

ARCHITECTURE, MARCH/ URBAN PLANNING, MUP

Joint program candidates must complete all of the requirements of the MArch (<https://catalog.uwm.edu/arts-architecture/architecture-urban-planning/architecture/architecture-march/>) degree and the requirements stipulated by the Department of Urban Planning. The Urban Planning Master's program (<https://catalog.uwm.edu/arts-architecture/architecture-urban-planning/urban-planning/urban-planning-mup/>) is detailed in the Urban Planning section of this Catalog.

Requirements

Admission Requirements

Application Deadlines

Application deadlines vary by program, please review the application deadline chart (<http://uwm.edu/graduateschool/program-deadlines/>) for specific programs. Other important dates and deadlines can be found by using the One Stop calendars (<https://uwm.edu/onestop/dates-and-deadlines/>).

Credits and Courses

Students in the M.Arch/MUP program are required to complete a total of 84 credits: 36 credits in urban planning, 42 credits in architecture, and 6 credits of graduate electives from any area.

Code	Title	Credits
Urban Planning Requirements		
URBPLAN 701	Introduction to Land Use Planning	1
URBPLAN 702	Introduction to Planning Law	2
URBPLAN 711	Planning Theories and Practice	3
URBPLAN 720	Urban Development Theory and Planning	3
URBPLAN 721	Applied Planning Methods	3
URBPLAN 740	Data Analysis Methods I	3
URBPLAN 810	Planning Policy Analysis	6
URBPLAN 811	Applied Planning Workshop	3
URBPLAN 751	Introduction to Urban Design and Physical Planning	3
URBPLAN 857	Urban Design as Public Policy	3
URBPLAN 858	Studio in Urban Design and Physical Planning	6
Architecture Requirements ¹		
<i>Design</i> ²		
ARCH 812	Graduate Design III:	6
ARCH 800	Design Elective:	6
URBPLAN 858	Studio in Urban Design and Physical Planning ³	
<i>Practice</i>		
ARCH 743	Professional Practice III	3
URBPLAN 857	Urban Design as Public Policy ³	
<i>Technology</i>		
ARCH 821	Building Technology III	3
ARCH 822	Building Technology IV	3

ARCH 823	Building Technology V	3
<i>Theory</i>		
ARCH 860	Topics in Architectural History & Theory:	3
URBPLAN 751	Introduction to Urban Design and Physical Planning ³	
Graduate Electives		12
At least 6 credits taken in architecture		
Capstone Requirement		
A 500-level or higher architecture elective		3
ARCH 800	Design Elective:	6
or ARCH 812	Graduate Design III:	
Total Credits		84

¹ Students who have completed any of the required architecture courses or their equivalents as undergraduates may substitute architecture electives.

² A minimum grade of "B" (3.00) is required in each design studio.

³ Course satisfies Architecture Requirements; credits counted in Urban Planning Requirements.

M.Arch/MUP Program Candidates

Coordinated degree program candidates must complete all of the requirements of the M.Arch degree and the requirements stipulated by the Department of Urban Planning. The Urban Planning Master's program is detailed in the Urban Planning section of this Catalog.

Additional Requirements

Capstone Requirement

The student in the M.Arch/MUP program must complete the Architecture Capstone Requirement, and must also take and pass the comprehensive exam in Urban Planning.

Time Limit

The student must complete all degree requirements within seven years of initial enrollment.

Architecture MArch Learning Outcomes

Students graduating from the Master of Architecture (MArch) program will be able to:

- **Navigate** the paths to becoming licensed as an architect in the United States and the range of available career opportunities that utilize the discipline's skills and knowledge.
- **Describe** the role of the design process in shaping the built environment and the methods by which design processes integrate multiple factors, in different settings and scales of development, from buildings to cities.
- **Explore** the dynamic between built and natural environments, and **leverage** ecological, advanced building performance, adaptation, and resilience principles, in their work and advocacy activities to mitigate climate change.
- **Explain** the histories and theories of architecture and urbanism, framed by diverse social, cultural, economic, and political forces, nationally and globally.
- **Engage and participate** in architectural research to test and evaluate innovations in the field.

- **Exhibit** leadership in multidisciplinary teams, diverse stakeholder constituents, and dynamic physical and social contexts, and **apply** effective collaboration skills to solve complex problems.
- **Explore and understand** diverse cultural and social contexts, and **design** built environments that equitably support and include people of different backgrounds, resources, and abilities.
- **Analyze** the impact of the built environment on human health, safety, and welfare at multiple scales, from buildings to cities.
- **Apply and navigate** the professional ethics, regulatory requirements, and fundamental business processes relevant to architecture practice in the United States, and the forces influencing change in these subjects.
- **Apply** the fundamental principles of life safety, land use, and compliance with current laws and regulations that apply to buildings and sites in the United States, and engage in the evaluative process architects use to comply with those laws and regulations as part of a project.
- Effectively **use** established and emerging systems, technologies, and assemblies of building construction, and apply methods and criteria to **assess** those technologies against the design, economics, and performance objectives of projects.
- **Make** design decisions within architectural projects while demonstrating synthesis of user requirements, regulatory requirements, site conditions, and accessible design, and consideration of the measurable environmental impacts of their design decisions.
- **Make** design decisions within architectural projects while demonstrating integration of building envelope systems and assemblies, structural systems, environmental control systems, life safety systems, and the measurable outcomes of building performance.