

ARCHITECTURE, MS

The 36-credit, three-semester, fully encapsulated, STEM-accredited (fall, spring, summer) post-professional program aims to expand a student's previously established professional education by imbuing them with the disciplinary and technical precision to engage in evolving forms of advanced design research, thinking, and practice. The specific focus of the program is on the multifaceted reformulation of architectural mediums—an area of research that explores how architectural design can engage multiple senses via the media and mediums that interact with the built environment. The program centers on architecture as the design of “live experience,” engaging concepts and design methods ranging from architecture to object design, robotics, branding, material visualization, and environmental graphics.

At the pinnacle of Graduate Architecture and Urban Design (GAUD) Directed Research, the program explores a specific scale of architectural projects, the outputs of which hover between oversized products and undersized architecture. The goal of immersing students in directed research is to enhance their individual capacities to ask often difficult and challenging questions facing the profession and discipline through design. Specific to this program is the question of how contemporary and future architecture can harness the design and integration of media in buildings, using the urban and rural environments of Brooklyn, New York City, and the surrounding region as the program's testing grounds.

Open to students holding a five-year (BArch) or equivalent (MArch) degree in Architecture, the program helps students cultivate specific interests in architecture through a precise, disciplinary framework. All students are exposed to relevant issues through intensive architectural media courses exposing them to cutting-edge methods, fabrication, and visualization; rigorous history-theory and architecture electives; and through a dense array of lectures and events, including the participation of prominent scholars. This ensemble of learning complements and reinforces the studios where the understanding, comprehension, and integration of theoretical and technical knowledge is tested, pushed to its limits, and discussed in a critique format with faculty, guests, partners, and the GAUD critic at large. Studio subjects span from the inclusion of hydrological, horticultural, luminous, and sonic media to speculating upon the use of media facades, sensory net-works, graphics, cinema, op art, and robotics. The broader strokes of this area of GAUD Directed Research shifts its disciplinary focus from the generative and representational aspects of architectural media (the processes that lead up to a piece of architecture) to the experiential and qualitative effects of highly mediated architectures.

Program Coordinator

Jing Liu

Course	Title	Credits
Semester 1		
ARCH-901	Design 1: Introduction to Media & Methods	5
ARCH-813	Multimedia and Computer Methods	3
ARCH-981	Pro Seminar: Theory and Analysis	3
ARCH-982	Pro Seminar: Theories of Architectural Mediums	3
Credits		14
Semester 2		
ARCH-902	Design 2: Testing Media & Methods	5

ARCH-988	Culminating Project Research	3
Architecture Core Elective		6
Credits		14
Semester 3		
ARCH-903	Design 3: Speculating on Mediums	5
All Institute Elective		3
Credits		8
Total Credits		36

LEARNING OBJECTIVES FOR THE MASTER OF ARCHITECTURE AND MASTER OF SCIENCE, ARCHITECTURE PROGRAMS:

- Throughout the curriculum design is approached with an emphasis on advanced architectural mediums with opportunities for students to explore physical, virtual, and hybrid applications of cutting-edge design and architectural media.
- Studios, seminars, and electives are coordinated to approach design and discourse as progressive cultural acts with cutting-edge to near-future potential for speculation and innovation.
- The program provides intermediate and advanced experience with contemporary design techniques and technologies; physical and virtual media; cutting-edge theories of architecture; new materiality and allied disciplines; discourse-generating and polemical writing techniques; architectural research; publication and book design; new architectural graphics and representational logics; and exposure to prominent contributors to the discipline.
- Coursework involves a combination of design studios; directed design-research studios; discursive seminars; directed research seminars; architectural media courses; and a combination of history, theory, and architecture electives that give students opportunities to broaden or deepen their interests and the understanding of their work.
- The program seeks to provide strong internal curricular frameworks for students to develop advanced discourse and design work, while also providing directed-research opportunities to connect with internal faculty and external partners through arts organizations, fabrication groups, and technology companies.