College of Design

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198 Lawrence Hall

Founded in 1914, the College of Design is a collaborative community dedicated to environmental sustainability, civic responsibility, creativity and innovation, international understanding, and interdisciplinary education. The college (formerly known as the School of Architecture and Allied Arts) has degree programs in Eugene and Portland. Its goal is to provide students with the skills and mentorship needed to tackle complex global challenges.

The college comprises three schools and one independent department:

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

Programs

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

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

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

Admission

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

Student Services

The Student Services office in the College of Design provides comprehensive academic advising and robust help with identifying career goals and setting job-search strategies. Career-advising services also encompass job counseling, professional mentoring, group presentations, workshops, job fairs, and several career symposiums.

Technology and Facilities

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

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

Research, Scholarship, and Creative Work

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

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

Premajors and Nonmajors

Many courses are open to majors outside the College of Design or to students who have not yet declared a major. The college offers a range of general-education, group-satisfying courses as well as courses that satisfy multicultural requirements. In addition, students may access art and art technology studio offerings as nonmajors, provided the appropriate course prerequisites have been completed. These courses may include the following:

College of Design

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>DSGN 321</td>
<td>Inclusive Urbanism</td>
<td>4</td>
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Department of Architecture

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<tbody>
<tr>
<td>ARCH 201</td>
<td>Introduction to Architecture</td>
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Department of Art

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

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<th>Code</th>
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<th>Credits</th>
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<tbody>
<tr>
<td>ARH 101</td>
<td>Global Masterpieces: Monuments in Context</td>
<td>4</td>
</tr>
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Courses

DSGN 196. Field Studies: [Topic]. 1-2 Credits.
Repeateable.

DSGN 198. Workshop: [Topic]. 1-2 Credits.
Repeateable.

DSGN 199. Special Studies: [Topic]. 1-5 Credits.
Repeateable.

DSGN 321. Inclusive Urbanism. 4 Credits.
Investigates the relationship between social-economic inclusion and the physical form of cities.

DSGN 399. Special Studies: [Topic]. 1-5 Credits.
Repeateable.

DSGN 401. Research: [Topic]. 1-21 Credits.
Repeateable.