

Undergraduate Catalogue 2018

Faculty of

FACULTY OF ARCHITECTURE

Design & Built Environment

Faculty Administration

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Assistant Dean	Dr. Marwan Halabi
Director–Tripoli Branch	Dr. Nabil Mouhareb
Design Programs Coordinator	Dr. Hisham El-Arnaouty
Executive Administrator	Mrs. Nivine Jalaeddine

Academic Staff

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Associate Professors	Dr. Nader Azab, Dr. Nabil Mohareb, Dr. Hisham El-Arnaouty Dr. Baher Farhat
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Part-time Lecturers	Dr. Saïd Jazairy, Dr. Mohamad Saidi, Dr. Mohamad Yassine Mr. Abdel Razzak Balaa, Dr. Adnan Khoja, Mr. Saleh Rifai Mr. Rabee Shbaro, Ms. Farah El-Zein, Ms. Therese Yared Mr. Tarek Khoury, Mrs. Ibtissam Rifai, Mr. Ahmad Al-Houseini Mr. Jalal Abs, Ms. Hala Abi Haidar, Mr. Nizar Kassem, Mr. Tarek Al-Soufi Mr. Wafic Ajam, Mr. Majdi Makieh, Dr. Amer Jarad, Mr. Mohamad Negro Mr. Fawzi Traboulsi, Ms. Amal Iali, Mr. Nabil Hamed, Ms. Rita Teno Asmar Mr. Ahmad Aksamawati Arja, Ms. Bahia Jamal, Ms. Balsam Abou Chakra.

History

The Faculty of Architectural Engineering, newly named Faculty of Architecture-Design and Built Environment was founded in 1962 as the fourth faculty at BAU. Since commencement, it has played a key role in addressing and serving the needs of students from Lebanon and the entire Middle East. The Faculty started with 36 students in 1962 prospering to a total of 786 students in 2016, at various levels of Architecture program in Debbieh and Tripoli Campuses.

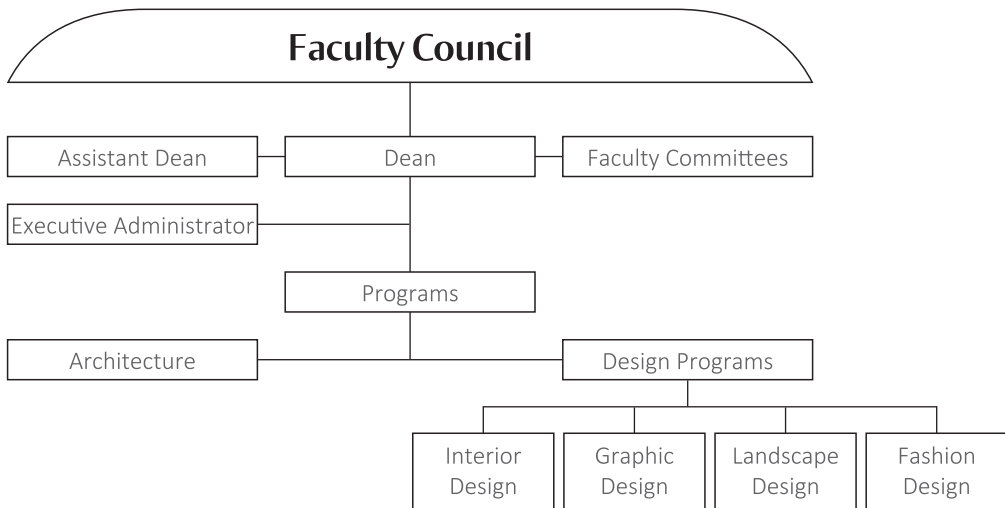
The Faculty was initially located at the main building in Beirut campus. However, in 1987 and in order to accommodate the increasing number of students and facilities, it moved to the now labeled “Hariri Building” and occupied the top four floors. It remained there until October 2006 when it became the first BAU faculty to reside in the newly established Debbieh campus in the Shouf District in line with the University’s expansion plans. Moreover, the Faculty has expanded to Tripoli Campus since 2010 and now it hosts around 206 students.

The Faculty constantly updates its programs and associated structure, offering new programs responding to the community needs and job market. In 2005, the Faculty implemented the Credit

Hour System, instead of the two academic terms scheme, thereby offering students a more adaptable and responsive program spreading over a ten-semester period (minimum) for the program of Architecture. Lately, the Faculty has launched new 3-year programs in Design at Debbieh and Tripoli Campuses; the programs of Interior Design, Graphic Design and Landscape Design were firstly offered in Fall 2014/2015, and in Fall 2016/2017 the Fashion Design program has been also introduced. Today, the number of students registered in these programs is 117 students in Debbieh Campus and 32 students in Tripoli Campus.

In June 2012, the 5-year Bachelor program in Architecture has been awarded unconditional validation for RIBA Part 1. During the academic Year 2013/2014, the program structure has been revised and re-organized aiming that Part 1 to be met on completion of 4 years (140 credits taken over 8 semesters) and Part 2 after the completion of 2 additional years (58 credits taken over 4 semesters). Accordingly, the offered degrees are the Bachelor of Architecture by the completion of 170 credits taken over 10 semesters, and the Master degree in Architecture (March.) offered by the completion of 28 credits taken over 2 additional semesters. This restructuring started to be applied from Fall 2014/2015, and the RIBA Exploratory Visiting Board in November 2015 recommended that the candidate MArch course for recognition and that it has the potential to meet RIBA criteria. MArch program has been granted candidate course status for RIBA Part 2. A full RIBA recognition of Part 2 and continued recognition of Part 1 for the BArch and MArch programs in Architecture took place at the faculty in February 2017 and awarded the Faculty unconditional validation for both RIBA Part 1 and RIBA Part 2 until 2022.

Organizational structure



Vision

The vision of the Faculty of Architecture- Design and Built Environment is to foster a challenging learning environment and to continually compete as well as lead advances in architectural education, in order to prepare innovative, critical and industrious graduates able to improve, through their future careers, the quality of the built environment.

Mission

Consistent with the University strategy, the Faculty of Architecture- Design and Built Environment is committed to delivering a professional architectural education necessary for those seeking to enter the architectural practice. The Faculty's academic mission is to further develop the discipline and practice of architecture through a seamless program of undergraduate and postgraduate studies respecting individualism and diversity, and fostering for creativity and rationalism in design and construction process. The Faculty seeks to educate diligent architects who practice their career in a responsive manner towards the society, culture and environment at the local, regional and international level.

Academic Programs

The Faculty offers a Bachelor of Architecture Degree where the standard duration of study is 10 semesters, as well as Bachelor degrees in Design programs including Interior Design, Graphic Design, Landscape Design, and Fashion Design where the duration of study is six semesters.

I-ARCHITECTURE

Objectives

The teaching of Architecture employs a progressive strategy to achieve the following broad objectives:

- To create and maintain a positive educational environment that promotes learning and personal development;
- To deliver high-quality architectural education, through a developed curriculum and syllabus with inherent flexibility and freedom of selecting different fields of specialization;
- To adopt progressive learning methods which lead to developed knowledge and acquired skills, ensured through adequate delivery and testing processes at each stage of study;
- To provide students with a comprehensive basis of awareness, knowledge, understanding, and aptitude, through covering a wide spectrum of theoretical and practical studies in such fields as Environment, Art, Culture, Technology, Sociology, and Economy; and
- To implement an ongoing process of monitoring and development of performance, driven by the emphasis on future advances, within the domain of architecture as well as related disciplines.

Admission Requirements

To be accepted for an undergraduate degree, applicants must:

- Hold the official Lebanese Secondary School Certificate in a branch relevant to the chosen undergraduate field of specialization, or an official equivalent;
- Successfully pass an entrance exam to measure the level of proficiency in English Language (or provide evidence of English Language abilities such as TOEFL, ILETS...), and an aptitude test (thinking skills, technical and architectural skills), as well as attend a Personal Interview.

Learning Outcomes

The Faculty offers the Bachelor Degree in Architecture in a five-year cumulative program (10 semesters). After the fifth year, the undergraduate student is a qualified architect and eligible to practice professionally with the following abilities and skills:

- Full understanding of all architectural and engineering concepts and practices.
- Knowledge of the evolving nature of the profession, and the rapidly changing conditions in which architects currently practice, and in which the traditional expertise, capacities and authority are increasingly being challenged.
- Understanding of modern and contemporary architectural theories that explain the latest philosophies by well-known architects and the local architecture in order to preserve the local identity.
- Use of several skills, necessary to their professional practice like: career development, continuing education and life learning, multi-disciplinary and inter-disciplinary tasks (esp. administration and operation management); marketing: exploring contextual dynamics and micro-economics complementary activities and ancillary duties, technological awareness, self-driven training and capabilities, engineering and development of new materials, computer software, construction methods, resource efficiency, sharing and transfer of technologies, and heritage management: formulation of policies and practicable approaches.

Career Opportunities

Many graduates will take up a career in private practice or government. Many become specialists in heritage, sustainable design or commercial projects. However, because an architect's skills and training are so broad, there are also many opportunities outside the mainstream of architectural practice. An architect may practice:

Architectural design; Development of execution drawings; Project management; Construction management; Site supervision; Interior design; Building renovation; Urban planning, Urban design and Landscaping.

Graduation Requirements

Program	* University Requirements + ICDL		Program Requirements		Total Credit Hours
	Mandatory Courses	Elective Courses	Major Core Courses	Free and Major Elective Courses	
ARCH	5 Cr.	7 Cr.	Design studios, essential theoretical and technical requirements, execution design and building technology courses, and courses in Architectural Engineering (136 Crs.)	- 200 Level courses: 4 Crs. - 300 Level courses: 6 Crs. - 400 Level courses: 6 Crs. - 500 Level courses: 6 Crs. (22 Crs.)	170
ARCH: Architecture					

* A total of 12 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr.), ENGL 001 (2Cr.), BLAW 001 (1Cr.) and another 7 credits are selected from the University Elective Courses list + ICDL.

Program Overview

The undergraduate curriculum for the degree of Bachelor in Architecture consists of 170 credit hours + ICDL. However, University Requirements have a total of 12 credits which leaves 158 credits for Architecture courses. Architecture courses thus form a total of 93% of the required courses for graduation.

The total credit hours of design studio and supporting courses are 118 out of 158, thus constituting 75% of the total Architecture credit hours. This total number of design studio credit hours is formed of Design Studio Courses.

Design Supporting Courses are calculated in different percentages according to their effective relevance to design studio courses.

Major Core Courses

Courses			Crs.	Pre-Co/requisites
ARCH	271*	Architectural Design Fundamentals: Visual Studies	6	
ARCH	272*	Architectural Design Fundamentals: Physical Studies	5	Pre: ARCH271
ARCH	273*	Building Construction I	2	
ARCH	274*	Building Construction II	3	Pre: ARCH273
ARCH	275	History of Architecture I	2	
ARCH	276	Theory of Architecture I	2	
ARCH	277	CAD Drawing	2	
ARCH	278	Computer Graphics	2	Pre: ARCH277
ARCH	279	Architectural Sketching	2	
ARCH	280	Academic Writing	2	
ARCH	291*	Architectural Design I	5	Pre:ARCH272
ARCH	292*	Architectural Design II	5	Pre: ARCH291
ARCH	293*	Building Construction III	3	Pre: ARCH274
ARCH	294*	Building Construction IV	3	Pre: ARCH293
ARCH	295	History of Architecture II	2	
ARCH	296	Theory of Architecture II	2	
ARCH	297	Theory of Colors	2	
ARCH	298	Indoor Environmental Control	2	
CVEE	231	Theory of Structures for Architects	2	
CVEE	232	Concrete and Steel Structures	2	

ARCH	331*	Architectural Design III	5	Pre: ARCH292
ARCH	332*	Architectural Design IV	5	Pre: ARCH331
ARCH	333*	Execution Design I	3	Pre: ARCH294
ARCH	334*	Execution Design II	3	Pre: ARCH333
ARCH	335	History of Architecture III	2	
ARCH	336	Theory of Architecture III	2	
ARCH	337	Interior Design	2	
ARCH	338	City and Town Planning	2	
ARCH	339	Environmental Design	2	
MECH	431	HVAC and Sanitation for Architects	2	
ARCH	431*	Architectural Design V	5	Pre: ARCH332
ARCH	432*	Architectural Design VI	5	Pre: ARCH431
ARCH	433*	Execution Design III	3	Pre:ARCH334
ARCH	434*	Execution Design IV	3	Pre: ARCH433
ARCH	435	Urban Design	2	
ARCH	436	Research and Programming	2	
ARCH	437	Project Management	2	
ARCH	438	Specifications and Quantities	2	
CVEE	331	Soil Mechanics and Foundations, and Material Properties and Testing	2	
CVEE	332	Surveying for Architects	2	
ARCH	533	Architectural Criticism	2	
ARCH	534	Graduation Dissertation	2	
ARCH	535	Building Regulations and Professional Practice	2	
ARCH	536	Design and Building Economics	2	
ARCH	537	Architectural Design VII	5	Pre: ARCH432
ARCH	539	Graduation Project Programming	3	Pre: ARCH432
ARCH	540	Graduation Project	8	Pre: ARCH434, ARCH537, ARCH539.
ARCH	541	Architecture Internship	0	

* These core modules are separated and independently graded courses. Students failing the first module (Fall Sem.) is not allowed to register in the second one (Spring Sem.).

Description of Major Core Course

ARCH271 ARCHITECTURAL DESIGN FUNDAMENTALS VISUAL STUDIES (6Cr.: 2Lec, 8Stu)

Introductory course including fundamentals of architectural drafting techniques, two dimensional representation, and orthographic projections. Studies of artistic expression and inventive composition. Principles and rules of visual composition. Vocabulary of visual composition, relationships and aesthetics. Experimentation, diverse tools and materials used to visually interpret artwork and design concepts. Practical considerations and applications.

ARCH272 ARCHITECTURAL DESIGN FUNDAMENTALS: PHYSICAL STUDIES (5Cr.: 0Lec, 10Stu)

Series of Exercises leading to the development of manual drawing and delineation skills. Study of human activity, dimensions of human figure and ergonomic as means of designing usable space. Representation of building elements in plans, elevations and sections. Projection techniques for shade shadow construction. 3 Dimensional drawings of building interior and exterior. Applications leading to the understanding of model types, materials and techniques of preparation. Managing different types of models and levels of detailing. Pre-req.: ARCH271.

ARCH273 BUILDING CONSTRUCTION I (2Cr.: 1Lec, 2Stu)

Introduction to the elements and components of construction, and the basic building construction materials including bricks, masonry, lime, cement, mortar and concrete. Study of structural systems and their major elements: structural frame, exterior and interior bearing walls, nonbearing walls and partitions, and floor and roof assemblies. General fundamentals site preparation, foundation types and selection.

ARCH274 BUILDING CONSTRUCTION II (3Cr.: 1Lec, 4Stu)

Further developing knowledge about the fundamentals and preliminary principles of reinforced concrete and steel construction. Review of typical building elements and special treatments within buildings including: structural joints, damp proofing, thermal insulation and fire protection. Pre-req.: ARCH273.

ARCH275 HISTORY OF ARCHITECTURE I (2Cr.: 2Lec)

Core module of history of art and architecture in various civilizations, including Pre-historic, Ancient Egyptian, Mesopotamian (Assyrian and Babylonian), Greek and Roman. Different approaches to the presentation of history: Visual images, cultural material, and text-based communication.

ARCH276 THEORY OF ARCHITECTURE I (2Cr.: 2Lec)

Introduction to basic design theories and strategies related to the development of spatial concepts in architectural design, including composition, color, form, relationship of elements, and development of 2-D and 3-D design projects. More emphasis on concept generation and evaluation.

ARCH277 CAD DRAWING (2Cr.: 1Lec, 2Lab)

Basic computer aided drafting skills using the latest release of CAD software including: file management, Cartesian coordinate system, drawing set-ups, drawing aids, layer usage, drawing 2D geometric shapes, editing objects, array, text applications, dimensions and dimension variables, paper space and viewports, templates, external references, and printing/plotting. 3D AutoCAD features and commands including: wireframe construction, surface modeling, solid modeling, extrusions, Boolean operations, 3D editing, and 3D views.

ARCH278 COMPUTER GRAPHICS (2Cr.: 1Lec, 2Lab)

PhotoShop application for architectural rendering and the creation, modification and manipulation of images. SketchUp modeling for the conceptual phases of design. 3D rendering and animation using AUTODESK 3D Studio software. Emphasis on 3D geometry, texture mapping, lighting, camera placement, shading, photo-realistic rendering, animation techniques, and walk through animations. Pre-req.: ARCH277.

ARCH279 ARCHITECTURAL SKETCHING (2Cr.: 0Lec, 4Stu)

Developing graphic language by which an architect explains buildings and other objects using a range of fundamental drawing skills and media. Exercises in freehand representational drawing using charcoal, graphite, and conte crayon with emphasis on line, proportion, values, and composition. Portfolio of drawings based on observation of the physical world, in particular the built world. Studies progress from geometric to non-geometric forms.

ARCH280 ACADEMIC WRITING (2Cr.: 2Lec)

Methods and tools needed to prepare academic and professional documents are reviewed. Basic knowledge about various steps, stages, and process of production of complete research papers and technical reports, the principles of writing, standards, requisites, considerations, phases, and subject-related requirements. The final assessment in this course is to be carried out internally (e.g. oral discussion and/or within exam).

ARCH291 ARCHITECTURAL DESIGN I (5 Cr.: 0Lec, 10Stu)

Fundamentals of Architectural Design Process. Design projects requiring theoretically informed and practically viable architectural design solutions. Designs in response to specific aims including modular design, architectural space grouping, articulation of spaces and functional relationships. Pre-req.: ARCH272.

ARCH292 ARCHITECTURAL DESIGN II (5Cr.: 0Lec, 10Stu)

Design projects leading to the development of Design Process starting from the site analysis. Detailed knowledge of different aspects of design presented and evaluated both graphically and orally. Portfolio of designs in response to specific aims comprising the study of outer and inner spaces relationship, building and site relationship, and landscaping. Contextual design reflecting environmental, social and cultural imperatives. Pre-req.: ARCH291.

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ARCH293 BUILDING CONSTRUCTION III (3Cr.: 1Lec, 4Stu)

Review of various systems of floor, wall, and roof including the study of structural properties, and construction techniques and materials. Indoor finishing materials and development of finishing schedule. Exercise based class simulating the understanding of construction including analysis and applications of standards, relationships, and material review and selection. Development of construction drawings and detailing. Pre-req.: ARCH274.

ARCH294 BUILDING CONSTRUCTION IV (3Cr.: 1Lec, 4Stu)

Materials and techniques for internal and external finishes including internal partitions, openings, façade systems (curtain walls, double skin façade, etc.). Types and details of skylights. Landscape detailing and street furniture. Analysis and applications of standards, material review and selection. Development of construction drawings and detailing. Pre-req.: ARCH293.

ARCH295 HISTORY OF ARCHITECTURE II (2Cr.: 2Lec)

Study and review of Early Christian architecture, Byzantine architecture, Medieval architecture, Romanesque and Gothic architecture, and Renaissance architecture in Europe through 15th and 16th Centuries.

ARCH296 THEORY OF ARCHITECTURE II (2Cr.: 2Lec)

This course explores the form, space and scale: form defining space, qualities of architectural space, articulation and organization of form and space, circulation elements and building approaches. It investigates the intentions in architecture: design process, architectural concept and unity. It also reviews the principles of aesthetics: vocabulary of architectural compositions, visual and aesthetic relationships. The course includes analysis of design principles and their applications in various architectural examples.

ARCH297 THEORY OF COLORS (2Cr.: 1Lec, 2Stu)

Color theories including a variety of concepts, as well as many practical uses of color within architecture. Color Aspects: psychology of visual perception, human response to visual imagery and communication using color. Designer's Methods to develop and best utilize color within environments. Informed application of practical color theory principles to student projects selecting colors wisely and deliberately.

ARCH298 INDOOR ENVIRONMENTAL CONTROLS (2Cr.: 2Lec)

Principles of lighting (daylight and artificial) in buildings, Reducing noise and enhancing sound for communication. Regulating heat transfer for occupant thermal comfort. Description of passive means for environmental control, including presentation of scientific explanations and design guidelines for utilizing these means. Design guidelines for use in the preliminary schematic design phase.

CVEE231 THEORY OF STRUCTURES FOR ARCHITECTS (2Cr.: 1Lec, 2Tut)

Theory and concepts of structures to emphasize an intuitive comprehension of the

fundamental principles of structural behavior including loading, shear and bending moments. Calculation of internal forces in simple structures such as cantilevers, simple beams, and overhanging beams. Calculation of internal forces in truss members.

CVEE232 CONCRETE AND STEEL STRUCTURES (2Cr.: 1Lec, 2Tut)

Combined Course addressing two technical fields:

Review of concrete and steel structure systems. Reinforced concrete fundamentals reviewing basics of reinforced concrete behavior and introducing methods of design used in current engineering practice. Basic mechanics of structural concrete introduced in examining bending, shear, and axial forces. Topic areas including beams, slabs systems, columns, foundations, retaining walls, and an introduction to pre-stressed concrete.

Based on a statics and strength of materials, Review of tension, compression and bending steel members designed into truss or column and beam structural systems.

ARCH331 ARCHITECTURAL DESIGN III (5Cr.: 0Lec, 10Stu)

Design projects leading to the development of architectural concepts. Developmental processes of design are presented and critically evaluated, both graphically and orally. Constructivist design studio emphasizing on structural systems. Portfolio of designs in response to specific aims comprising formal structural and universal space concept. Pre-req.: ARCH292.

ARCH332 ARCHITECTURAL DESIGN IV (5Cr.: 0Lec, 10Stu)

Design studio emphasizing on the urban context as a generator of architecture. Developmental processes of design are presented and critically evaluated, both graphically and orally. Portfolio of designs in response to specific aims comprising advanced study of urban context, development of master plan including design of public spaces and landscaping. Creation of architectural character and identity in the design of spaces and buildings' complex. Pre-req.: ARCH331.

ARCH333 EXECUTION DESIGN I (3Cr.: 1Lec, 4Stu)

Principles of preparing a complete portfolio of architectural tender drawings. Application on a building or project initially designed by the student in ARCH232. Principles of producing integrated portfolio of tender drawings. Analysis and applications of standards, material review and selection. Pre-req.: ARCH294.

ARCH334 EXECUTION DESIGN II (3Cr.: 1Lec, 4Stu)

Preparations of an integrated portfolio of architectural working drawings related to the project assigned to the student in ARCH333. Execution drawings various architectural details (internal and external) interpreting building components relationships. Information relevant to the construction materials, color schemes, execution methods and processes. Pre-req.: ARCH333.

ARCH335 HISTORY OF ARCHITECTURE III (2Cr.: 2Lec)

Overview of Islamic architecture. Roots and early beginnings. Trends and development

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of Islamic architecture: features and values. Umayyad and Abbasid architecture. Early and classic architecture in North Africa and the Middle East. Evolution of Islamic architecture: Fattimid, Ayyubid, Bahari Mamluk, Circassian Mamluk, and Ottoman architecture.

ARCH336 THEORY OF ARCHITECTURE III (2Cr.: 2Lec)

The formative aspects of architecture from the early 20th century to present day. Emphasis on new trends and associated activities in the field of architecture. Detailed studies of various periods within broad spectrum. Issues of spatial organization, construction, architectural theory, and architectural grammar. Physical, social and economic context of building. Role of the architect in society.

ARCH337 INTERIOR DESIGN (2Cr.: 1Lec, 2Stu)

Interior design theories covering diverse issues and topics as relevant to indoor environments, components of interior design, considerations, characteristics, and relationship with architectural design, methods and processes, contemporary trends and approaches to interior design, values, interpretation and formulation of concepts.

ARCH338 CITY AND TOWN PLANNING (2Cr.: 1Lec, 2Stu)

Town Planning theories, practices and ideas. Definitions, objectives and levels of Planning. Origins and evolution of historical and contemporary ideas underlining planning practice in its various forms. Relevant topics: land use, housing, human settlements and urban environments. Current challenges and concerns of urban development or planning, aspects of the planning profession.

ARCH339 ENVIRONMENTAL DESIGN (2Cr.: 1Lec, 2Stu)

Fundamental theories about environmental sustainability, definitions, concerns and processes. Introduction to building assessment systems including LEED, Green Globes, Green Point Rated, etc. Green building Applications on green building design process and sustainable features such as: water conservation systems; recycling, re-use, waste management, green material selection; and indoor environmental control strategies.

MECH431 HVAC AND SANITATION FOR ARCHITECTS (2Cr.: 2Lec)

Course addressing two technical fields: HVAC: Introduction to air conditioning and mechanical installations in buildings and indoor spaces. Various heating and cooling systems. Ventilation and air conditioning of various building types. Installations and control of systems. Sanitation: Sanitary engineering issues. Building site selection. Dampness: sources and methods of insulation. Water supply treatment and distribution. Sanitary fixtures, installation and connections. Treatment of soiled water. Rainwater drainage and storm sewers. Biological purification of sewerage. Solid waste and refuse disposal.

ARCH431 ARCHITECTURAL DESIGN V (5Cr.: 0Lec, 10Stu)

Projects leading to the development of a Holistic Design Process. Detailed knowledge of a specialist aspect of design presented and critically evaluated, both graphically

and orally. Portfolio of designs aiming to develop environmental conscious buildings, study and analyze environmental, social, and economic aspects of sustainability in architecture. Pre-req.: ARCH332.

ARCH432 ARCHITECTURAL DESIGN VI (5Cr.: 0Lec, 10Stu)

A single project demonstrating the student's readiness and capacity to engage responsibly and creatively in the profession of architecture. Conceptualization and implementation of comprehensive architectural design is drawn upon previous coursework in order to thoroughly develop a project from a detailed program. Portfolio of designs aiming to integrate and synthesize structural and construction assemblies with social, economic and environmental principles of sustainability.

Pre-req.: ARCH431.

ARCH433 EXECUTION DESIGN III (3Cr.: 1Lec, 4Stu)

Development and preparation of complete sets of tender drawings for a building initially designed in ARCH332. Preparation of electro-mechanical working drawings (sanitary, lighting, power supply, and HVAC). Advanced study, analysis and interpretation of composite processes, techniques and treatments. Pre-req.: ARCH334.

ARCH434 EXECUTION DESIGN IV (3Cr.: 1Lec, 4Stu)

Composite drawings illustrating particular execution details of sustainable features considered in a project designed in ARCH431. Preparation of Specification and quantities report for the execution of a part of the project completed in ARCH433. Pre-req.: ARCH433.

ARCH435 URBAN DESIGN (2Cr.: 1Lec, 2Stu)

Contemporary theories of urban design. Urban environments: Keywords and definitions. Modes of critique related to the design of urban public realm. Urban environments: Scope, complexities, and responses to economic, cultural, political, social, aesthetic and natural forces. Urban design issues, methodologies and current practices. Analytical and design skills. Generating and testing alternative approaches of urban design, development of specific sites and role of urban design within particular spatial, social, economic and political contexts. Case studies and assignments in urban design methodologies, synthesis of theoretical knowledge, and communication of urban design ideas.

ARCH436 RESEARCH AND PROGRAMMING (2Cr.: 1Lec, 2Stu)

Overview of architectural programming and pre-design stages. Review of principals, theories, methods, techniques, and tools of architectural programming. Preparation of a complete document (not less than 10,000 words in length) aiming to develop a comprehensive architectural program for a project, including assessment of client and user needs, a critical review of appropriate examples, an analysis of site conditions, a review of the relevant laws and standards and assessment of their implication on the project, and a definition of site selection and design assessment criteria.

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ARCH437 PROJECT MANAGEMENT (2Cr.: 2Lec)

Introduction to management principles of architectural projects. Survey of the techniques and procedures of construction management as it relates to architectural design professional practice. Overview of the organization of the building team, the collaborative design process, cost control, project scheduling, purchasing, accounting, and field supervision. Introduction to the concepts of Value Engineering, partnering, and Total Quality Management.

ARCH438 SPECIFICATIONS AND QUANTITIES (2Cr.: 1Lec, 2Stu)

Introduction to quantity surveying. Methods of measurement and calculations. Preparation of comparative tables of prices and bids and their evaluation. Specification writings. General conditions of contract between architect, client and contractor. Specifications for materials and various constructional works and execution procedures. Preparation of contract document for various trades and works for bids.

CVEE 331 SOIL MECHANICS AND FOUNDATIONS, AND MATERIAL PROPERTIES AND TESTING (2Cr.: 1Lec, 2Tut)

Combined Course addressing two technical fields: Introduction to soil mechanics: Soil formation and soil structure; Soil composition; Grain size analysis; Plasticity of soils; Effective stress concept; shear strength, stress distribution; Bearing capacity of shallow foundation; Theory of consolidation; Settlement; Soil exploration. Foundations: shallow, deep foundations, and pile caps.

Introduction to Testing and properties of materials: strength characteristics of building materials and material assemblies; stress and strain; rigidity and deformation; temperature effects; torsion effects; combined loading of elements and systems.

CVEE 332 SURVEYING FOR ARCHITECTS (2Cr.: 1Lec, 2Lab)

Technology Discussion of the major topics in surveying engineering technology including field instrumentation, boundary surveying, topographic surveying. Measurement of distances, directions and angles, using the tape, level, compass, transit and theodolite. Computation of areas and traverses, lines and grades. Also, an introduction to construction surveys, and an introduction to GPS measurement.

ARCH 533 ARCHITECTURAL CRITICISM (2Cr.: 2Lec)

Lectures and group seminars addressing the evaluation of architectural works, ideologies and approaches. Critical review and assessment of design, interpretation, and responses by different actors. Criteria and methods of analysis and criticism. Appraisal of the delivery process and architectural product.

ARCH 534 GRADUATION DISSERTATION (2Cr.: 1Lec, 2Stu)

This module provides the student with an opportunity to investigate a specific topic within the realm of architecture (history and theory, technology, environment, architectural design, etc). The student will undertake sustained and in-depth research and present a coherently argued, fully referenced and appropriately illustrated piece of academic writing not less than 10,000 words in length. The module will develop

research methods relevant to writing a dissertation, and student's intellectual curiosity and critical thinking relating to the dissertation topic

ARCH535 BUILDING REGULATIONS AND PROFESSIONAL PRACTICE (2Cr.: 2Lec)

Introduction to building legislation and codes. Theoretical and analytical investigation of methods available to architects. Legal, ethical and professional obligations. Clients and other parties affected by both the practice and business of architecture. Overview of construction industry. Office practice including accounting and financial reporting, employment, procurement of buildings, tendering, building contract administration. Control of cost, time and quality, quality assurance. Programs and regulatory constraints, building legislations, building law and ordinances, urban planning legislation and housing laws, syndicate regulations, servitude and labor union laws.

ARCH536 DESIGN AND BUILDING ECONOMICS (2Cr.: 2Lec)

Overview of factors influencing design and building costs, and approaches to managing costs from initial project definition through construction and use. Techniques for project budgeting, cost estimating, and life cycle cost analysis. Feasibility, cost and value, economic analysis, real estate market. Cost and benefit ratio analysis, and control of cost and depreciation, cost estimating, including determination of materials, labor, equipment, overhead, profit, and other construction costs.

ARCH537 ARCHITECTURAL DESIGN VII (5 Cr.: 0Lec, 10Stu)

Portfolio of designs aiming to study the physical, social, economic, and environmental aspects of urban design, land uses, housing, circulation, densities, and local identity seen from a global perspective. Advanced design problems are approached by applying knowledge and skills acquired from previous design studios. Students are expected to demonstrate technical competencies, knowledge, critical thinking and creative synthesis skills relative to a precise theoretical and practical hypothesis or proposition, communicate intentions and results clearly. Pre-req.: ARCH432.

ARCH539 GRADUATION PROJECT PROGRAMMING (3Cr.: 1Lec, 4Stu)

A research studio-seminar course aiming to develop student independence in defining an Architecture Senior Project. Student must simultaneously address and integrate all aspects of the design/research proposal in a comprehensively developed dissertation. This written document should incorporate research, program development, site definition and analysis of contextual constraints that discusses all design decisions to be considered in the design stage. Pre-req.: ARCH432.

ARCH540 GRADUATION PROJECT (8 Cr.: 0Lec, 16Stu)

This Final Design studio is an opportunity for students to develop an individual senior project addressing various factors in the design process. Syntheses should demonstrate understanding and resolution of different issues analyzed in the design of the building, from the understanding of context, to structural and environmental systems, down to the details of construction. Project outcomes are developed with consideration given to social, cultural, ethical, environmental, accessibility, safety, and reliability

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factors. Detailed representation of complete project aims to interpret comprehensive understanding of architectural design as a holistic approach.

Pre-req.: ARCH434, ARCH537, ARCH539.

ARCH541 ARCHITECTURE INTERNSHIP (0Cr.: 0Lec)

A supervised 8 weeks summer training period at an approved Architecture firm (consulting, contracting, etc.) intended to provide students with hands-on experience at the work place. This training may involve office work, field trip, site supervision, or an architectural design workshop that is jointly organized by the Faculty and other local or international institutions / universities. In either option, evaluation is based on: daily performance, supervisors input, student's report, and a short presentation; students are required to submit comprehensive summer training reports together with the necessary proof of documents.

Major Elective Courses

Courses			Crs.	Pre-Co/requisites
ARCH	261	Introduction to Painting	2	
ARCH	262	History of Arts	2	
ARCH	263	Architectural Photography	2	
ARCH	264	Introduction to Shape Grammars	2	
ARCH	361	Architecture and Environment	2	
ARCH	362	Social Studies in Architecture	2	
ARCH	363	Theory of Housing	2	
ARCH	364	Virtual Reality	2	Pre: ARCH278
ARCH	365	Graphic Design	2	Pre: ARCH278
ARCH	461	Landscape Architecture	2	
ARCH	462	Vernacular Architecture	2	
ARCH	463	Intelligent Buildings	2	
ARCH	464	Geographic Information System	2	
ARCH	465	Building Information Modeling	2	
ARCH	466	Environmental Psychology	2	
ARCH	467	Digital Modelling	2	
ARCH	468	Parametric Design and Digital Fabrication	2	
ARCH	561	History of Islamic Arts	2	
ARCH	562	Conservation of Historic Buildings	2	
ARCH	563	Regionalism in Architecture	2	

ARCH	564	Site Planning	2	
ARCH	565	Urban Morphology	2	
ARCH	566	Environmental Impact Assessment	2	
ARCH	567	Topics in Architecture	2	

Description of Major Elective Courses

ARCH261 INTRODUCTION TO PAINTING (2Cr.: 1Lec, 2Stu)

Study of painting language through color, form, materials, and techniques. Aspects of traditional and modern pictorial composition including proportion, space, and color theory through the representation of a variety of subjects.

ARCH262 HISTORY OF ARTS (2Cr.: 2Lec)

Tracing the evolution of arts through historical periods. Review of different movements and schools. Contexts, values, and cultural influences. Principal features, designs and characteristics. Analysis and comparative studies.

ARCH263 ARCHITECTURAL PHOTOGRAPHY (2Cr.: 1Lec, 2Stu)

Basic elements and processes of architectural photography to include camera controls, exposure technique, photo processing, and fundamental principles of photographing architecture. In-depth photo essays relating to architecture, the urban movement, or landscape design following the introduced principles.

ARCH264 INTRODUCTION TO SHAPE GRAMMARS (2Cr.: 1Lec, 2Stu)

Shape Grammar's concept draws on analogies between visual and natural language, capturing a sense of order in matter and form. It is therefore familiar beside other terms like "style" and "theme" that highlight the awareness of form repetitive patterns, constituent parts, compositional rules and families of designs that share common features. Using "grammar" and "language" as metaphor in design is an attempt to make seemingly tacit practice explicit through defined criteria. Shape grammars provide a formal mechanism for generating compositions based on shapes and their spatial relationships by specifying methods to replace parts of shapes with others.

ARCH361 ARCHITECTURE AND ENVIRONMENT (2Cr.: 2Lec)

Basic theories and interpretations of environmental studies in relation to the built environment. Review of environmental concerns and their scope. Environmental problems, pollution, threats and impacts of human actions. Design of the built environment engaged with the natural environment. Influence of natural elements on the making of architecture. Relationship of architecture to site and landscape.

ARCH362 SOCIAL STUDIES IN ARCHITECTURE (2Cr.: 2Lec)

Introduction to the field of sociology, definitions and scope of social studies. Social and cultural characteristics in different societies. Understanding of issues and factors that motivate and influence architectural design and theory, and how architecture is shaped by and shapes cultural concerns and social organization.

ARCH363 THEORY OF HOUSING (2Cr.: 2Lec)

Introduction to contemporary theories and concerns in the field of housing. Roots of housing problem. Housing typologies and classification. Housing sector. Mechanisms and forces shaping the housing market. Factors affecting supply and demand. Economics of housing projects. Feasibility studies. Housing policies and role of government. Residential areas and suburbia. Problems, considerations, and alternative approaches applied in the field.

ARCH364 VIRTUAL REALITY (2Cr.: 1lec, 2Lab)

The dual realm of design, computer modeling and visualization. Critical appreciation of digital media, interpreting real and imaginary 'worlds' from literature in the form of multimedia digital models. Emphasis on experimentation, imagination and technical competence through digital media. Prerequisite: ARCH278.

ARCH365 GRAPHIC DESIGN (2Cr.: 1lec, 2Lab)

Nature and scope of graphic design. Conceptual development. Innovation, technique and presentation. Skills in the areas of representation: logos, packaging, branding and identity, web design and motion graphics. New techniques and methods of artistic expression: issues and directions. Integration of message and content. Innovation, creativity and high standard graphic design. Prerequisite: ARCH278.

ARCH461 LANDSCAPE ARCHITECTURE (2Cr.: 2Lec)

Various theories of architectural landscape, principal landscape design concepts and processes, scope, components and elements, environmental knowledge, contexts and landscape preferences. Design considerations, skills, and scales. Alternative approaches and professional practices. Critique of recent local and international cases of landscape design.

ARCH462 VERNACULAR ARCHITECTURE (2Cr.: 2Lec)

Scope and key definitions. Surveying vernacular architecture. Culture and place influences. Local trends, traditions, and practices. Elements and components. Lessons and values. Connections, continuity and future prospects.

ARCH463 INTELLIGENT BUILDINGS (2Cr.: 2Lec)

Environmental concerns underlying responsive design. Definitions and components of intelligent buildings. Principles of interactive design. Management of indoor environments. The building envelope, automated technologies and smart materials. Integrated building management systems. Efficient use of energy, utilization of renewable energy systems, sustainable management of resources. Analytical techniques and computing tools for studying and assessing building energy and environmental performance.

ARCH464 GEOGRAPHIC INFORMATION SYSTEM (2Cr.: 1Lec, 2Lab)

Information management and decision-making support tools used in urban studies. Definition of GIS. Overview of the range of GIS applications (data acquisition, secondary data generation, analysis and management of data, factor combination and GIS-based modeling. Use of GIS in decision-making. Integration of GIS with other technologies used in the field of urban studies.

ARCH465 BUILDING INFORMATION MODELLING (2Cr.: 1Lec, 2Lab)

Fundamentals of Building Information Modeling (BIM) as a construction documentation system. Introduces concepts and features of BIM. Includes software structure and features, modeling and editing techniques, and sheet creation and organization. Focuses on applying BIM software to develop a set of construction documents. Simulates project development and documentation.

ARCH466 ENVIRONMENTAL PSYCHOLOGY (2Cr.: 2Lec)

The aim of this course is to help students to create more effective and appropriate environments that address human needs. The Course investigates the interrelationships among the physical environment, natural environment, individual differences, and human behavior and experience. Student are taught to explore the distinctive features of environmental psychology in relation to other forms of psychology, the origin of environmental psychology and how an understanding of human behavior influences and informs responsible design decision making. Emphasis is on the effect of design decisions on human behavior in interior and exterior spaces.

ARCH467 DIGITAL MODELLING (2Cr.: 1Lec, 2Lab)

Course dealing with investigation of design problems through the use of computer graphics from the initial stages of design conceptualization to design development, visualizing a new approach to different issues of computer aided design within the process of generating complex shapes. The course concentrates on the idea of digital design that is giving rise to new architectonic possibilities. The course aims to expose students to generalize the difference between designing according to the algorithmic potential of software programmes and the tectonic parameters of actual building materials. At the same time, the old opposition of tectonics versus the digital design which has given way to a new tectonics of digital design and that can be lead to the desired materialization through the help of CAM technologies will be introduced.

ARCH468 PARAMETRIC DESIGN AND DIGITAL FABRICATION (2Cr.: 1Lec, 2Lab)

The goal of this course is to generate designs based on the tools learned throughout the course. The participants in this course will use parametric tools in 3Ds Max and third party scripts to generate design digital forms expressing contemporary global trend. After the course, the projects and instructions will be placed on an open source platform, so anyone can download and use them. Through the design of a small scale architectural project, the superficial will be explored as both a technical operation, through surface modeling and 3D printing, and as a discussion on the relationship between substance and surface.

ARCH561 HISTORY OF ISLAMIC ARTS (2Cr.: 2Lec)

Overview of the cultural history of Islamic societies as expressed by their art and architecture from the 7th century to the present. Changes in artistic styles, architectural advances and expression of the written word compared across time and geography to understand how Islam influenced and was influenced by society throughout history.

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ARCH562 CONSERVATION OF HISTORIC BUILDINGS (2Cr.: 2Lec)

Introduction to historic conservation. Cultural considerations. Values and ethics of conservation. Procedures, surveys and documentation. Degrees of intervention. Causes of decay: natural and man-made. Structural behavior in elements of historic buildings. Techniques and practices. Examples and approaches.

ARCH563 REGIONALISM IN ARCHITECTURE (2Cr.: 2Lec)

The course investigates various and evolving definitions of regionalism and theoretical approaches to the problem of designing architecture that reflects its time, place, culture and environment. Thus, the shape of buildings and environments are studied in relation to climate, landscape, availability of resources and cultural backgrounds. It explores the concept of regionalism in architecture; local architectural models around the world; the power of invented regionalism; the persistence of regional revivals; and the impact of regional architecture in historic preservation.

ARCH564 SITE PLANNING (2 Cr.: 1Lec, 2Stu)

Theory, practice and impacts of site planning; zoning, growth management, methods and techniques of land use control. Site identity and character. Systematic surveys and site analysis. Physical, cultural and economic contexts. Critique of recent cases of site planning. Developing land use plans and guidelines, land use ordinances and legal frameworks.

ARCH565 URBAN MORPHOLOGY (2Cr.: 2Lec)

Nature of urban morphology. Systematic study of morphology: Elements, components and relationships. Morphology in relation to urban contexts. Variables and parameters. Morphology and local identity. Approaches to deal with particular morphologies within urban contexts.

ARCH566 ENVIRONMENTAL IMPACT ASSESSMENT (2Cr.: 2Lec)

Environmental Impact Assessment for projects (EIA). Strategic Environmental Assessment for policies, plans and programs (SEA). Identifying significant environmental impacts. Environmental management through assessment, prevention, restoration and mitigation of environmental impacts. Preparation of environmental impact statements. Description of decision-making process and tools. Environmental sampling and monitoring programs. Analysis and evaluation of proposed solutions, technical feasibility, examination of case studies.

ARCH567 TOPICS IN ARCHITECTURE (2Cr.: 2Lec)

A focused investigation of selected issues in architecture, architectural design or urbanism. Specific course will vary and will be defined by individual instructors.

Study Plan

Bachelor Degree in Architecture (170 Credit Hours)

First Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	271*	Architectural Design Fundamentals: Visual Studies	6	
ARCH	273*	Building Construction I	2	
ARCH	275	History of Architecture I	2	
ARCH	277	CAD Drawing	2	
ARCH	279	Architectural Sketching	2	
ENGL	001	General English	2	
		Elective ²	2	
Second Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	272	Architectural Design Fundamentals: Physical Studies	5	Pre: ARCH271
ARCH	274	Building Construction II	3	Pre: ARCH273
ARCH	276	Theory of Architecture I	2	
ARCH	278	Computer Graphics	2	Pre: ARCH277
ARCH	280	Academic Writing	2	
ARAB	001	Arabic Language and Literature	2	
		Elective ²	2	
Third Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	291*	Architectural Design I	5	Pre: ARCH272
ARCH	293*	Building Construction III	3	Pre: ARCH274
ARCH	295	History of Architecture II	2	
ARCH	297	Theory of Colors	2	
CVEE	231	Theory of Structures for Architects	2	
BLAW	001	Human Rights	1	
		Elective (General) ¹	1	
		Elective ³	2	

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Fourth Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	292*	Architectural Design II	5	Pre: ARCH291
ARCH	294*	Building Construction IV	3	Pre: ARCH293
ARCH	296	Theory of Architecture II	2	
ARCH	298	Indoor Environmental Control	2	
CVEE	232	Concrete and Steel Structures	2	
		Elective (General) ¹	2	
		Elective ³	2	

Fifth Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	331*	Architectural Design III	5	Pre: ARCH 292
ARCH	333*	Execution Design I	3	Pre: ARCH294
ARCH	335	History of Architecture III	2	
ARCH	338	City and Town Planning	2	
MECH	331	HVAC and Sanitation for Architects	2	
		Elective (General) ¹	2	
		Elective ³	2	

Sixth Semester (18 Credits)			Crs.	Pre-co/requisites
ARCH	332*	Architectural Design IV	5	Pre: ARCH331
ARCH	334*	Execution Design II	3	Pre: ARCH333
ARCH	336	Theory of Architecture III	2	
ARCH	337	Interior Design	2	
ARCH	339	Environmental Design	2	
		Elective (General) ¹	2	
		Elective ⁴	2	

Seventh Semester (18 Credits)

			Crs.	Pre-co/requisites
ARCH	431*	Architectural Design V	5	Pre: ARCH332
ARCH	433*	Execution Design III	3	Pre: ARCH334
ARCH	435	Urban Design	2	
ARCH	437	Project Management	2	
CVEE	331	Soil Mechanics and Foundations, and Material Properties and Testing	2	
		Elective ⁴	2	
		Elective ⁴	2	

Eighth Semester (18 Credits)

			Crs.	Pre-co/requisites
ARCH	432*	Architectural Design VI	5	Pre: ARCH431
ARCH	434*	Execution Design IV	3	Pre: ARCH433
ARCH	436	Research and Programming	2	
ARCH	438	Specifications and Quantities	2	
CVEE	332	Surveying for Architects	2	
		Elective ⁵	2	
		Elective ⁵	2	

Ninth Semester (14 Credits)

			Crs.	Pre-co/requisites
ARCH	537	Architectural Design VII	5	Pre: ARCH432
ARCH	539	Project Programming	3	Pre: ARCH432
ARCH	534	Graduation Dissertation	2	
ARCH	535	Building Regulations and Professional Practice	2	
ARCH	541	Architecture Internship	0	
		Elective ⁵	2	

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Tenth Semester (12 Credits)			Crs.	Pre-co/requisites
ARCH	540	Senior Project	8	Pre: ARCH537 ARCH539 ARCH434
ARCH	533	Architectural Criticism	2	
ARCH	536	Design and Building Economics	2	

¹ A total of 12 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr.), ENGL 001 (2Cr.), BLAW 001 (1Cr.) and another 7 credits are selected from the University Elective Courses list. Descriptions of the university requirement courses are shown in the Introduction section of this catalogue.

² Selected from the list of Faculty Elective Courses offered at the "200 Level".

³ Selected from the list of Faculty Elective Courses offered at the "300 Level".

⁴ Selected from the list of Faculty Elective Courses offered at the "400 Level".

⁵ Selected from the list of Faculty Elective Courses offered at the "500 Level".

* These core modules are separated and independently graded courses. Students failing the first module (Fall Sem.) is not allowed to register in the second one (Spring Sem.).

II- DESIGN PROGRAMS

The Faculty offers Bachelor Degrees in Interior Design, Graphic Design, Landscape Design, and Fashion Design where the minimum duration of study is 6 semesters.

Admission Requirements

To be accepted for an undergraduate degree, applicants must:

- Hold the official Lebanese Secondary School Certificate in a branch relevant to the chosen undergraduate field of specialization, or an official equivalent;
- Successfully pass an entrance exam to measure the level of proficiency in English Language (or provide evidence of English Language abilities such as TOEFL, ILETS).
- All applicants are required to attend an Interview / Oral Exam and Submit a portfolio.

Graduation Requirements

To receive a Bachelor Degree in the Design Programs, a student must satisfactorily complete the credit hours required and get an overall minimum grade point average (GPA) of 2.0 + ICDL.

The following table summarizes the number of credits required for graduation:

Program	* University Requirements + ICDL		Program Requirements		Total Credit Hours
	Mandatory Courses	Elective Courses	Major Core Courses	Major Elective Courses	
INTD GRAD FASD	5	13	- Common Foundation Requirements : 22 Crs. - Mandatory Core Courses: 59 Crs. Total: 81	9	108
LAND	5	13	- Common Foundation Requirements : 22 Crs. - Mandatory Core Courses: 62 Crs. Total: 84	9	111
INTD: Interior Design GRAD: Graphic Design FASD: Fashion Design LAND: Landscape Design					

* A total of 18 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Crs.), ENGL 001 (2Crs.), BLAW 001 (1Cr.) and another 13 credits are selected from the University Elective Courses list + ICDL.

Common Requirements

The following are the descriptions of the curricular components that are common to all Design programs.

University Requirements

Student working for a Bachelor degree in Design programs must complete a total of 18 credit hours of University requirement courses distributed as follows:

Mandatory University Requirements Courses

Courses			Crs.
ENGL	001	General English	2
ARAB	001	Arabic Language and Literature	2
BLAW	001	Human Rights	1

Elective University Requirements Courses

Descriptions of the university requirement courses are shown in the introduction section of this catalogue.

Common Foundation Requirements

Courses			Crs.	Pre-Co/requisites
ARTD	201	Design Fundamentals	4	
ARTD	203	Photography	3	
ARTD	205	History of Arts I	3	
ARTD	206	History of Arts II	3	
ARTD	207	Computer Aided Drafting and Design I	3	
ARTD	209	Freehand Drawing	3	
ARTD	309	Environmental Psychology	3	

Course Description of the Common Foundation Requirements

ARTD201 DESIGN FUNDAMENTALS (4Crs.: 1Lec; 6Stu)

This design fundamental course introduces ideas, methodologies, principles, and skills that comprise a common knowledge base important to all design disciplines. These fundamentals foster a multidisciplinary design experience among students and prepare them to move to the next level.

Coursework explores basic design elements and processes of visual communication, through exercises that improve visual and manual drawing skills. These exercises encompass format, line, pattern, proportion, scale, and texture, as well as interpretation of space (edge, perspective, dimension), and conceptualization.

ARTD203 PHOTOGRAPHY (3Cr.:2Lec;2Sec)

Students develop a basic understanding of the digital camera and current electronic imaging technology. The course explores the utilization of photography as a means of design production and portfolios' documentation. It covers the basic principles for lighting, setup and shooting with 35mm and digital cameras. Students will take pictures of both two-dimensional and three-dimensional objects.

ARTD205 HISTORY OF ARTS I (3Cr.: 3Lec)

The course includes a chronological survey of the visual arts as an expression of the mind and culture of Western civilization from the Prehistoric period, through the Near Eastern, Egyptian, Greek, Roman, Early Christian, Jewish and Byzantine art; and Gothic, Renaissance (Italian and Northern), and Baroque Art and Architecture. The course is designed to help students increase their art historical vocabulary for discussing an art object's medium, composition, style, and iconography.

ARTD206 HISTORY OF ARTS II (3Cr.:3Lec)

This course is an introduction to Western art before the Neoclassical to the present day, and covers Neo-Classicism, Realism, Impressionism and Modernist movements from Fauvism through Abstract Expressionism to Contemporary. Concepts such as artists' influence, artistic motifs, stylistic evolution, cultural context, patronage, function, reception, and censorship as well as the incorporation of non-European art forms into the Western Tradition will be covered in this class.

ARTD207 COMPUTER AIDED DRAFTING AND DESIGN I (3Cr.:2Lec;2Lab)

Application of computer-aided drafting and design (CADD) concepts, methods, and skills used in all design disciplines. Digital 3D modeling and 2D presentation tools, used in conjunction with computer-aided design (CAD) software, are used to translate students' fundamental manual presentation techniques to digital drawing, modeling, and layout. Emphasis on the utilization of the CADD functions and skills to further enhance the design development and production phases of the design process.

ARTD209 FREEHAND DRAWING (3Cr.:1Lec;4Stu)

A lecture/studio course for developing the student's freehand drawing skills, with emphasis on analytic and descriptive drawings of everyday objects, building interiors, landscaping, vehicles, and people. Drawing media will include graphite, ink, charcoal, and pastel or colored pencil.

ARTD309 ENVIRONMENTAL PSYCHOLOGY (3Cr.: 3Lec)

The aim of this course is to help students to create more effective and appropriate environments that address human needs. The Course investigates the interrelationships among the physical environment, natural environment, individual differences, and human behavior and experience. Student are taught to explore the distinctive features of environmental psychology in relation to other forms of psychology, the origin of environmental psychology and how an understanding of human behavior influences and informs responsible design decision making. Emphasis is on the effect of design decisions on human behavior in interior and exterior spaces.

1- Interior Design Program

Mission

The mission of the Interior Design Program at Beirut Arab University is to provide learning opportunities that integrates critical thinking skills with a wide variety of creative experiences in the field of Interior Design. Very broadly, the Interior Design Program seeks to provide students with the highest professional standards to advance a human-centered practice of interior design that contributes positively to the health, safety and well-being of people in local, regional and global contexts.

Objectives

The broad aim of interior design program is to provide a variety of transformative learning opportunities to shape creative, rational, and socially and environmentally responsible design professionals. This thorough goal is supported through the following objectives:

- To sustain premium standards for interior design education through professional accreditation.
- To provide students with necessary skills for interacting with multiple disciplines in collaborative environments.
- To promote communicative design methods which define and achieve users' needs in various environments.
- To develop effective communication skills, with a solid background of design theories, histories, environmental responsiveness, and standards; along with creative, abstract and critical thinking skills.
- To influence students with a high sense of social and ethical responsibilities.

Learning Outcomes

Graduates of this program acquire the essential knowledge and skills of successful practitioners in the field of Interior Design. Six critical outcomes are identified as essentials for students to achieve the above mentioned aim. Graduates will demonstrate the ability to:

- Formulate a complete understanding of the historical and theoretical fundamentals and universal principles of interior design.
- Develop a comprehensive, human-centered, socially and economically responsive design through creative problem-solving within interior environments.
- Integrate designs within the context of building technology systems using appropriate materials and products.
- Develop attitudes, traits and values of professional responsibility, accountability and effectiveness.
- Communicate effectively and express ideas in writing, orally and graphically.
- Acquire the necessary knowledge for applying laws, codes, regulations, standards and practices that maintain the health, safety and welfare of the public.
- Attain a managerial foundation required for professional practice.

Career Opportunities

A graduate of this program will be qualified to create the physical environments that are functional, sustainable, stimulating and healthy.

Interior Design jobs cover a wide spectrum of firms and industries involved in the design for built environments including residential, commercial, hospitality, healthcare, office, retail, entertainment, exhibit, educational and industrial facilities, as well as, lighting / furniture / textile manufacturing.”

Common Requirements

The list of Common Requirement courses and their descriptions are presented in the introductory pages of the Design Programs section in this catalogue.

Mandatory Core Courses

Courses			Crs.	Pre-Co/requisites
INTD	202	Interior Design Studio I	4	Pre: ARTD201
INTD	204	Building Systems	3	
INTD	208	Computer Aided Drafting and Design II	3	Pre: ARTD207
INTD	210	Theory of Colors	3	
INTD	301	Interior Design Studio II	4	Pre: INTD202
INTD	302	Interior Design Studio III	4	Pre: INTD301
INTD	303	Interior Materials and Specifications	3	Pre: INTD204
INTD	304	Interior Execution Design and Detailing I	3	Pre: INTD303
INTD	305	History of Interiors and Furnishing	3	
INTD	306	Textile and Furnishing Materials	3	
INTD	307	Interior Perspectives	3	
INTD	308	Lighting Design	3	
INTD	401	Interior Design Studio IV	4	Pre: INTD302
INTD	402	Interior Design Senior Project	6	Pre: INTD401, INTD403
INTD	403	Interior Execution Design and Detailing II	3	Pre: INTD303
INTD	404	Interior Design Professional Practice and Ethics	3	
INTD	405	Furniture Design	3	
INTD	407	Internship	1	

Description of Mandatory Core Courses

INTD 202 INTERIOR DESIGN STUDIO I (4Cr.:0Lec; 8Stu)

This course is an introduction to the field of interior design. Topics of functional and aesthetic elements for residential interiors are covered, including the identification of client needs, programming, standards, space planning, drawings, and presentations. Concept design, development, and articulation are emphasized and represented through the use of sketches, mechanical drawings, and perspectives tools, as well as models. Pre-req.: ARTD201

INTD 204 BUILDING SYSTEMS (3Cr.:1Lec;4Stu)

This Course develops an understanding of the basic structural theories systems for buildings. This is followed by an overview of building components with a focus on structural impact for interior design practice. Students are also introduced to the function of environmental support systems, including the basic technical requirements for building systems (mechanical, electrical, and fire detection/control) and how they affect interior design decisions and construction drawings.

INTD 208 COMPUTER AIDED DRAFTING AND DESIGN II (3Cr.:2Lec;2Lab)

This course is designed to explore digital techniques of 2 and 3 dimensional interior space. Students will explore advanced techniques and appropriate digital tools to help them quickly visualize their designs volumetrically and apply 3D design elements within the spatial envelope. Special attention is given to utilizing digital media as support for visual and verbal communication through a review of 3-D modeling concepts, computer-aided rendering concepts, and methods in the development of interior design. Pre-req.: ARTD207

INTD 210 THEORY OF COLORS (3Cr.:2Lec;2Sec)

This course introduces the use of color for interior design. Emphasis is on color theory, psychology of color and how it affects human mood and behavior, and application of color in interior environments and lighting conditions. Included is the vocabulary of color, color temperatures, the principles of the color wheel and how to use it. With the use of paint values, tones, and shades are mastered.

INTD 301 INTERIOR DESIGN STUDIO II (4Cr.:0Lec;8Stu)

Based on the foundation of Interior Design I, the aim of this course is to develop students' knowledge of the fundamentals of interior design practice. The concept of place making is much considered in the given projects, emphasizing on the design methods and constraints. Students are introduced to commercial design theories and workspace ergonomics, applying them to specific design conditions to experience and develop an understanding of the designer's role in creating public spaces. Considerations are given to users of various age, culture, income, and physical abilities. Pre-req.: INTD202

INTD 302 INTERIOR DESIGN STUDIO III (4Cr.:0Lec;8Stu)

An intermediate studio course where students continue to develop their understanding of functional and formal elements of architectural interiors, as well as principles and characteristics of interiority. In this course, students acquire knowledge of retail shops design, focusing on programming skills, space planning and circulation strategies, to create interior environment that successfully display and market products with respect to standards and architectural constraints. Pre-req.: INTD301

INTD 303 INTERIOR MATERIALS AND SPECIFICATIONS (3Cr.:1Lec; 4Stu)

This Course introduces students to the properties and specifications of appropriate materials, other than those of a structural nature, which are appropriate for the interior environments, including materials for floors, walls, ceilings, windows, and other interior surfaces. Special attention is given to the health effects and environmental impact of material choices in interior design. Students investigate the designer's role and responsibility in the process of material selection in order to provide aesthetic, standard compliance, and sustainable finish specifications for a variety of spaces. Pre-req.: INTD204

INTD 304 INTERIOR EXECUTION DESIGN AND DETAILING I (3Cr.:1Lec;4Stu)

In this course, students develop their knowledge and graphical skills necessary for the production of working drawings of interior constructions, such as floor plans, elevations, sections, finish schedules, reflected ceiling plans, and details. Emphasis is placed on the selection, specification and illustration of appropriate materials, assemblies and components. Pre-req.: INTD303

INTD 305 HISTORY OF INTERIORS AND FURNISHING (3Cr.:3Lec)

This course reviews the historical aspects of architecture, interiors, and furniture from early civilizations through the Rococo period, focusing on developments in Western Europe, the English Georgian period in the early 18th century through the Victorian revivals of the 19th century, proto-modernist movements in the latter half of the 19th century in England, and concluding with the Neo-modern movement that concludes the 20th century. Students explore historic styles of the habitat and its furnishings as an expression of peoples' needs and values of the time. Construction methods and materials are covered in more depth and specific color and fabric influences are explored.

INTD 306 TEXTILE AND FURNISHING MATERIALS (3Cr.:3Lec)

This course gives students a broad understanding of textiles and their usage in interior environment. Topics include textile design, fibers, methods of weaving, dyeing, finishes and trims, flammability, consumer protection, specification of textiles for residential and non-residential end-users, and designer responsibility as related to consumer health, safety and welfare.

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INTD 307 INTERIOR PERSPECTIVES (3Cr.:2Lec;2Stu)

Students are expected to demonstrate an understanding of theory of two-point mechanical perspective, and to develop freehand drawing and sketching skills of interior and exterior spaces. This course explores the use of various media to define light, shadows, textures, and illustrate materiality and spatial character. Students also learn fundamental presentation board layout and composition.

INTD308 LIGHTING DESIGN (3Cr.:3Lec)

This Course focuses on the fundamentals of light: its sources, variations, quality, design implications, product variations, technologies and cost/benefits. Students learn how to integrate appropriate lighting choices, from both technical and aesthetic perspectives, covering the four function of light: task, accent, decorative and ambient. Lighting for the specific sectors of built environments (residential, retail, corporate, etc.) is discussed and evaluated as an imperative creative design feature and form-maker.

INTD401 INTERIOR DESIGN STUDIO IV (4Cr.:0Lec;8Stu)

An advanced studio course that aims to further develop students' skills in design process and methods, as well as creative and critical skills, to propose solutions to complex residential projects. The students analyze spatial needs in terms of client needs, human behavior, life style and function and develop a design that integrates those needs with a focus on social, cultural, economic and technical issues and theoretical understanding to various concepts of home and living spaces. Pre-req.: INTD302.

INTD402 INTERIOR DESIGN SENIOR PROJECT (6Cr.:0Lec;12Stu)

In this course, students choose their own complex senior design project topic and work towards more self-directed learning. In this advanced studio students are required to incorporate the skills and knowledge gained throughout their studies to create a comprehensive project, including a written research of the topic, programming and design requirements, presentation drawings, models, material and furniture boards, detail drawings and specifications. Students work independently with tutor's guidance to generate creative professional level design outcomes with associated levels of detailing of their projects choosing to focus on one or more of the following: materiality, sustainability, universal design, human factors or any other areas. Pre-req.: INTD401, INTD403.

INTD403 INTERIOR EXECUTION DESIGN AND DETAILING II (3Cr.:1Lec;4Stu)

This course provides advanced study of interior building construction, materials, detailing and building services. Interior detailing includes but is not limited to, interior partitions, stairs, fireplaces, doors, windows. Students examine current practices and standards of building services, including electrical, plumbing, sprinklers, HVAC, communications and security. Pre-req.: INTD303

INTD404 INTERIOR DESIGN PROFESSIONAL PRACTICE AND ETHICS (3Crs.:3Lec)

This course provides an introduction to business practices and procedures in the field of interior design . Students are introduced to the basic principles of operating an Interior Design business, planning for profit and growth, writing contracts, marketing, selling, and project management. Topics discussed also include professional ethics and socially responsible design. Emphasis is on the development of project administration documents within the context of legal and ethical obligations to the public.

INTD405 FURNITURE DESIGN (3Crs.:1Lec;4Stu)

This design studio focuses on the aesthetic and functional issues related to the construction of freestanding furniture. The design and construction of both hard and soft furniture elements are covered. Special attention is given to anthropometric and ergonomic considerations, as well as to the development of detailed drawings and model of the designed furniture piece to better understand construction connections and detailing.

INTD407 INTERNSHIP (1Cr.:1Lec)

Students spend 120 hours in a monitored professional environment to gain the necessary experience that compliments the program's academic work. Work experience provides students with practical experience in areas which are relevant to their specific interests and skills. Students should be exposed to various aspects of the interior design field and must present a report about their experience.

Major Elective Courses

Courses			Crs.	Pre-Co/requisites
INTD	220	Scenography	3	
INTD	221	Building Information Modeling	3	
INTD	222	Acoustics Design	3	
INTD	223	Historic Interior Preservation	3	
INTD	224	Introduction to Islamic Arts	3	
INTD	225	Graphic Design	3	
INTD	226	Parametric Design and Digital Fabrication	3	
INTD	227	Special Topics in Interior Design	3	

Description of Major Elective Courses**INTD220 SCENOGRAPHY (3Crs.:2Lec;2 Stu)**

Students are introduced to the methods, concepts and materials of designing for theatre sceneries. Through diverse-approach workshops, students explore the ways in which space, time, light, sound, object, color and form may be woven together on theatre stage to impress and communicate with spectator. Students study also the methods of developing a design from script analysis to presentation of the completed design.

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INTD221 BUILDING INFORMATION MODELING (3Cr.:2Lec; 2Lab)

In this course, students explore the use of Building Information Modeling (BIM) technology as a communication and collaboration tools. Emphasis is on 3-D modeling and rendering as well as preparation of construction documents resulting at the professional level.

INTD222 ACOUSTICS DESIGN (3Cr.:3Lec)

This course covers the fundamentals of architectural acoustics. Topics include: sound generation and propagates; human sound perceptions; sound level descriptors; acoustic properties of materials and their place in the development of holistic design concepts. Students apply acoustic design criteria, methods, and materials to spaces for various activities and functions, such as theatres, classrooms, auditorium, open-plan office, etc.

INTD223 HISTORIC INTERIOR PRESERVATION (3Cr.:3Lec)

In this course, students learn the principles and theories of preservation and adaptive reuse of historical interiors. Topics include treatment of historic interior surfaces, materials, interior architectural features, and decorative arts in restoration and rehabilitation projects.

INTD224 INTRODUCTION TO ISLAMIC ARTS (3Cr.:3Lec)

In this course, students are introduced to the different eras of Islamic arts. Emphasis is on the decorative patterns and motifs that distinguish the prominent Islamic periods, including the construction and applications of Islamic calligraphy, geometry and floral designs in interiors. Modern manifestations of this style in today's Islamic world are also reviewed.

INTD225 GRAPHIC DESIGN (3Cr.:2Lec;2Lab)

This course introduces students to two-dimensional elements and principles of graphic design as the basis of visual language and communication. Through problem solving approach, students manipulate graphic forms and design elements in black-and-white and color media to convey meaning, strategies for idea generation and development of distinctive concepts. Emphasis is given to the importance of presentation and craftsmanship.

INTD226 PARAMETRIC DESIGN AND DIGITAL FABRICATION (3 CR.: 2LEC; 2 LAB)

This course introduces students to the history, theory, and application of parametric design for interior design production. The course will focus on the underlying concepts and mechanisms for creating performance-based parametric modules and will guide students through the process of using rapid prototyping and CAD/CAM devices in a studio environment. The objective of this course is to provide students with the conceptual, as well as technical, framework through which to better understand the relevant application of parametric design to the various design problems they will encounter as interior designers. Pre-req.: ARTD207

INTD227 SPECIAL TOPICS IN INTERIOR DESIGN (3 CR.: 3LEC; 0LAB)

This course provides study in Interior design on a special topic.

Study Plan

Bachelor Degree in Interior Design (108 Credit Hours)

First Semester (18 Credits)			Crs.	Pre-co/requisites
ARTD	201	Design Fundamentals	4	
ARTD	203	Photography	3	
ARTD	205	History of Arts I	3	
ARTD	207	Computer Aided Drafting and Design I	3	
ARTD	209	Freehand Drawing	3	
ENGL	001	General English	2	
Second Semester (18 Credits)			Crs.	Pre-co/requisites
INTD	202	Interior Design Studio I	4	Pre: INTD201
INTD	204	Building Systems	3	
ARTD	206	History of Arts II	3	
INTD	208	Computer Aided Drafting and Design II	3	Pre: ARTD207
INTD	210	Theory of Colors	3	
ARAB	001	Arabic Language and Literature	2	
Third Semester (18 Credits)			Crs.	Pre-co/requisites
INTD	301	Interior Design Studio II	4	Pre: INTD202
INTD	303	Interior Materials and Specifications	3	Pre: INTD204
INTD	305	History of Interiors and Furnishing	3	
INTD	307	Interior Perspectives	3	
ARTD	309	Environmental Psychology	3	
BLAW	001	Human Rights	1	
		Elective (General) ¹	1	
Fourth Semester (18 Credits)			Crs.	Pre-co/requisites
INTD	302	Interior Design Studio III	4	Pre: INTD301
INTD	304	Interior Execution Design and Detailing I	3	Pre: INTD303
INTD	306	Textile and Furnishing Materials	3	
INTD	308	Lighting Design	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
		Elective (General) ¹	1	

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Fifth Semester (18 Credits)			Crs.	Pre-co/requisites
INTD	401	Interior Design Studio IV	4	Pre: INTD302
INTD	403	Interior Execution Design and Detailing II	3	
INTD	405	Furniture Design	3	
INTD	407	Internship	1	
		Elective ²	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
Sixth Semester (18 Credits)			Crs.	Pre-co/requisites
INTD	402	Interior Design Senior Project	6	Pre: INTD401 INTD403
INTD	404	Interior Design Professional Practice and Ethics	3	Pre: INTD303
		Elective ²	3	
		Elective ²	3	
		Elective (General) ¹	2	
		Elective (General) ¹	1	

¹ A total of 18 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr.), ENGL 001 (2Cr.), BLAW 001 (1Cr.) and another 13 credits are selected from the University Elective Courses list.

Descriptions of the university requirement courses are shown in the Introduction section of this catalogue.

² Selected from the list of Major Elective Courses offered.

2- Graphic Design Program

Mission

The mission of the Graphic Design Program at Beirut Arab University is to provide students with the technical, conceptual, and cultural background necessary to demonstrate proficiency as visual communicators. The program introduces students to a progressive series of courses that develop students' ability for problem solving through critical thinking, stimulating their sense of creativity and imagination, and preparing them into professionals ready for a wide variety of entry-level jobs in the field of Graphic Design.

Objectives

The aim of the Graphic Design Program is to inspire graphic designers into generating and creating effective visual communications through developing their individual talent, potential, and personal language. The key objectives of the graphic design program are to:

- Help students develop strong technical and conceptual design skills.
- Help students explore and understand the issues of contemporary Graphic Design practice.
- Expose students to all the skills and tools relevant to this industry, both traditional and digital.
- Provide students with practical knowledge and experience with industry-standard tools and equipments.
- Develop an understanding of business and marketing practices, creating ethical and responsible industry professionals.

Learning Outcomes

Graduates of this program will acquire the essential knowledge and skills of successful practitioners in the field of Graphic Design. Graduates will demonstrate the ability to:

- Demonstrate proficiency in design principles, design process, and contemporary design practice with a solid theoretical and historical background.
- Develop an understanding of design process and problem solving methods utilizing critical thinking skills.
- Consider the effect of Graphic Design on the human environment through social responsibility, environmental responsiveness, and interdisciplinary perspectives.
- Demonstrate expertise in recognized technical skills.
- Understand and apply basic principles in the process of designing, analyzing, and evaluating graphic design solutions in relation to specific end uses and consumer needs and preferences.

Career Opportunities

A graduate of this program will be qualified to work in:

Graphic Design Studios, Advertising Agencies, Multimedia Studios, Publishing Houses, Printing Companies, Art Departments in Large Corporations and Freelance Graphic Designer.

Graphic design jobs cover all ends of the creative spectrum:

Creative / Art Director, Layout Artist and Brand Identity Designer, Logo Designer, Flash Designer, Illustrator, Technical Illustrator, Photo Editing / Photoshop Artist, Multimedia Designer, Photographer, Web Designer and Advertising / Marketing.

Common Requirements

The list of Common Requirement courses and their descriptions are presented in the introductory pages of the Design Programs section in this catalogue.

Mandatory Core Courses

Courses			Crs.	Pre-Co/requisites
GRAD	202	Graphic Design Studio I	4	Pre: ARTD201
GRAD	204	Theory and Philosophy of Visual Communication	3	
GRAD	208	Computer Graphics	3	Pre: ARTD207
GRAD	210	Theory of Colors in Visual Arts	3	
GRAD	301	Graphic Design Studio II	4	Pre: GRAD202
GRAD	302	Graphic Design Studio III	4	Pre: GRAD301
GRAD	303	Typography I	3	
GRAD	304	Typography II	3	Pre: GRAD303
GRAD	305	History of Visual Communication	3	
GRAD	306	Web Design	3	
GRAD	307	Digital Imaging	3	Pre: GRAD208
GRAD	308	Motion Graphics	3	
GRAD	401	Graphic Design Studio IV	4	Pre: GRAD302
GRAD	402	Graphic Design Senior Project	6	Pre: GRAD401
GRAD	403	Interactive Design	3	
GRAD	404	Graphic Design Professional Practice and Ethics	3	
GRAD	405	Print and Production Media	3	
GRAD	407	Internship	1	

Description of Mandatory Core Courses

GRAD202 GRAPHIC DESIGN STUDIO I (4Crs.:0Lec;8Stu)

The course develops students' basic skills needed to structure and organize visual communications in both conventional and digital environments. Emphasis is placed on conceptual development, structural organization of information, and interaction of form and verbal content to effectively communicate ideas. Students learn to think critically, evaluate design proposals aesthetically, and become familiar with a variety of tools and techniques used to produce professional work in the fields of graphic design and advertising. Pre-req.: ARTD201.

GRAD204 THEORY AND PHILOSOPHY OF VISUAL COMMUNICATION (3Crs.:3Lec)

This course explores the theoretical and philosophical issues, concepts, and processes of visual communication in its many settings, to help students bring together message, meaning, and form. Students are trained to employ type and layout principles, image-making concepts, and design processes in visual/verbal communications with multiple media outcomes.

GRAD208 COMPUTER GRAPHICS (3Crs.:2Lec;2Lab)

This is an introductory course to bit-mapped and vector-based digital imaging. Students develop both creative and technical skills necessary to create and produce images for digital or print-based media using Macintosh computer Operating System, Adobe Photoshop and Illustrator, as well as a variety of image formats, color models, and file and font management. Pre-req.: ARTD207

GRAD210 THEORY OF COLORS IN VISUAL ARTS (3Crs.:2Lec;2Sec)

This fundamental course provides an introduction to the principles and theories of colours as it relates to graphic design and visual communication, by understanding how colours interact to make appropriate design decisions. Topics include the vocabulary of colour, perception and colour intensity, the value scale and simultaneous contrast, the effects and physics of colour, and theories of colour psychology. Students also explore colour calibration, both with software and hardware tools.

GRAD301 GRAPHIC DESIGN STUDIO II (4Crs.:0Lec;8Stu)

Graphic design is explored through the integration of typography and imagery from planning, conceptualization, and creation, through management of content for a variety of projects. Major themes addressed in this course are: contrast and fusion of graphic form, text/image collage, hierarchy, grid systems, and extended layouts. Critiques and discussions of professional work including traditional structures of books, catalogues, magazines, and brochures. Pre-req.: GRAD202.

GRAD302 GRAPHIC DESIGN STUDIO III (4Crs.:0Lec;8Stu)

Students learn to develop visual identity systems for organizations and companies applied to print, web, and broadcast media. This is achieved through the study of how organizations use identity design to express core values and impact consumer perceptions of brand. Students develop design projects with clear process starting from research and conceptualization, to image, type generation, layout, presentation, and evaluation. Pre-req.: GRAD301.

GRAD303 TYPOGRAPHY I (3Crs.:2Lec;2Stu)

Typography I is an introductory course to the basic terminology, anatomy and structure of type. Students start to develop an appreciation of and sensitivity to letterform. The course includes a survey of the historical development of Typographic forms and different classifications of type families. Students generated designs that illustrate typography as a meaningful element of visual communication.

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GRAD304 TYPOGRAPHY II (3Cr.:2Lec;2Stu)

This course builds on the fundamentals learned in Typography I Course. Students explore the relationship between type and image across print and digital media. Emphasis is placed on the development of more complex design combining visual and verbal elements, as well as the development of advanced publication layout skills, grid-based typographic structures, and information design. Pre-req.: GRAD303.

GRAD305 HISTORY OF VISUAL COMMUNICATION (3Cr.:3Lec)

This course reviews the historical context for the graphic arts of calligraphy, typography, book design, diagramming, and illustration. Emphasis is placed on the relationship of these applied arts to the fine arts, technology, and social and political history. Through informed discussions, the convergence of art and human-computer interactivity is examined in the last 25 years, triggering new forms of artistic visual expressions.

GRAD306 WEB DESIGN (3Cr.:2Lec;2Lab)

This course introduces students to the fundamentals of XHTML (extensible markup language) and CSS (cascading style sheets) content for the development and manipulation of websites, logging in to a web server, creating a web page template, uploading to a remote web server and modify web pages. Students also learn how to critically evaluate website quality, and how to create and maintain quality web pages.

GRAD307 DIGITAL IMAGING (3Cr.:2Lec;2Lab)

Students are introduced to Photoshop and Adobe Bridge applications for the efficient production, management and manipulation of raster images. Several exercises are given to students to become professional with the capabilities of given software applications by exploring both the technical aspects of image manipulation, as well as the artistic aspects of creating images. Topics include raster graphics, setting up files for different destinations, creating and manipulating raster graphics and photographs, applying and adjusting effects, non-destructive editing techniques applied in web design, print and application interfaces. Pre-req.: GRAD208.

GRAD308 MOTION GRAPHICS (3Cr.:2Lec;2 Lab)

In this course, students gain a solid foundation of motion graphics and effects techniques that support their creativity and enhance their digital skills through learning to create short animated compositions by combining texts, images, and videos. Projects incorporate rotoscoping (drawing on live video), frame by frame hand-drawn animation, editing videos, adding audio tracks, cutting and pasting additional sources, utilizing 2D animation tools.

GRAD401 GRAPHIC DESIGN STUDIO IV (4Cr.:0Lec;8Stu)

This course focuses on the design and construction of three-dimensional forms such as packaging, exhibits, and displays. Students conceptualize and develop preliminary construction plans, and build three-dimensional models of their design projects using a variety of materials and techniques. Additional emphasis is placed on developing students' ability to conduct significant research and analysis. Students may address projects involving the renewal of an existing brand and subsequent packaging applications within a coherent marketing program. Pre-req.: GRAD302.

GRAD402 GRAPHIC DESIGN SENIOR PROJECT (6Cr.: 0Lec;16Stu)

In this course each student is required to develop a professional portfolio plus a written dissertation including self-promotion, resume, and visual documentation of the selected project. The prepared portfolio should demonstrate professional competence in design, concept, technical skills, and craft and meets high standards of excellence. Pre-req.: GRAD401

GRAD403 INTERACTIVE DESIGN (3Cr.:2Lec;2Lab)

This course introduces students to design elements and techniques for mobile applications. Through lectures and applied projects, students learn how to conceptualize, design, prototype, and execute interactive applications for portable digital devices. Students are challenged to examine the aesthetic, cultural, and technological implication of this emerging art field and market.

GRAD404 GRAPHIC DESIGN PROFESSIONAL PRACTICE AND ETHICS (3Cr.:3Lec)

This course examines the historic and contemporary modes of graphic design practice including career strategies, professional ethics, and business practices. Students are introduced to the basic principles of operating a graphic design business, planning for profit and growth, writing contracts, marketing, selling, and project management.

GRAD405 PRINT AND PRODUCTION MEDIA (3Cr.:3Lec)

Student investigates the production process of printed material from original copy and digital files. Topics include major printing processes, preparation of typography, photography, illustration, and colour separations for commercial output. The course also covers the relationships between cost, quality, and time constraints for printed materials, as well as recent developments in digital and print process.

GRAD407 INTERNSHIP (1Cr.:1Lec)

Students spend 120 hours in a monitored professional environment to gain the necessary experience that compliments the program's academic work. Work experience provides students with practical experience in areas which are relevant to their specific interests and skills. Students should be exposed to various aspects of graphic design and must present a report about their experience.

Major Elective Courses

Courses			Crs.	Pre-Co/requisites
GRAD	220	Portfolio Planning	3	
GRAD	221	Marketing and Social Media	3	
GRAD	222	Digital Mixed Media	3	
GRAD	223	Sequential Photography	3	
GRAD	224	Arabic Topography	3	
GRAD	225	Story Boarding	3	
GRAD	226	Special Topics in Graphic Design	3	

Description of Major Elective Courses

GRAD220 PORTFOLIO PLANNING (3Crs.:3Lec)

This course prepares students for job interviews by helping them compile a portfolio. Students plan a self-branding strategy and integrate this across all facets of their portfolio: online website, personal blog, printed portfolio, design samples, and résumé package. The accumulated and refined portfolio is to demonstrate student's conceptual, design, craftsmanship and other skills.

GRAD221 MARKETING AND SOCIAL MEDIA (3Crs.:2Lec;2Lab)

Students develop an understanding of social media as an essential strategy of marketing nowadays, and an intelligent aspect of any business plan. This course covers not only the fundamentals of social media marketing, but also the basics of integrating them into an online presence. From building Facebook pages to authoring Twitter bios, the course covers both online services and discusses how to make best use of them as a social marketing media.

GRAD222 DIGITAL MIXED MEDIA (3Crs.:2Lec;2Lab)

This course provides students with the opportunity to explore the creative potential presented through the imaginative combination of both traditional and digital media. Students are asked to utilize and combine skills learned in traditional and digital illustration courses to present inspiring and creative illustrations unrestricted by a singular medium.

GRAD223 SEQUENTIAL PHOTOGRAPHY (3Crs.:3Lec)

This course concentrates on using images in sequence. Students explore how sequence based images, by way of editing and text, create relationships between images and ultimately tell stories that the single image cannot. Students work independently and in small groups to further explore notions of authorship and the roll of documentary photography in a contemporary art context.

GRAD224 ARABIC TYPOGRAPHY (3Crs.:2Lec;2Lab)

This course is an introduction to the realm of publishing and print industries relative to Arabic culture and traditional forms. Students are introduced to the basic Arabic type and custom lettering. In addition, the course provides a survey of the history and evolution of Arabic typography, with particular reference to Islamic calligraphy and arabesque patterns.

GRAD225 STORY BOARDING (3Crs.:3Lec)

In this course, students study the theories and techniques of storytelling of art for graphic novels, comic books, children’s books, and storyboards for animation and film. Topics include the development of scripts, storyboarding, pencilling, inking, digitizing, and computer colouring.

GRAD226 SPECIAL TOPICS IN GRAPHIC DESIGN (3 Cr. 3Lec; 0Lab)

This course provides study in Graphic design on a special topic.

Study Plan

Bachelor Degree in Graphic Design (108 Credit Hours)

First Semester (18 Credits)			Crs.	Pre-co/requisites
ARTD	201	Design Fundamentals	4	
ARTD	203	Photography	3	
ARTD	205	History of Arts I	3	
ARTD	207	Computer Aided Drafting and Design I	3	
ARTD	209	Freehand Drawing	3	
ENGL	001	General English	2	

Second Semester (18 Credits)			Crs.	Pre-co/requisites
GRAD	202	Graphic Design Studio I	4	Pre: ARTD201
GRAD	204	Theory and Philosophy of Visual Communication	3	
ARTD	206	History of Arts II	3	
GRAD	208	Computer Graphics	3	Pre: ARTD207
GRAD	210	Theory of Colors in Visual Arts	3	
ARAB	001	Arabic Language and Literature	2	

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Third Semester (18 Credits)			Crs.	Pre-co/requisites
GRAD	301	Graphic Design Studio II	4	Pre: GRAD202
GRAD	303	Typography I	3	
GRAD	305	History of Visual Communication	3	
GRAD	307	Digital Imaging	3	Pre: GRAD208
ARTD	309	Environmental Psychology	3	
BLAW	001	Human Rights	1	
		Elective (General) ¹	1	
Fourth Semester (18 Credits)			Crs.	Pre-co/requisites
GRAD	302	Graphic Design Studio III	4	Pre: GRAD301
GRAD	304	Typography II	3	Pre: GRAD303
GRAD	306	Web Design	3	
GRAD	308	Motion Graphics	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
		Elective (General) ¹	1	
Fifth Semester (18 Credits)			Crs.	Pre-co/requisites
GRAD	401	Graphic Design Studio IV	4	Pre: GRAD302
GRAD	403	Interactive Design	3	
GRAD	405	Print and Production Media	3	
GRAD	407	Internship	1	
		Elective ²	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
Sixth Semester (18 Credits)			Crs.	Pre-co/requisites
GRAD	402	Graphic Design Senior Project	6	Pre: GRAD401
GRAD	404	Graphic Design Professional Practice and Ethics	3	
		Elective ²	3	
		Elective ²	3	
		Elective (General) ¹	2	

¹ A total of 18 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr.), ENGL 001 (2Cr.), BLAW 001 (1Cr.) and another 13 credits are selected from the University Elective Courses list. Descriptions of the university requirement courses are shown in the Introduction section of this catalogue.

² Selected from the list of Major Elective Courses offered.

3- Landscape Design Program

Mission

The Mission of the Landscape design program is to prepare students into becoming innovative landscape practitioners, in both public service and private practice, to create a positive impact on the natural and built environments, as they intersect with means of urbanization of the local, regional, and international communities. The offered program builds a design expertise based on both theoretical and applied understanding of human and natural systems, gained through an interdisciplinary approach to project-based learning.

Objectives

The Landscape Design Program aims at addressing contemporary issues facing regional landscapes and communities. Accordingly, the program objectives are to:

- Educate students through design-centered, planning and technical classes, exploring the roles of nature, culture, and community in shaping human, built and natural environments.
- Develop students' ability to integrate aesthetic, artistic, scientific, cultural, institutional, social, ecological, and technological dimensions in the design, planning and/or management of landscapes.
- Enhance the students' personal development and understanding of ethical principles and ecological values through an effective balance of problem-solving and communication skills, and global awareness.
- Develop students' ability to find and evaluate information and to work as a member of a productive, collaborative group.

Learning Outcomes

Graduates of this program will acquire the essential knowledge and o successful practitioners in the field of Landscape Design. Graduates will demonstrate the ability to:

- Promote an ethic of environmental and cultural presidency by integrating aesthetic, artistic, scientific, cultural, legal, political, economic, social, ecological, and technological dimensions in solving problems to achieve exemplary design and management of man-made and natural landscapes.
- Demonstrate advanced graphical, verbal, and written presentation skills.
- Understand, employ and evaluate the principles, theories, and recent trends in the field of Landscape Design.
- Work independently and in collaboration with others to create solutions for complicated landscape design and/or planning problems.
- Create applicable designs that further enhance public health, safety and welfare in contemporary urban cities.
- Perform as an entry-level landscape designer in public or private offices.

Career Opportunities

A graduate landscape designer will be qualified to work in Site Planning, Urban Design, Regional Landscape Planning, Park and Recreation Planning, Land Development Planning, Ecological Planning and Design, Heritage Conservation, Landscape Reclamation and Restoration, Social/Behavioral aspects of landscape design.

Other career options include Consulting Services, Landscape Developer, Landscape Planner, Greenway Initiator, Landscape Assessor, Garden Designer, and Landscape Contractor.

Common Requirements

The list of Common Requirement courses and their descriptions are presented in the introductory pages of the Design Programs section in this catalogue.

Mandatory Core Courses

Courses			Crs.	Pre-Co/requisites
LAND	202	Landscape Design Studio I	4	Pre: ARTD201
LAND	204	Landscape Construction Materials and Specifications	3	
LAND	208	Digital Media in Landscape	3	Pre: ARTD207
LAND	210	Landscape Horticulture	3	
LAND	301	Landscape Design Studio II	4	Pre: LAND202
LAND	302	Landscape Design Studio III	4	Pre: LAND301
LAND	303	Landscape Construction: Site Systems and Engineering	3	Pre: LAND204
LAND	304	Landscape Execution and Detailing I	3	Pre: LAND303
LAND	305	Landscape Architecture History	3	
LAND	306	Plant Biology	3	
LAND	307	Landscape Ecology	3	
LAND	308	Geographic Information System	3	
LAND	310	Surveying	3	
LAND	401	Landscape Design Studio IV	4	Pre: LAND302
LAND	402	Landscape Design Senior Project	6	Pre: INTD401, INTD403
LAND	403	Landscape Execution Design and Detailing II	3	Pre: LAND304
LAND	404	Landscape Design Professional Practice and Ethics	3	
LAND	405	Sustainable Landscape Design	3	
LAND	407	Internship	1	

Description of Mandatory Core Courses

LAND202 LANDSCAPE DESIGN STUDIO I (4Cr.:0Lec;8 Stu)

This course is the first in the sequence of landscape design studios where students are introduced to the development of landscape design processes as applied to small-scale projects: analysis and evaluation of site development procedures; shaping landscape form and space, applied landscape elements and plants. Pre-req.: ARTD201.

LAND204 LANDSCAPE CONSTRUCTION MATERIALS AND SPECIFICATIONS (3Cr.: 1Lec;4 Stu)

This course provides an introduction to site construction and landscape materials and techniques. Topics addressed involve site work and principles of cut/fill, design and placement of various structures, diverse paving materials of pedestrian and vehicular circulation spaces, and site drainage materials. Students learn how to read plans and also prepare plans showing construction details including: walls, walkways, wooden structures, and water features.

LAND208 DIGITAL MEDIA IN LANDSCAPE (3Cr.:2Lec;2 Lab)

This course introduces digital applications and methodologies useful in landscape design' interpretive, interactive design, production, and presentation processes. Students explore digital techniques and tools to develop their designs volumetrically and apply landscape graphics in exterior perspectives. Special attention is given to the effective use of color, quick method of creating perspectives as an integral part of design process in generating, evaluating and presenting design ideas. Pre-req.: ARTD207

LAND210 LANDSCAPE HORTICULTURE (3Cr.:3Lec)

This course introduces the basic principles of selection and management of landscape plants. Students study the habitat, site and technical conditions, and characteristics of plant typologies and their application to landscape horticulture. Issues addressed are the use of native and exotic plants typical of landscape practice in diverse contexts ranging from natural areas to urban settings.

LAND301 LANDSCAPE DESIGN STUDIO II (4Cr.:0Lec;8Stu)

In this design studio, students explore site planning theories, methods and resources used in analyses. This course trains students on the processes of measuring various physical qualities of a site or landscape, such as adjacent buildings, topography, circulation, facilities, and human functions, and then how to apply site planning theories to evaluate landscape design potentials and viability. Focus is on the form implications of applying specific materials, plantings and structural systems, as well as earthwork and drainage. Pre-req.: LAND202.

LAND302 LANDSCAPE DESIGN STUDIO III (4Cr.:0Lec;8Stu)

This course is an advanced module of landscape planning and design at neighbourhood scale. Emphasis is placed on functional relationships, transportation network, green infrastructure, and public services in a mix of housing and commercial projects, by applying appropriate technologies and strategies that promote environmentally and economically sustainable community forms, as well as better social equity. Pre-req.: LAND301.

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- LAND303 LANDSCAPE CONSTRUCTION: SITE SYSTEMS AND ENGINEERING (3Cr.:1Lec;4Stu)**
Students develop an understanding of the principles and techniques of landform manipulation for design and drainage. Issues addressed include contour manipulation, topographic and grading problems in landscape engineering: drainage plans, grading plans, spot elevations, road alignment, sections and profiles and cut-and-fill calculations. Pre-req.: LAND204.
- LAND304 LANDSCAPE EXECUTION DESIGN AND DETAILING I (3Cr.:1Lec;4 Stu)**
This course examines the relationship between landscape design and implementation through construction principles and techniques addressed in preceding courses. Students develop a comprehensive set of working drawing that applies structural theories, selection of materials, detailing and technical specifications commonly used in landscape design. Pre-req.: LAND303.
- LAND305 LANDSCAPE ARCHITECTURE HISTORY (3Cr.:3Lec)**
This course reviews the development of landscape architecture as an art form from the 8th through the 19th centuries till nowadays. Students are introduced to imperative examples of landscape from the eastern, central Asian, and western regions of the world. The cultural and social history of each epoch is also reviewed as a means of critically analyzing the addressed ideas and concepts of landscape design.
- LAND306 PLANT BIOLOGY (3Cr.:3Lec)**
In this course, the visual and ecological characteristics of plants used in landscape design are identified. Emphasis is on landscape plants for urban contexts in Mediterranean climates, identifying the basic taxonomic techniques applied to trees, shrubs, vines and herbaceous plants grown in: parks, streets, containers in balconies or roof gardens, green roofs, vertical walls, etc.
- LAND307 LANDSCAPE ECOLOGY (3Cr.:3Lec)**
Students are introduced to the concepts of ecology and landscape ecology related to sustainable site planning and design. Emphasis is placed on using theory, conservation ethics, and legal regulations to guide planning and design decision making, with a goal of greater integration of ecological concepts and sustainability of landscape.
- LAND308 GEOGRAPHIC INFORMATION SYSTEM (3Cr.:2Lec;2Lab)**
Students are introduced to Geographic Information Systems (GIS) applications appropriate to landscape analysis. Applications include data acquisition, secondary data generation, analysis and management of data, factor combination and GIS-based modelling, use of GIS in decision-making, and Integration of GIS with other technologies used in the field of Landscape Design.
- LAND310 SURVEYING (3Cr.:2Lec;2Lab)**
This course is designed to familiarize students with surveying techniques and grading principles that are essential to interpreting topographical information and understanding natural and man-made features that influence grade changes in the landscape. Students are trained to basic applications of survey equipment, note-keeping, plotting and other measuring techniques that are useful to landscape profession.

LAND401 LANDSCAPE DESIGN STUDIO IV (4Cr.:0Lec;8 Stu)

This studio focuses on generating planning and design strategies for urban sustainable communities, where open spaces are viewed as a catalyst for community development and revitalization. Topics include community identification, social cohesiveness, social, economic and political factors, and community safety and liveability. Pre-req.: LAND302

LAND402 LANDSCAPE DESIGN SENIOR PROJECT (6Cr.:0Lec;12Stu)

In this course student should demonstrate integration and application of the knowledge and skills from all courses in the program. Each student develops a comprehensive independent landscape project from initial research and site investigation to detailed design, implementation, and technical details. Pre-req.: INTD401, INTD403.

LAND403 LANDSCAPE EXECUTION DESIGN AND DETAILING II (3Cr.:1Lec;4 Stu)

This Course provides an understanding of essential considerations of design implementation and construction documentation in landscape architecture. Emphasis is placed on preparing a set drawings, detailing, and specifications of a specialty topic in landscape design. Pre-req.: LAND304.

LAND404 LANDSCAPE DESIGN PROFESSIONAL PRACTICE AND ETHICS (3Cr.:3 Lec)

This course examines the historic and contemporary modes of landscape practice including practice types, ethics, operations, and client systems. Students are introduced to the basic principles of operating a Landscape business, planning for profit and growth, writing contracts, marketing, selling, and project management. Topics discussed also include professional ethics and socially responsible design. Emphasis is given to projected trends of professional practice and the development of administrative documents within the context of legal and ethical obligations to the public.

LAND405 SUSTAINABLE LANDSCAPE DESIGN (3Cr.:3Lec)

This course reviews the principles and practices required to generate a sustainable environment. Matters facing communities, locally and globally, are investigated and discussed. Emphases are placed on methods used to create landscapes that improve the environment by conserving resources and reducing chemical application. Students learn how site design, plant selection, and water management practices influence the sustainability of the designed landscape.

LAND407 INTERNSHIP (1Cr.:1Lec)

Students spend 120 hours in a monitored professional environment to gain the necessary experience that compliments the program's academic work. Work experience provides students with practical experience in areas which are relevant to their specific interests and skills. Students should be exposed to various aspects of landscape design and site planning field and must present a report about their experience.

Major Elective Courses

Courses			Crs.	Pre-Co/requisites
LAND	220	Interior Landscaping	3	
LAND	221	Advanced GIS for landscape	3	
LAND	222	Organic Landscaping	3	
LAND	223	Identification of Mediterranean Flora	3	
LAND	224	Water Gardening	3	
LAND	225	Preservation of Historic Landscape	3	

Descriptions of Major Elective Courses

LAND220 INTERIOR LANDSCAPING (3Crs.: 3Lec)

The course examines principles and practices of interior landscaping in residential and commercial buildings. Discussed issues cover design, selection, planting, and maintenance of plants suitable for indoor use. Effects of interior plants on people and the environment are also studied.

LAND221 ADVANCED GIS FOR LANDSCAPE (3Crs.:2Lec;2Lab)

This is an advanced course in Geographic Information Systems (GIS). Students expand their studies in GIS applications appropriate to landscape analyses. GIS applications includes organization of digital spatial data in an accessible and logical manner for site design, recreation master planning, visual analysis, comprehensive planning, and resource management.

LAND222 ORGANIC LANDSCAPING (3Crs.:3Lec)

This course is about the principals and practices of organic landscaping. It covers both the use of "organic" materials and the use of "organic" cultural practices. Content includes an overview of landscape pertaining to the ecosystem of local garden, ways to build soil richness, plant nutrition using organic fertilizers, methods of growing plants that are naturally resistant to pests and disease.

LAND223 IDENTIFICATION OF MEDITERRANEAN FLORA (3Crs.: 3Lec)

This course identifies plants that are commonly used in the Mediterranean region. Students develop an effective knowledge of plant types. Focus is placed on plant selection techniques, plant associations, and issues of plants for use in standard landscape settings.

LAND224 WATER GARDENING (3Crs.:3Lec)

In this course, students learn to design, construct and maintain diverse types of water gardens. Understand the nature and scope of water gardens. Topics includes indoor and outdoor water features (ponds, fountains, water walls, etc), spas and swimming pools, and water plants. The course also review generic construction materials and technical equipments used for water gardens and pools such as pumps , lights and filters.

LAND225 PRESERVATION OF HISTORIC LANDSCAPE (3Crs.:3Lec)

This course reviews the development of landscape preservation from its beginning in the 19th century to the most recent ideas about heritage and landscape. Through guided readings and class discussions, students develop an understanding of the history of the landscape preservation movement and its value in shaping responsible management today.

Study Plan**Bachelor Degree in Landscape Design (111 Credit Hours)**

First Semester (18 Credits)			Crs.	Pre-co/requisites
ARTD	201	Design Fundamentals	4	
ARTD	203	Photography	3	
ARTD	205	History of Arts I	3	
ARTD	207	Computer Aided Drafting and Design I	3	
ARTD	209	Freehand Drawing	3	
ENGL	001	General English	2	

Second Semester (18 Credits)			Crs.	Pre-co/requisites
LAND	202	Landscape Design Studio I	4	Pre: ARTD201
LAND	204	Landscape Construction Materials and Specifications	3	
ARTD	206	History of Arts II	3	
LAND	208	Digital Media in Landscape	3	Pre: ARTD207
LAND	210	Landscape Horticulture	3	
ARAB	001	Arabic Language and Literature	2	

Third Semester (18 Credits)			Crs.	Pre-co/requisites
LAND	301	Landscape Design Studio II	4	Pre: LAND202
LAND	303	Landscape Construction: Site Systems and Engineering	3	Pre: LAND204
LAND	305	Landscape Architecture History	3	
LAND	307	Landscape Ecology	3	
ARTD	309	Environmental Psychology	3	
BLAW	001	Human Rights	1	
		Elective (General) ¹	1	

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Fourth Semester (18 Credits)			Crs.	Pre-co/requisites
LAND	302	Landscape Design Studio III	4	Pre: LAND301
LAND	304	Landscape Execution Design and Detailing I	3	Pre: LAND303
LAND	306	Plant Biology	3	
LAND	308	Geographic Information System (GIS)	3	
LAND	310	Surveying	3	
		Elective (General) ¹	2	
Fifth Semester (18 Credits)			Crs.	Pre-co/requisites
LAND	401	Landscape Design Studio IV	4	Pre: LAND302
LAND	403	Landscape Execution Design and Detailing II	3	Pre: LAND304
LAND	405	Sustainable Landscape Design	3	
LAND	407	Internship	1	
		Elective ²	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
Sixth Semester (21 Credits)			Crs.	Pre-co/requisites
LAND	402	Landscape Design Senior Project	6	Pre: LAND401, LAND403
LAND	404	Landscape Design Professional Practice and Ethics	3	
		Elective ²	3	
		Elective ²	3	
		Elective (General) ¹	2	
		Elective (General) ¹	2	
		Elective (General) ¹	2	

¹ A total of 18 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr), ENGL 001 (2Cr), BLAW 001 (1Cr) and another 13 credits are selected from the University Elective Courses list. Descriptions of the university requirement courses are shown in the Introduction section of this catalogue.

² Selected from the list of Major Elective Courses offered.

4- Fashion Design Program

Mission

The mission of the Fashion Design Program at Beirut Arab University is to provide learning opportunities that integrates critical thinking skills with a wide variety of creative experiences in the field of Fashion Design. Very broadly, the Fashion Design Program seeks to provide students with the highest professional standards to advance a human-centered practice of Fashion design that contributes positively to the health, safety and well-being of people in local, regional and global contexts.

Objectives

The broad aim of Fashion design program is to provide a variety of transformative learning opportunities to shape creative, rational, socially and environmentally responsible Fashion design professionals. This thorough goal is supported through the following objectives:

- To develop the intellectual and practical skills of the student in the concepts, principles, development and realization of costumes design for the fashion industry, with a solid background of design theories, histories, environmental responsiveness, and standards; along with creative and critical thinking skills.
- To foster the development of an open minded and creative attitude, balanced with organizational skills and responsiveness to the rapidly changing needs of the fashion industry and to achieve users' needs in various environments.
- To develop effective communication skills in relation to written, oral and visual language, including proficient knowledge of information technologies.
- To prepare the students with a range of professional and transferable skills for interacting with multiple disciplines in collaborative environments.
- Develop an understanding of business and marketing practices, creating ethical and responsible industry professionals.

Learning Outcomes

Graduates of this program will acquire the essential knowledge and hands-on skills of successful practitioners in the field of Fashion Design. Six critical outcomes are identified as essentials for students to achieve the above mentioned aim. Graduates will demonstrate the ability to:

- Demonstrate a comprehensive, human-centered, socially, economically and environmentally responsive design through the application of critical and analytical problem-solving methods within the fashion design process.
- Formulate a complete understanding of the historical and theoretical fundamentals and universal principles of Fashion design.
- Demonstrate professional technical competence in a range of pattern cutting and garment construction methods and all aspects of fashion production.
- Communicate effectively and express ideas in writing, orally and employ a range of information technologies applications to visualize, articulate and promote outcomes and ideas.
- Acquire the necessary knowledge required for professional practice.
- Demonstrate consistent development of transferable skills in collaborating effectively in teams, and working with professional designers.

Career Opportunities

Fashion designer, Clothing/textile technologist, Retail buyer, Retail manager, Retail merchandiser
 Textile designer, Visual merchandiser, Event organizer.

Common Requirements

The list of Common Requirement courses and their descriptions are presented in the introductory pages of the Design Programs section in this catalogue.

Mandatory Core Courses

Courses			Crs.	Pre-Co/requisites
FASD	202	Fashion Design Studio I	4	Pre: ARTD201
FASD	204	Pattern Making	3	
FASD	208	Computer Aided Design for Fashion Design	3	Pre: ARTD207
FASD	210	Fashion Illustration	3	Pre: ARTD209
FASD	301	Fashion Design Studio II	4	Pre: FASD202
FASD	302	Fashion Design Studio III	4	Pre: FASD301
FASD	303	Sewing Techniques	3	
FASD	304	Textile Design	3	
FASD	305	History of Costume and Fashion Design	3	
FASD	306	Accessories Design	3	
FASD	307	Draping Design I	3	Pre: FASD204
FASD	308	Draping Design II	3	Pre: FASD204, FASD307
FASD	401	Fashion Design Studio IV	4	Pre: FASD302
FASD	402	Fashion Design Senior Project	6	Pre: FASD401
FASD	403	Grading	3	Pre: FASD208
FASD	404	Fashion Design Professional Practice and Ethics	3	
FASD	405	Fashion Portfolio	3	Pre: FASD208
FASD	407	Internship in Fashion Design	1	

Description of Mandatory Core Courses

FASD202 FASHION DESIGN STUDIO I (4Cr.: 1Lec; 6Stu)

This course is an introduction to the fundamental creative process of Fashion design and a continuation of the Integrative Studios. The course will focus on drawing methods and design techniques - in the process of developing casual wear- to integrate material skills, techniques and concepts from other courses like patternmaking and sketching into project work. Students will begin to identify and understand collaboration, conceptual development and primary research within the context of Fashion design while building their capacities for investigation, critical thinking, and working across media. Pre-req: ARTD201

FASD204 PATTERN MAKING (3Cr.: 2Lec; 2Stu)

This Course develops an understanding of basic patterns and how to manipulate them respecting the fundamental rules of pattern making. By understanding pattern construction students will be able to gain a wider understanding of the use of the pattern for various sectors while developing basic concepts.

FASD208 COMPUTER AIDED DESIGN FOR FASHION DESIGN (3Cr.: 2Lec; 2Lab)

This course is designed to explore digital techniques of 2D and 3D Modeling and animation software such as Adobe Illustrator, Adobe Photoshop. Students will manipulate basic blocks using the pattern design software (PDS) and create garment models, orders, and markers for production. In addition, they will explore advanced techniques and appropriate digital tools to help them quickly visualize and enhance their ability to efficiently create original ideas by computer. Special attention is given to utilizing digital media as support for visual and verbal communication through a review of 3-D modeling concepts, computer-aided rendering concepts, and digital image creation. Pre-req.: ARTD207

FASD210 FASHION ILLUSTRATION (3Cr.: 2Lec; 2Sec)

This course introduces the techniques of fashion design sketches and illustrations. Students will learn how to sketch fashion figures, add garments, and hand-rendering of different materials using media like colored pencils and markers. Emphasis is on the fast sketching of models and garments with the rendering of different textures, Theoretical and practical aspects of color are studied in-depth including practical problems dealing with color harmony, trends, association, symbolism, optical illusion, notation and terminology. Pre-req.: ARTD209

FASD301 FASHION DESIGN STUDIO II (4Cr.: 0 Lec; 8Stu)

Based on the foundation of Fashion Design Studio I, the aim of this course is to develop students' knowledge of the fundamentals of fashion design practice. Students will be moving towards a competency in the application of design and research processes while seeking appropriate technical 3D solutions to produce tailored garments along with fitting knits. Considerations are given to users of various age, culture, income, and physical abilities. In addition to understanding the fitting process, selection of textiles and weaves, color scheming, sewing, and selection of accessories. Pre-req.: FASD202.

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FASD302 FASHION DESIGN STUDIO III (4Cr.: 0Lec; 8Stu)

An intermediate studio course where students continue to develop their personal research methodologies, design philosophy, processes and innovative approaches to materiality, as well as examine more complex design concepts in order to demonstrate a breadth of understanding of brand identity and user contexts. In this course, Consideration will be given to the visual curation of the fashion process in terms of personal identity; focusing on development of original designs and execution incorporating draping, drafting and flat pattern techniques. Pre-req.: FASD301.

FASD303 SEWING TECHNIQUES (3 Cr.: 1Lec; 4Stu)

This Course introduces students to the basics of sewing from a technical point of view. During the semester the student will learn how to use various sewing machines, both industrial and household. Students will also investigate and then execute all the basic stitches used in the apparel industry.

FASD304 TEXTILE DESIGN (3 Cr.: 2Lec; 2Stu)

This course is a comprehensive overview of the textile industry with a study of textile science, covering the design and production techniques of textiles and fabric styling. Emphasis is on dyeing, printing and finishing of textiles. students learn many different textile techniques such as swatch weaving, dyeing yarns, direct painting and wet painting, discharge print, block printing, silk screening, free motion stitching and yarns appliqué, beading, smocking, etc.

FASD305 HISTORY OF COSTUME AND FASHION DESIGN (3Cr.: 3Lec)

This course reviews the developments in Costume and Fashion design around the world from early civilizations to the present and the factors that influence style changes. An in-depth study of fashion creators, trends, and the political climate that has created men's and women's fashion during the 20th century. Students should gain a greater perspective on the historical, social, economic, industrial precursors and contexts to contemporary fashion's design and trends.

FASD306 ACCESSORIES DESIGN (3Cr.: 2Lec; 2Stu)

This course is focused on the exploration of the fundamentals of female accessories design: bags, shoes, belts and hats. Students will acquire the basic skills needed to coordinate and develop their own collection portfolio and will get acquainted with the technical methodology to make accessories design.

FASD307 DRAPING I (3Cr.: 2Lec; 2Stu)

Students are expected to demonstrate an understanding of the basic rules of draping and create sample garments. Sewing machines and basic stitches will also be used to create personal creative projects from the conceptual phase to the finished garment. Pre-req.: FASD204.

FASD308 DRAPING II (3Cr.: 2Lec; 2Stu)

This is an advanced draping course in which students will realize items focusing on the cuts and fit of garments. Students will work on bias drapes, collar and sleeve variations. In the second part of the course students will execute three given projects, for example a dress, a bustier and business attire, that the student interprets according to his/her style and then executes from start to finish in their own size. Pre-req.: FASD204, FASD307.

FASD401 FASHION DESIGN STUDIO IV (4Cr.: 0Lec; 8Stu)

An advanced studio course that aims to further develop students' skills in design process and methods, as well as creative and critical skills to expand and broaden technical skills to develop a personal design philosophy in readiness for senior capstone experience. Includes couture evening wear techniques and research processes. Emphasis is placed on Economic and Environmental sustainability in their design work. Pre-req.: FASD302

FASD402 FASHION DESIGN SENIOR PROJECT (6Cr.: 0Lec; 12Stu)

In this course, students choose their own senior design project topic and work towards more self-directed learning. In this capstone course, students are required to incorporate the skills and knowledge gained throughout their studies to create a full garment line from conception to execution, to be presented and judged by experts during finals in student fashion show. Emphasis is placed on creativity, originality, technical skill and execution, as well as marketability. Students work independently with tutor's guidance to generate original and creative professional level design outcomes. Pre-req.: FASD401

FASD403 GRADING (3 Cr.: 2Lec; 2Stu)

In this course, Industrial theory and grading techniques are examined with respect to traditional manual grading and CAD applications. Anthropometric data and grading charts are analyzed in relation to size ranges and garment types. Pre-req.: FASD208

FASD404 FASHION DESIGN PROFESSIONAL PRACTICE AND ETHICS (3 Cr.: 3Lec)

This course develops students understanding of professional practice and Ethics in the fashion design industry. Students are introduced to industry practices such as unit and inventory control and pricing, Licensing and retail environments. Topics discussed also include professional ethics, social responsibility and Intellectual property such as trademarks, copyrights..etc. Emphasis is on the different roles within fashion business structure, career development options, fashion marketing and manufacturing.

FASD405 FASHION PORTFOLIO (3 Cr.: 1Lec; 4Stu)

This advanced fashion design course is structured in order to expand students' knowledge and application of digital skills applicable to their personal digital professional portfolio that will add to the paper one. The students will work on their fashion collection, starting with their previous projects and adding concept boards, color story, fabrics, trims, illustrations and technical drawings in addition to the creation of a personal resume, business card and a digital brochure. Pre-req.: FASD208.

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FASD407 INTERNSHIP IN FASHION DESIGN (1 Cr.)

Students are required to complete 120 hours of documented work experience between first and third year in a monitored professional environment to gain the necessary experience that compliments the program's academic work. Work experience provides students with hands-on practical training in areas which are relevant to their specific interests and skills, and may include but are not limited to: working on fabric/garment prototyping, design assistance, window display, merchandising. Students should be exposed to various aspects of the Fashion design field and must present a report about their experience. This course is graded on a pass/fail basis.

Major Elective Courses

Courses			Crs.	Pre-Co/requisites
FASD	220	Semiotics	3	
FASD	221	Advanced Color Theory	3	Pre: FASD 210
FASD	222	Special Topics in Fashion Design	3	
FASD	223	Sustainability in Fashion	3	
FASD	224	Fashion Event Planning	3	
FASD	225	Fashion and Local Identity	3	

Description of Major Elective Courses

FASD220 SEMIOTICS (3 Cr.: 3Lec)

Students are introduced to the problems associated with perception, understanding, interpretation and creation of visual representations. Students study also an introduction to the language of representation, through the analysis and comprehension of concepts such as rhetoric, narrative, stereotype, Signs and their meaning, the construction of reality, mythology and ideology, semiotics of art and mass media.

FASD221 ADVANCED COLOR THEORY (3Cr.: 2Lec; 2Stu)

This course begins with a conceptual review of basic color theory and reviews issues studied in earlier courses such as color systems, interaction and harmony. The course will provide students with advanced knowledge in the following specialized areas: color and lighting, color psychology/emotions, symbolism, forecasting, branding, visual merchandising, graphic design, ethnic color usage, science, measurement, technology, management, and careers in color. Pre-req.: FASD210

FASD222 SPECIAL TOPICS IN FASHION DESIGN (3Cr.)

This course provides study in Fashion design on a special topic. May be repeated for credit if topics vary.

FASD223 SUSTAINABILITY IN FASHION (3Cr.: 3Lec)

In this course, students learn the social, cultural and environmental ramifications of our design decisions. Students use their skills as designers to develop creative solutions to technical challenges in moving our industry and our society towards sustainability. More specifically students will review the ecological crisis and how fashion/textiles contribute to this crisis.

FASD224 FASHION EVENT PLANNING (3Cr.: 3Lec)

This course focus on the theoretical and practical application of event planning, including the selection of a suitable location, budget planning, promotion and public relations. The course also include developing working schedule, and working within assigned time frames.

FASD225 FASHION AND LOCAL IDENTITY (3Cr.: 3Lec)

This course fosters a broad understanding of the complex relationships between dress and culture in the non-Western world. Students should gain a greater perspective on the historical, social, economic, industrial precursors that has created men’s and women’s fashion trends in the Middle East. These geographical and cultural variations reflect a complex set of relations between historical change and clothing practices as markers of changing identity over time, including differences relating to gender, age, wealth, and religious status.

Study Plan

Bachelor Degree in Fashion Design (108 Credit Hours)

First Semester (18 Credits)			Crs.	Pre-co/requisites
ARTD	201	Design Fundamentals	4	
ARTD	203	Photography	3	
ARTD	205	History of Arts I	3	
ARTD	207	Computer Aided Drafting and Design I	3	
ARTD	209	Freehand Drawing	3	
ENGL	001	General English	2	

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Second Semester (18 Credits)			Crs.	Pre-co/requisites
FASD	202	Fashion Design Studio I	4	Pre: ARTD201
FASD	204	Pattern Making	3	
ARTD	206	History of Arts II	3	
FASD	208	Computer Aided Drafting and Design for Fashion Design	3	Pre: ARTD207
FASD	210	Fashion Illustration	3	
ARAB	001	Arabic Language and Literature	2	

Third Semester (18 Credits)			Crs.	Pre-co/requisites
FASD	301	Fashion Design Studio II	4	Pre: FASD202
FASD	303	Sewing Techniques	3	
FASD	305	History of Costume and Fashion Design	3	
FASD	307	Draping I	3	Pre: FASD204
ARTD	309	Environmental Psychology	3	
BLAW	001	Human Rights	1	
		Elective (General) ¹	1	

Fourth Semester (18 Credits)			Crs.	Pre-co/requisites
FASD	302	Fashion Design Studio III	4	Pre: FASD301
FASD	304	Textile Design	3	
FASD	306	Accessories Design	3	
FASD	308	Draping II	3	Pre: FASD204, FASD307
		Elective (University General Requirements) ¹	2	
		Elective (University General Requirements) ¹	2	
		Elective (University General Requirements) ¹	1	

Fifth Semester (18 Credits)

Fifth Semester (18 Credits)			Crs.	Pre-co/requisites
FASD	401	Fashion Design Studio IV	4	Pre: FASD302
FASD	403	Grading	3	Pre: FASD208
FASD	405	Fashion Portfolio	3	Pre: FASD208
FASD	407	Internship in Fashion Design	1	
		Elective ²	3	
		Elective (University General Requirements) ¹	2	
		Elective (University General Requirements) ¹	2	

Sixth Semester (18 Credits)

Sixth Semester (18 Credits)			Crs.	Pre-co/requisites
FASD	402	Fashion Design Senior Project	6	Pre: FASD401, FASD403
FASD	404	Fashion Design Professional Practice and Ethics	3	
		Elective ²	3	
		Elective ²	3	
		Elective (University General Requirements) ¹	2	
		Elective (University General Requirements) ¹	1	

¹ A total of 18 credits is required as General University Requirements; 5 credits are selected from the University Mandatory Courses list including ARAB 001 (2Cr.), ENGL 001 (2Cr.), BLAW 001 (1Cr.) and another 13 credits are selected from the University Elective Courses list. Descriptions of the university requirement courses are shown in the Introduction section of this catalogue.

² Selected from the list of Major Elective Courses offered.