URBAN DESIGN

The Master of Urban Design (M.U.D.) is an advanced, interdisciplinary program of study that focuses on contemporary challenges of urbanism at local, regional and global scales. The program is geared toward students with previous professional degrees in architecture (BArch, MArch), landscape architecture (BLA, MLA) or planning (BSARP, MCRP, MUP), and relevant professional experience. The program draws faculty from these and other related disciplines within the college and university. Graduate students can also pursue the following dual degrees that are offered in the College of Design: M Arch/M.U.D., M CRP/M.U.D., and M L A/M.U.D.

In this three-semester (summer, spring, fall), 36-credit degree program, students integrate design into the understanding and framing of urbanized environments by engaging directly in a community of inquiry and practice—learning to create more adaptable, flexible and resilient cities and regions within the context of a changing world.

Through this program, students will:

• gain knowledge of new practices, technologies, and methods of urban design.
• learn advanced thinking skills and integrate concepts, ideas and approaches in a team-based, interdisciplinary design process, and
• acquire knowledge and skills that support professional leadership in research and design work focused on local, regional and global issues in the contemporary built environment.

Application information is available at
http://www.design.iastate.edu/urbandesign.php

Courses primarily for graduate students, open to qualified undergraduates:

URB D 501: Urban Design Local Studio
(3-6) Cr. 6.
Prereq: Graduate standing or senior classification with instructor permission
Analysis and observation of urban morphology and culture with urban design projects set in local cities of the United States. Students with learn skills to observe and interpret urbanism as they develop processes for designing cities concerned for both physical form, ecological principles and human activity.

URB D 502: Urban Design Global Studio
(1-10) Cr. 6.
Prereq: Graduate standing or senior classification with instructor permission.
Students develop proposals for urban design interventions in an international context at multiple scales using investigation, analysis, observation, and interaction. Field trips.

URB D 511: North American Urbanization
(3-0) Cr. 3.
Prereq: Graduate standing or senior classification with instructor permission
Focus on the historical role of planning and urban design in the shaping of North American cities and regions, from the colonial period to the late twentieth century. Examine the legacy of planning and design by exploring the intersection of geographic space, politics, and policy. Investigate the factors and the processes that produce the built environment.