College of Design

Adrian Parr, Dean
541-346-3631
105 Lawrence Hall

A unique academic ecosystem, the College of Design includes not only creative practitioners—artists, architects, and designers—but also social scientists, humanities scholars, engineers, economists, biologists, planners, and policy makers. Using diverse methods, we are asking critical questions and tackling complex problems. The college (founded in 1914 and formerly known as the School of Architecture and Allied Arts) has degree programs in both Eugene and Portland.

The College of Design comprises three schools and one independent department:

- School of Architecture and Environment
- School of Art and Design
- School of Planning, Public Policy and Management
- Department of the History of Art and Architecture

Programs

Undergraduate students may major in architecture; art (which includes nine media areas); art and technology; history of art and architecture; interior architecture; landscape architecture; planning, public policy and management; and product design. In addition, the college offers minors in most of those areas.

Graduate degree programs offered include architecture, art, art history, community and regional planning, historic preservation, interior architecture, landscape architecture, nonprofit management, public administration, public affairs, and sports product design. Several graduate certificate programs are also available including arts management, museum studies, and nonprofit management. Visit the College of Design website (https://design.uoregon.edu) for the latest information.

In addition, the college offers advanced study opportunities in architecture, historic preservation, product design, and sports product design at the University of Oregon in Portland, located at the historic White Stag Block. Research initiatives in urban design, housing, historic preservation, energy studies, lighting, mass timber, and design are led by faculty members in partnership with area professionals, governmental leaders, and nonprofit agencies.

Admission

Admission to a major or a minor, degree requirements, and course offerings are described in the department sections of the College of Design website (https://design.uoregon.edu). First-year students and transfer students must meet University of Oregon requirements for admission to College of Design departments and programs. Work submitted for transfer credit must be approved by the major department. Please note that some majors have several application cycles a year and some invite current students to apply to the major on a rolling admission cycle.

Student Services

Academic and Career advisors in the College of Design provide comprehensive academic advising and robust help with identifying career goals, finding internships, and setting job-search strategies. Career advising services also encompass job counseling, professional mentoring, group presentations, workshops, job fairs, and several career symposiums.

Technology and Facilities

Students in the College of Design learn to explore new ideas through a combination of traditional methods and experimental techniques. The college provides access to a full array of computing applications through its instructional and research laboratories located in Eugene and Portland. A technical staff maintains these resources as well as shared large-scale color plotters and high-resolution printers along with special studio shops. Technical support is available through Information Services, College of Design Technology Services, and informal peer consulting. Lecture rooms, studios, classrooms, and review rooms are networked (wired and wireless) to support instructional technology on Windows and Macintosh operating system workstations. The university provides server accounts for e-mail and web pages and maintains a high-speed computer network.

Facilities include classrooms, studio spaces, fabrication laboratories, workshops, galleries, the Design Library, and the Urban Farm.

Research, Scholarship, and Creative Work

Faculty members in the architecture, design, and planning fields are active in professional practices, design competitions, and theoretical studies. Faculty members in the arts participate nationally and internationally in exhibitions of their creative work.

The College of Design faculty participates in many of the university’s interdisciplinary research centers, institutes, and initiatives including the Center for Art Research, Center for Latino and Latin American Studies, Fuller Center for Productive Landscapes, Institute for Health in the Built Environment, Institute for Policy Research and Engagement, Pacific Northwest Just Futures Institute for Racial and Climate Justice, Sustainable Cities Initiative, and Urbanism Next, among others.

Premajors and Nonmajors

Many courses are open to majors outside of the College of Design or to students who are exploring their major options. The college offers a range of general-education, group-satisfying courses as well as courses that satisfy multicultural requirements. In addition, students may access art and art technology studio offerings as nonmajors, provided they have competed the appropriate course prerequisites. Courses are subject to change but may include the following:

College of Design

Department of Architecture

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ARCH 201</td>
<td>Introduction to Architecture</td>
<td>4</td>
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Department of Art

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ART 101</td>
<td>Understanding Contemporary Art</td>
<td>4</td>
</tr>
<tr>
<td>ART 111</td>
<td>The Artist Experience</td>
<td>4</td>
</tr>
<tr>
<td>ART 115</td>
<td>Surface, Space, and Time</td>
<td>4</td>
</tr>
<tr>
<td>ART 233</td>
<td>Drawing I</td>
<td>4</td>
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Department of the History of Art and Architecture
College of Design

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<tr>
<th>Code</th>
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<tbody>
<tr>
<td>ARH 204–206</td>
<td>History of Western Art I-III</td>
<td>12</td>
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<tr>
<td>ARH 208</td>
<td>History of Chinese Art</td>
<td>4</td>
</tr>
<tr>
<td>ARH 209</td>
<td>History of Japanese Art</td>
<td>4</td>
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<tr>
<td>ARH 210</td>
<td>Contemporary Asian Art and Architecture</td>
<td>4</td>
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<tr>
<td>ARH 314–315</td>
<td>History of Western Architecture I-II</td>
<td>8</td>
</tr>
<tr>
<td>ARH 323</td>
<td>Roman Art &amp; Architecture</td>
<td>4</td>
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<tr>
<td>ARH 351</td>
<td>19th-Century Art</td>
<td>4</td>
</tr>
<tr>
<td>ARH 352</td>
<td>Modern Art, 1880–1950</td>
<td>4</td>
</tr>
<tr>
<td>ARH 354</td>
<td>Contemporary Art</td>
<td>4</td>
</tr>
<tr>
<td>ARH 358</td>
<td>History of Design</td>
<td>4</td>
</tr>
<tr>
<td>ARH 359</td>
<td>History of Photography</td>
<td>4</td>
</tr>
<tr>
<td>ARH 387</td>
<td>Chinese Buddhist Art</td>
<td>4</td>
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<tr>
<td>ARH 488/588</td>
<td>Japanese Prints</td>
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**Interior Architecture**

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<tbody>
<tr>
<td>IARC 204</td>
<td>Understanding Contemporary Interiors</td>
<td>4</td>
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**Department of Landscape Architecture**

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<tbody>
<tr>
<td>LA 260</td>
<td>Understanding Landscapes</td>
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**School of Planning, Public Policy and Management**

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<tr>
<td>PPPM 201</td>
<td>Introduction to Public Policy</td>
<td>4</td>
</tr>
<tr>
<td>PPPM 202</td>
<td>Healthy Communities</td>
<td>4</td>
</tr>
<tr>
<td>PPPM 205</td>
<td>Introduction to City Planning</td>
<td>4</td>
</tr>
<tr>
<td>PPPM 280</td>
<td>Introduction to the Nonprofit Sector</td>
<td>4</td>
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<td>PPPM 340</td>
<td>Climate-Change Policy</td>
<td>4</td>
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**Department of Product Design**

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<tbody>
<tr>
<td>PD 101</td>
<td>Introduction to Product Design</td>
<td>4</td>
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**Courses**

- **DSGN 196. Field Studies:** [Topic]. 1-2 Credits. Repeatable.
- **DSGN 198. Workshop:** [Topic]. 1-2 Credits. Repeatable.
- **DSGN 199. Special Studies:** [Topic]. 1-5 Credits. Repeatable.
- **DSGN 399. Special Studies:** [Topic]. 1-5 Credits. Repeatable.
- **DSGN 401. Research:** [Topic]. 1-21 Credits. Repeatable.
- **DSGN 404. Internship:** [Topic]. 1-12 Credits. Repeatable when topics change.
- **DSGN 405. Reading and Conference:** [Topic]. 1-21 Credits. Repeatable.
- **DSGN 406. Practicum:** [Topic]. 1-12 Credits. Repeatable.