



Student Learning Outcomes

College: Arts + Architecture

Department: School of Architecture

Degree Program: Master of Urban Design

- 1) Student will demonstrate proficiency in Urban Design Fundamentals. Proficiency will be assessed for:

Part 1: Basic Urban Design Composition Skills

Ability to organize the physical elements of urban design, urban infrastructure and public space design in the creation of master plans.

Part 2: Basic Urban Design Graphic Skills

Ability to use appropriate representational media, including freehand drawing and computer technology, to convey essential spatial and formal elements at each stage of the urban design process.

- 2) Student will demonstrate proficiency in Urban Design Intermediate Skills. Proficiency will be assessed for:

Part 1: Sustainable Site Design Skills

Ability to analyze and synthesize context and site design criteria relevant to issues of environmental sustainability. (MUDD 6102)

Part 2: Ability to Collaborate in Multi-Disciplinary Design Teams

Ability to work effectively in charette teams with members from related disciplines. The product is a design project that tangibly integrates the work of all disciplines. (MUDD 6102)

- 3) Student will demonstrate proficiency in Mixed-use, High Density Urban Design Skills. Proficiency will be assessed for:

Advanced Mixed-use, High Density Urban Design Skills

Ability to create and communicate complex urban design proposals for large buildings and associated public space and transportation infrastructure.