

Fall Schedule (Based on 2016 Fall Schedule, adjusted for new curriculum)

	Code	Total Contact	Placed
Foundations I	I_Fnds_1 I_Fnds_2 I_Fnds_3 I_Fnds_4 I_Fnds_5 I_Fnds_6 I_Fnds_7 I_Fnds_8	9 9 9 9 9 9 9 9	x x x x x x x x
Intro to Arch	Intro_1 Intro_2 Intro_3 Intro_4 Intro_5 Intro_6 Intro_7 Intro_8	4 4 4 4 4 4 4 4	x x x x x x x x
Site Planning	Site_1 Site_2 Site_3	3 3 3	x x x
History I	I_Hst_1 I_Hst_2 I_Hst_3 I_Hst_4 I_Hst_5	3 3 3 3 3	x x x x x
BTECH I	I_Tech_1 I_Tech_2 I_Tech_3 I_Tech_4 I_Tech_5 I_Tech_6	5 5 5 5 5 5	x x x x x x
Foundations II	II_Fnds_1 II_Fnds_2 II_Fnds_3	9 9 9	x x x
BTECH II	II_Tech_1 II_Tech_2 II_Tech_3 II_Tech_4	5 5 5 5	x x x x
Studio III	III_Std_1 III_Std_2 III_Std_3 III_Std_4 III_Std_5	9 9 9 9 9	x x x x x
History II	II_Hst_1 II_Hst_2 II_Hst_3 II_Hst_4 II_Hst_5	3 3 3 3 3	x x x x x

BTECH III	III_Tech_1 III_Tech_2 III_Tech_3 III_Tech_4	7 x 7 x 7 x 7 x
Environ. Systems	EnSy_1 EnSy_2 EnSy_3	3 x 3 x 3 x
Studio IV	IV_Std_1 IV_Std_2 IV_Std_3	9 x 9 x 9 x
BTECH IV	IV_Tech_1 IV_Tech_2 IV_Tech_3	5 x 5 x 5 x
Structures I	I_Stru_1 I_Stru_2	3 x 3 x
Studio V	V_Std_1 V_Std_1 V_Std_1	9 x 9 x 9 x
History III	III_Hst_1 III_Hst_2 III_Hst_3	3 x 3 x 3 x
Bldg Perf Wksp	BPW_1 BPW_2	5 x 5 x
Sustainability	Sust_1 Sust_2	3 x 3 x
Arch. Office Mngt	OffMng_1 OffMng_2	3 x 3 x
Lighting Acoustics	L+A_1	3 x
Parametric Model	Para_1	5 x
Comp Ass Anim	Anmt_1	3 x
Integrated Soft	InSof_1	3 x
Studio VI	VI_Std_1	9 x
Adv. Detailing	AdvDtl_1 AdvDtl_2	8 x 8 x

Adv. Materials	AvdMtls_1	3 x
Munic Agencies	Munic_1	3 x
	Munic_2	3 x
Studio VII	VII_Std_1	9 x
	VII_Std_2	9 x
	VII_Std_3	9 x
Detailing Exist	DtlExist_1	4 x
	DtlExist_2	4 x
Studio VIII	VIII_Std_1	9 x
Construction Topics	CnsTpcs_1	8 x
Design to Build	DesBld_1	5 x
Structures II	II_Struc_1	3 x
	II_Struc_2	3 x
	II_Struc_3	3 x
Comp Fab	CompFab_1	5 x
Arch Internship	Intern_1	2 x
Pro Practice	ProPrac_1	3 x
	ProPrac_2	3 x
Studio IX	IX_Std_1	12 x
	IX_Std_2	12 x
Thesis Research	ThRes_1	2 x
	ThRes_2	2 x
Theory I	I_Thry_1	3 x
	I_Thry_2	3 x
Theory II	II_Thry_1	3 x
Studio X	X_Std_1	12 x