253 Analysis and Design of Structures II 4 cr.

Concrete mechanical properties: design of continuous beams in flexure and in shear, columns, different types of footings, basement walls, retaining walls, structural walls, one way solid slab, one way ribbed slab, introduction to two way slabs, staircase; design of a multi-story building with a detailed project. *Prerequisite: ARCH 152.*

ARCH 261 Building Services 4 cr.

The objectives of the course are to introduce the art, science, and practice of building services engineering to the future architect in all aspects of design, installation, and maintenance associated with building services. Included are: air-conditioning, heating and ventilating, water services, sanitary works, energy management systems, solar collectors, electrical distribution systems, electrical equipment, materials, lighting, and lifts.

ARCH 304 Vertical Design Studio I 7 cr.

Topics for thematic advanced design studios are posted at the beginning of the semester. Third- and fourth-year students select from the studios offered. In these upper-level design courses the individual works with specific themes and methodologies presented to pursue particular interests and techniques. *Prerequisites: ARCH 203, and a combined grade average of 70 in ARCH 202 and ARCH 203.*

ARCH 305 Vertical Design Studio II 7 cr.

See description of ARCH 304. *Prerequisite: ARCH 203.*

ARCH 313 Computer Aided Design 3 cr.

An introduction to the CAD world and its 2D implementation in the architectural field. Students learn the tools and techniques to translate their hand drawn design sketches into digital format, from basic conceptual diagrams to fully loaded architectural drawings, meeting the high standards of design-firm expectations.

ARCH 325 Contemporary Architecture 3cr.

The contemporary condition of architecture is not written in textbooks. It is happening right now. Through an intricate weekly interaction with texts and buildings ranging from the 1960s until today, each student is invited to explore an area of interest that constructs an experience of architecture in the form of a new text. Trying to avoid the mistakes of the past, while longing for a better future, it is this 'history in action' that will inspire us to create with responsibility and engagement the architecture of tomorrow. *Prerequisite: ARCH 224.*

ARCH 331 Urbanism 3 cr.

A course on the basic principles of contemporary urbanism. Special attention will be paid to the relationships among forces acting upon the city; critical and descriptive theories of urbanism, and contemporary approaches to urban design. *Prerequisite: ARCH 224.*

ARCH 373 Training in CAD 0 b.

A non-credit training course in which students work in local architectural offices on CAD applications. Reports on work completed are evaluated for level of involvement and quality of achievement.

ARCH 406 Vertical Design Studio III 7 cr.

See description of ARCH 304. *Prerequisite: ARCH 305 and a combined grade average of 70 in ARCH 304 and ARCH 305.*

ARCH 407 Vertical Design Studio IV 7 cr.

See description of ARCH 304. *Prerequisite: ARCH 203.*

ARCH 474 Training in Execution Drawings 0 b.

A non-credit course that consists of professional training in architectural offices, where students develop their knowledge of execution drawings.

ARCH 508 Final Project Design and Research I 7 cr.

A course conceived within a research-oriented studio/workshop model in which students are expected to critically explore architectural issues of personal interest and of general importance to the discipline, and to present their findings in a research report and preliminary design proposal. *Prerequisites: four vertical design studios, and a combined grade average of 70 in ARCH 406 and ARCH 407.*

ARCH 509 Final Project Design and Research II 7 cr.

The culmination of the design studio in which students integrate and synthesize acquired knowledge and skills, and develop both the theoretical/critical and practical components of the research and design project proposed in ARCH 508. *Prerequisite: ARCH 508.*

ARCH 575 Approved Experience 1 b.

This is an eight-week professional training course at an architectural design office.

Elective Courses

The elective courses in the architecture program, offered within the Department of Architecture and Design are distributed in three main categories:

Category A: History and Theory

Category B: Technology, Science and Engineering [B1]; and Professional Practice [B2]; Students must take at least one in each B1 and B2.

Category C: Representation

Elective courses offered in the Department of Architecture and Design

Category A	History and Theory	
ARCH 020	Beirut Modern	3 cr.
ARCH 021	The Imperial Image	3 cr.
ARCH 022	Building the Colonies	3 cr.
ARCH 025	House and Home: Histories of Domesticity	3 cr.
ARCH 026	The Cities of Delhi	3 cr.
ARCH 027	Museum/Store	3 cr.

ARCH 029	A History of the Artist	3 cr.
ARCH 030	Writing the Manifesto	3 cr.
ARCH 031	Cities of Discrimination	3 cr.
ARCH 032	Architecture, Heritage, Tourism and Critical Pedagogy	3 cr.
ARCH 033	Art and Interpretation	3 cr.
ARCH 037	Sociology of Cultural Production	3 cr.
ARCH 039	The Politics of Building	3 cr.
Category B	B1: Technology, Science and Engineering	
ARCH 043	Code Comfort: Architectural Project Management	3 cr.
ARCH 044	Green Materials Selection: Lebanon	3 cr.
ARCH 045	Building Systems Technology	3 cr.
CIVE 580	Construction Management	3 cr.
ENMG 400	Engineering Economy	3 cr.
	B2: Professional Practice	
ARCH 061	Architectural Programming	3 cr.
ARCH 065	Climate Responsive Design	3 cr.
Category C	Representation	
ARCH 016	Digital Tools 3D Studio Max	3 cr.
ARCH 010	Photography	3 cr.

History and Theory

ARCH 020 Beirut Modern 3 cr.

The course investigates modern architecture in Lebanon, mainly in the 1950s and 1960s, shedding light on a vibrant period that produced a distinctive local version of modernism. The course covers aspects such as architectural education, the organization of the profession, patronage, competitions, collaborations, and the various meanings given to modernity and tradition.

ARCH 021 The Imperial Image 3 cr.

Images are constants, but the ideas they legitimize take on different forms and values. This seminar explores the relationship between the visual arts and the ideologies of empire, looking at art produced in, and relating to, the sites of colonial, imperial, and mandatory control that comprised the European colonial project from the 16th to the mid-20th centuries.

ARCH 022 Building the Colonies: Colonialism, Imperialism, and Local Modernities 3 cr.

Colonialism and imperialism can be interpreted as part of larger ideological and sociopolitical systems that continue to inform changing cultural values today. This seminar uses sites of colonial urbanism to investigate ways that spatial organization produces historical knowledge. We consider alterations made to pre-existing cities as well as new city plans, both built and projected, in the Americas, in Asia, and around the Mediterranean Rim.

ARCH 025 House and Home: Histories of Domesticity 3 cr.

This seminar/practicum takes two contrasting but complementary approaches, historical understanding and phenomenological experience, to explore definitions of what we mean by the word home. Both planned and informal domestic architecture in the region are investigated as central case studies.

ARCH 026 The Cities of Delhi: Urban Form and the Transmission of Meaning 3 cr.

New Delhi, capital of the Republic of India, encompasses the vestiges of many older cities, built over a thousand-year period by disparate cultural groups. In this course, case histories of buildings and neighborhoods are used as a way of reading the processes of hybridization that result from the overlay of city upon city.

ARCH 027 Museum/Store 3 cr.

This course will offer a critique of the role and practices of the Museum of Modern Art (MoMA) in New York City at a time when the institution is seeking to redefine itself. MoMA, the first major institutional collector of 20th-Century art, now has what is arguably the most important concentration of modern painting and sculpture, film and media art in the world. This will be used as a focal point and a case study for exploring the evolution and history of museum architecture and museum practices as they change in the emerging 21st Century. Within a seminar format, students will explore the histories of a range of topics that relate to the role of museums today.

ARCH 029 A History of the Artist 3 cr.

This course offers an historical and critical reading of the category artist as it has been written and deployed in biographies, films, and art theory. Through a close analysis of four different historical moments in Western art, the course traces the development of the social persona of the artist and its refraction with artistic practice.

ARCH 030 Writing the Manifesto 3 cr.

Writing the manifesto is a workshop and seminar open to architecture, graphic design and other students. Class meets once a week. If we want the practice of design to be engaged socially and politically, it needs to part from the superficial or the formal and stem from a strong passionate attitude. This course aims at developing this attitude through reading and interacting with engaged authors and through developing a manifesto piece. In this process, every student will write his/her own manifesto and present it to others. *Prerequisite: Advanced standing.*

ARCH 031 Cities of Discrimination 3 cr.

The seminar presents a discourse on the understanding of design and planning issues dealing with landscapes of discrimination and of marginalization, and their imprint on the built environment. The examination of urban injustice offers a cross-disciplinary study of the city and aims at establishing a theoretical framework for a landscape of diversity, accessibility and flexibility through the analysis of people and places, and the complex relationships that bind them.

ARCH 032 Architecture, Heritage, Tourism and Critical Pedagogy: The Politics of Place and the Practices of Heritage and Tourism in the Contemporary Middle East 3 cr.

This course is concerned with concepts of cultural change. It tackles the politics of place transformation and heritage definition in the contemporary Middle East vis-à-vis the practices of patrimonialization, heritage construction, the role of international tourism in shaping space, neo-liberal urban restructuring, and local-global dynamics and relationships. The course terminates with granting voice to different forms of resistance through several elaborate case studies from the region and beyond. *Prerequisite: Advanced standing.*

ARCH 033 Art and Interpretation 3 cr.

A seminar designed to introduce students to a range of methods of interpretation used in art history or drawn from fields such as analytic aesthetics, hermeneutics, psychoanalysis, phenomenology, and deconstruction.

ARCH 037 Sociology of Cultural Production 3 cr.

An introduction to the basic terminology used in all sociological analysis of cultural phenomena combined with the relation between art and reality (society, politics and history, myth, and ideology). This course then investigates the role and power of cinema and initiates a comparative analysis of media concerning key issues such as nation, identity, race, and "the other."

ARCH 039 The Politics of Building 3 cr.

This course examines how architecture and urban design redistribute political power in the built environment and how their narratives incorporate and represent political ideas that condition and shape individual and collective experiences in/of the city and society. The course highlights the spatiality of politics and how the urban is a political (and economic) process of spatial production. Students learn: to define politics and political power as analytical categories; to identify the political features determining the building process, as well as the spatial implications of political choices across contexts; to understand how politics determine their roles as professional architects and designers and how to position themselves accordingly.

Technology, Science, and Engineering**ARCH 043 Code Comfort: Architectural Project Management 3 cr.**

A seminar course that equips the students with tools for successful architectural project management, focusing primarily on the 'design phases' of a project, and the information that must be conveyed in each phase. The 'integrated design process,' a prime tenet of sustainability, is at the core of this course. Pre-development planning, capital and program development, design and construction documents, code compliance, material selection, and construction administration are addressed. Students are also introduced to time management and scheduling tools, budget management, quality control, and risk management, in the context of design decisions.

ARCH 044 Green Material Selection: Lebanon 3 cr.

This seminar course engages the student in the process of material selection. Based in part on LEEDTM methodology, materials are explored in terms of use, availability, performance, market trends, and economic sustainability, as well as the more conventional "green" characteristics of recycled content, local/regional materials, renewables, and volatile organic compounds (VOCs). The course also explores the key concepts of life cycle assessment and embodied energy determination. It recognizes that the majority of material selection choices are relatively more or less harmful depending on the circumstance and application.

ARCH 045 Building Systems Technology 3 cr.

This course provides an introduction to building systems technology. The course will focus mainly on the behaviour of buildings as systems, and where possible will provide additional material for the design of buildings against extreme conditions such as fires, explosions, rare earthquakes and wind. All the above concepts will be introduced with minimum (if any) recourse to mathematical equations, as emphasis will be placed on understanding the behaviour of different structural systems under various loading scenarios.

CIVE 580 Construction Management 3 cr.

Refer to the Civil and Environmental Engineering Program.

ENMG 400 Engineering Economy 3 cr.

Refer to the Engineering Management Program.

Professional Practice

ARCH 061 Architectural Programming 3 cr.

The course deals with Architectural Programming in the context of pre-design, in both the conceptual and the practical aspect of the topic. Pre-design, the program, and architectural programming is the sequence in which the following are introduced: pre-design information collection and understanding, concept of program, programmatic issues and analysis, scales of programmatic applications, and different ways of thinking needed in the early design process.

ARCH 065 Climate Responsive Design 3 cr.

This course addresses the subject of climate-responsive architecture. The course's content starts with an introduction to the broad issue of sustainability, continues with the analysis of vernacular examples in architecture and moves on to develop the subjects of climate, people and buildings. The course consists of a series of lectures and short applications that will enhance the students' understanding of the subject matter.

Representation

ARCH 016 Digital Tools: 3D Studio Max 3 cr.

With the beginning of the millennium traces of traditional drawing in architecture have been replaced by digitized layouts. With computer software exponentially evolving, a new vision of architecture is now possible. From schematic design, visual construction, to final renderings, software tools have proven to be of the utmost efficiency. 3DMax is one of the best of these. Combined with a simple presentation tool such as MS PowerPoint it creates a powerful impact. This course is essentially aimed toward today's architecture students, providing them with everything needed to complete the construction, rendering, and presentation of architectural ideas.

ARCH 010 Photography 3 cr.

This course aims at providing architecture students with a comprehensive understanding of the basics of black and white and color photography, its techniques, and aesthetics. Students learn how to use their cameras and light meters and are taught, through hands-on practice, the fundamentals needed in traditional black and white printing in the darkroom. The course includes slide lectures and discussions around the works of classic masters and contemporary experts of the medium, field trips, as well as presentations by well-established photographers specializing in architectural photography.

Graphic Design

Mission Statement

The Graphic Design Program answers to the developments and needs of Lebanon and the region as it strives to meet globally required proficiency. The curriculum focuses on a solid training in the theoretical, practical and technical aspects of Graphic Design. It is the goal of the program to help students to perceive and adapt to the changing demands of culture and therefore to the continuous change in the design field. Students develop an intellectual background, critical thinking and contribute to the continuum of aesthetic and technological innovations by generating ideas and solutions to a wide range of design problems. The program is committed to its involvement in the Arab world: its multitude of languages and cultures. It is the Program's mission to address these issues in a challenging creative teaching and learning environment.

Program Description

The Graphic Design Program is comprised of a total of 139 credit hours normally taken over four years. The degree requirements in Graphic Design consist of the following:

- 97 credit hours of mandatory core courses
- 6 credit hours of approved ArD electives in the areas of history, theory, and methodology
- 6 credit hours of approved ArD electives in the areas of representation skills, digital media, typography, and professional practice
- 3 credit hours of free electives in any area chosen in consultation with the academic adviser

To meet the AUB General Education Requirements:

- 6 credit hours of approved electives in the area of humanities
- 6 credit hours of approved electives in the area of natural science
- 3 credit hours of approved electives in the area of quantitative thought
- 3 credit hours of approved electives in the area of social science
- 6 credit hours of English, one of which should be English 204
- 3 credit hours in Arabic, as per placement test

Curriculum for the Degree of Bachelor of Fine Arts in Graphic Design

First Year

Fall Semester			Credits
ARCH	100	Basic Design	4
GRDS	111	Drawing	3
ARCH	121	History of Art and Architecture I	3
GRDS	112	Color	3
ENGL	204 (or English as required)	Advanced Academic English	3

Total 16

Spring Semester			Credits
GRDS	101	Graphic Design I	6
ARCH	122	History of Art and Architecture II	3
GRDS	214	Illustration	3
GRDS	141	Computer Graphic I	3
		Distribution Elective	3
			Total 18

Second Year

Summer Semester			Credits
GRDS	113	Photography	3
		2 Distribution Electives	(2 x 3 cr.) 6
			Total 9

Fall Semester			Credits
GRDS	202	Graphic Design II	6
ARCH	223	History of Art and Architecture III	3
GRDS	251	Typography I	3
GRDS	242	Computer Graphic II	3
		Distribution Elective	3
			Total 18

Spring Semester			Credits
GRDS	203	Graphic Design III	6
ARCH	224	History of Art and Architecture IV	3
GRDS	252	Typography II	3
GRDS	231	Introduction to Visual Theory	3
			Total 15

Third Year

Summer Semester			Credits
		2 Distribution Electives	(2 x 3 cr.) 6
			Total 6

Fall Semester			Credits
GRDS	304	Graphic Design IV	6
GRDS	325	History of Graphic Design	3

*b. stands for billing

GRDS	361	Professional Practice	3
		1 Elective (approved departmental elective and/or free)	3
			Total 15

Spring Semester			Credits
GRDS	305	Graphic Design V	6
GRDS	343	Motion Graphics	3
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 15

Fourth Year

Summer Semester			Credit
GRDS	462	Approved Experience	1 b.*

Fall Semester			Credit
GRDS	406	Final Year Research	6
GRDS	344	Interactive Media Design	3
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 15

Spring Semester			Credits
GRDS	407	Final Year Project	6
		2 Electives (approved departmental electives and/or free)	(2 x 3 cr.) 6
			Total 12

Course Descriptions

Mandatory Core Courses

GRDS 101 Graphic Design I 6 cr.
 This is an introductory studio on graphic design methods and processes where fundamentals of visual communication are addressed. The studio starts with basic investigations in the development of visual form, and gradually moves on to cover more complex components of graphic design dealing with the construction of meaningful visual messages and the organization of information.
Prerequisite: ARCH 100.

*b. stands for billing

GRDS 111 Drawing 3 cr.
This studio course is an introduction to visual representation. Students learn drawing skills and pictorial conventions, and consider the historical specificity and contemporary relevance of such skills and conventions.

GRDS 112 Color 3 cr.
A study of the dynamic interaction of color and its applications for designers and artists. This course includes an introduction to the physics of color, color composition and the three dimensions of color, hue, value, and chroma, as well as the color wheel.

GRDS 113 Photography 3 cr.
A course aimed at providing graphic design students with a thorough understanding of the basic techniques and aesthetics of both black and white and color photography, through hands-on assignments and darkroom practice.

GRDS 141 Computer Graphics I 3 cr.
This course is divided into three sections. The first introduces students to the Macintosh platform and the MacOS, covering all aspects such as file management, activating fonts, accessing network, and printing. The second section deals with the basic features of Adobe Illustrator®, the industry-standard and most professional vector-based illustration software; the last part covers the basic features of Adobe Photoshop®, where students learn basic image creation and manipulation.

GRDS 202 Graphic Design II 6 cr.
This studio focuses on the development of corporate identity through investigation of abstraction and symbolic representation; logo design; and visual identity systems and their basic applications using various modes of image making and typography. *Prerequisites: GRDS 101 and a combined grade average of 70 in ARCH 100 and GRDS 101.*

GRDS 203 Graphic Design III 6 cr.
This studio focuses on processes of visual communication through diverse theme-based projects in which issues of meaning analysis/production, audience interpretation, and the cultural implications of design are emphasized. Through these projects aspects of image making, type/image relationships, visual narrative, and complex information organization are explored. *Prerequisite: GRDS 202.*

GRDS 242 Computer Graphics II 3 cr.
This course is the second in the series following the first computer course (GRDS 212). It is also divided into three sections. The first deals with the advanced features of Adobe Illustrator®. Advanced Adobe Photoshop® constitutes the second section of the semester, where students learn advanced image creation and editing techniques for print and web applications. The last section covers QuarkXPress, the professional electronic desktop publishing software, for the creation of any form of publication, from simple single page to complex multicolor documents. In addition, cross-compatibility issues between the above-mentioned software are tackled at the end of the semester. *Prerequisite: GRDS 241.*

GRDS 251 Typography I 3 cr.
In this course students develop a clear understanding of the usage of typography in all its forms. They explore the different components of type, the way it is used, when and where, procedures and methods. The purpose is for the student to develop sensitivity toward type and to deal with it as a form versus a way to get a message read.

GRDS 252 Typography II 3 cr.
In this course students address text. New components are investigated: texture, direction, flow, space, etc. Text is formed from paragraphs made of words made of letters. Text is used for information, for support, and sometimes as an entity. Projects are distributed throughout the semester covering all these aspects. *Prerequisite: GRDS 251.*

GRDS 214 Illustration 3 cr.
This course introduces students to illustration techniques and styles with the aim of strengthening their representation and visualizing skills to enrich the graphic design process and its outcomes. Assignments cover various themes while exploring a wide range of media.

GRDS 231 Introduction to Visual Theory 3 cr.
An introduction to the various debates concerning visual representation aimed towards an investigation of the visual as a social practice and as part of an aesthetic discourse.

GRDS 304 Graphic Design IV 6 cr.
The identity created by the designer is manifested in a number of ways: logo design and application, posters and hand out material, packaging and publications. This course covers publication design, which deals with layout, newsletters, books, pamphlets, and catalogues, through the application of grids and structures. *Prerequisites: GRDS 203 and a combined grade average of 70 in GRDS 202 and GRDS 203.*

GRDS 305 Graphic Design V 6 cr.
A studio course in package design and the principles of advertising campaigns. Combination of experimental and real situation projects. *Prerequisite: GRDS 304.*

GRDS 325 History of Graphic Design 3 cr.
This course addresses graphic design as a critical discipline. The course explores various interpretative inquiries into the history and theory of visual communication. *Prerequisite: ARCH 224.*

GRDS 343 Motion Graphics 3 cr.
Motion Graphics is an advanced course in computer-related design, introducing students to multimedia design. The student explores the process of designing in relation to time and motion, and learns to adapt graphic knowledge to explore concepts of movement in time, sequential imagery, and motion graphics through animation. Projects involve the use of various animation techniques including 2D cell animation, claymation, and stop motion animation. It includes an overview of 3D modeling and animation. *Prerequisite: GRDS 242.*

GRDS 344 Interactive Media Design 3 cr.
An advanced course in multimedia, exploring the various areas where interactivity is used, ranging from interactive CDs to web design and interactive touch screens. Students concentrate on information architecture and information structure by designing for interactivity. *Prerequisites: GRDS 242, GRDS 343.*

GRDS 361 Professional Practice 3 cr.
This course prepares students to face the REAL WORLD. Students learn to present themselves properly for interviews both in the materials/documents they provide and in the way they present themselves. The course addresses the profession as a practice through CV writing and the preparation of a portfolio, pre-production and production.

GRDS 406 Final Year Research 6 cr.

A research-oriented course that helps students to prepare their final design project. Students are encouraged to investigate a topic of their choice and present their findings in a written paper. They work independently and in consultation with a chosen adviser from the faculty. Work in progress is presented and discussed with a panel of advisers at given intervals over the course of the semester. *Prerequisites: GRDS 305 and a combined grade average of 70 in GRDS 304 and GRDS 305.*

GRDS 407 Final Year Project 6 cr.

In this final year project studio students synthesize their acquired knowledge and skills and develop components from their Final Year Research (GRDS 406) into a significant graphic design project. Students work independently and in consultation with a chosen adviser from the faculty. Work in progress is presented and discussed with a panel of advisers in the course of the semester. At the end of the semester the completed projects are presented for evaluation to a jury of faculty members and invited professionals. *Prerequisite: GRDS 406.*

GRDS 462 Approved Experience 1 b. .

This is an eight-week professional training period at a design office, advertising agency, television station, or publisher.

For other mandatory core courses such as ARCH 100, ARCH 121, ARCH 122, ARCH 223, and ARCH 224 please refer to the architecture core course descriptions.

Elective Courses

The elective courses in the Graphic Design Program are offered within the Department of Architecture and Design and some are open to students in all faculties. They are distributed into two categories:

[CATEGORY 1] Representation Skills (1), Digital Media (4), Typography (5), and Professional Practice (6); [CATEGORY 2] History (2), Theory and Methodology (3). Electives are chosen in consultation with the assigned adviser, and in accordance with the load distribution (mentioned earlier under program description).

The following list of courses is subject to change as new electives are introduced every year.

Representation Skills

GRDS 011 Arabesque 3 cr.

This is a course that explores the artistic references which inspired Arabic and Islamic arabesque from previous cultures, . This course investigates its history from the Omayyad to the Ottoman empires, their artistic and aesthetic values.

GRDS 012 Silkscreen 3 cr.

This is an introductory course to the silkscreen printing process. Students learn the techniques of silkscreen printing by producing their own works of art. In addition to being a medium for artistic expression, silkscreen printing is widely used in the package design industry.

GRDS 014 Engraving and Etching 3 cr.

This is a course introducing the earliest of all printing methods. Students learn how to execute their designs on a zinc plate by manually engraving or etching with acid, and how to use the inked plate to print limited editions.

GRDS 016 Advanced Photography 3 cr.

This is a course that takes students to a higher level of understanding by using the medium in both analog and digital format. Through studio practice and digital post-production, students learn how to effectively turn a concept into a visual statement. *Prerequisite: GRDS 113.*

Digital Media

GRDS 041 Design for the Web 3 cr.

This course implements the designer's knowledge, flexibility, and confidence in working with the Web using images, animations, sound, and text. It covers the basics of HTML and Action Script, working with both Macromedia Dreamweaver and Flash. It offers students an environment where they can experiment and interact with technology and, most important, learn the back-end of Web design in conjunction with the front-end. *Prerequisite: GRDS 141.*

GRDS 042 Rough Cuts: An Introduction to Video 3 cr.

Filmmaking is used here as an umbrella term, rather than referring to the actual process of shooting on film, and is used to connote the mixed media bag of filmic narrative, including video, sound, animation and stills. All of these can come together in the making of a film. With the democratisation of audio/video editing from an elite, exclusive and expensive art to a popular and commonplace tool, the art of filmmaking has become within reach of everyone with a computer. Filmmaking itself has mutated into a variety of different forms depending on the vessel, be it YouTube, cellphone video and soap operas, CCTV surveillance footage, webcams, satellite imagery, video installations, etc. The ubiquity of footage is a testament to our current audio/visual culture and the digital revolution gives everyone the access to produce work within this culture.

GRDS 044 Pattern, Rhythm, Meter: Programming Design 3 cr.

This elective examines aspects of students' design vocabulary - pattern, rhythm, time, language, space, etc. - through the use of computer programming and applied algorithms to create visuals, music, animation, as well as typographic form and text. Through this exploration, they will gain a greater insight into the "internal workings" of the computer and their software applications, an awareness of the overlap between science and art, and pro-active tools that they can readily apply in their design work. *Prerequisite: 4th-year status in graphic design, architecture, engineering, or permission of instructor.*

GRDS 049 Move Me, Freeze Me, Shoot me 3 cr.

This is an elective course covering Stop Motion Animation techniques, principles and processes. Students are exposed to, and experiment with various stop motion animation mediums and types; examining: motion, tempo, rhythm, orientation, color, texture, form, and matter. They are encouraged to evaluate different processes of animation and to develop problem-solving methods through their assignments, and the analysis of screened features, to enhance the skills gained in visual art training and to integrate visual vocabulary with conceptual and creative procedures. *Prerequisites: 4th and 5th year GD and Arch students, GRDS 113.*

Typography

GRDS 053 Advanced Arabic Typography 3 cr.

In addition to a new and summarized historical overview, the study of Arabic calligraphy involves dealing with the problems facing this traditional art in its efforts at modernization, innovation, and adaptation to new technologies. This consists of two approaches to the subject, one that looks at the Arabic script as an art by itself: calligraphy; and the other that ponders its reformist and mediatic function, or its applications in modern life.

Professional Practice

GRDS 061 GraFix in the Environment 3 cr.

We are bombarded daily with visual clutter, noise, buildings, people, beggars, cigars, clothes, shops, garbage, cars, horns, broken sidewalks you name it! Then there are signage, posters, and billboards! All are components of our GraFix in the Environment! This course is based on research, presentations, and a series of small projects illustrating the various aspects of 'GraFix.'

GRDS 063 Personal Expression through Serial Media: 3 cr.
Zines, Comix, and Art Books

Printed matter has historically provided a means for artists to express themselves. This course studies alternative media and builds upon the lessons learned in the publication design class. These lessons are applied to a variety of specialized publications allowing students to focus on their content while developing their form. Using printing methods, high and low-end, high and low-tech, students explore ways in which serial media provide an outlet for personal expression.

GRDS 064 Advanced Illustration 3cr.

This elective, following up on the Illustration class in the required curriculum (or the various Illustration Workshops given previously), is an exploration of the popular and public nature of illustration working with a selection of techniques which historically have fulfilled this purpose - photographic collage, Japanese woodcut, colored stencil, and mural painting. *Prerequisite: GRDS 214 or permission of instructor.*

History, Theory, and Method

GRDS 020 Signs of Conflict and Resistance 3 cr.

The course addresses the deployment of political rhetoric in graphic design, historically and in contemporary practice. It examines those particular moments of political conflict - war, resistance, and revolt - where visual artifacts in different print formats become important vehicles through which ideological constructions are materialized and diffused. The course uses a case study of the graphic production by Lebanese political parties and movements during the civil war (1975-1990) while covering other significant cases that enrich and inform this main investigation.

GRDS 030 Proximity and Imminence 3 cr.

The course is open to all senior undergraduates across AUB departments with no prerequisites. This elective course approaches texts written at the limit of representation when the pressing onslaught of the here and now precludes any access to reflective and contemplative thought. It also proposes a close reading of texts written after the event, when a catastrophe has occurred but can only later be experienced as contemporary.

GRDS 032 Mediated Spectacles 3 cr.

A seminar course that engages students in analysis and critical assessment of the role of mediated images in everyday life. The course is directed through theoretical approaches and methodological tools of investigation that address the mechanism of the 'image' in terms of its signifying practices, cultural meaning, and the power relations in which it is embedded.

GRDS 036 Seeing Rude and Erudite 3 cr.

This seminar proposes an investigation of seeing, understood both as an authoritative discourse and as an embodied physical sensation. The aim and ambition of this seminar is to question the authority of the visual and to identify what is unrecognized in the act of seeing.