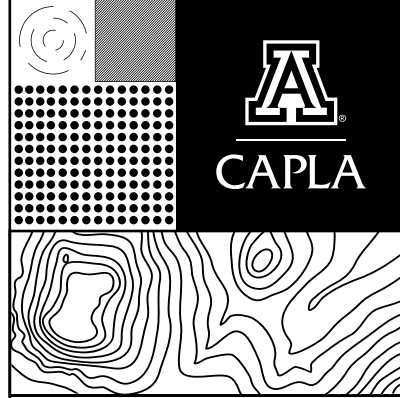


# MASTER OF LANDSCAPE ARCHITECTURE CURRICULUM

## ADVANCED PLACEMENT: B.ARCH OR EQUIVALENT



### NOTES:

■ Master's Report (LAR 909) or Thesis (LAR 910) units can also be taken during the last 3 semesters, **if you wish to keep minimal units for your last semester.** If this is the case, we suggest you take 2 units in Spring 1, 3 units in Fall 2, and 1 unit in Spring 2. If you have an assistantship in the final semester, you can add an additional 3 units to remain full-time.

Most students complete a Master's Report, so LAR 909 is the appropriate course number. These units are separate from the seminar class.

● Electives must be approved by the academic advisor.

**ACADEMIC ADVISOR**  
 GRETCHEN LUHR  
 Graduate Student Services  
 Coordinator

capla-grad@arizona.edu  
 520-621-6751

UPDATED 12/18/2023

### FALL 1

Design Studio III  
 Plant Materials  
 Contemporary Landscape Architecture  
*Landscape Construction - optional*

### SPRING 1

Design Studio IV  
 Landscape Ecology  
 Site Engineering  
 History and Theory of Landscape Architecture (independent study)  
 Landscape Architecture Seminar II

### FALL 2

Planting Design  
 Introduction to GIS for Planning and Landscape Architecture  
 Landscape Architecture Seminar III

### SPRING 2

Landscape Planning Studio  
 Landscape Architecture Seminar IV  
 Master's Report/Thesis ■

## ELECTIVES ●

### FALL

Green Infrastructure  
 Introduction to Heritage Conservation  
 Research Methods

### SPRING

Placemaking and Urban Form  
 Geodesign Studio  
 Documentation and Interpretation of the Historic Built Environment  
 Preservation Planning Issues  
 Land Use Planning Law

### UNITS

### COURSE #

6 LAR 610  
 4 LAR 520  
 3 LAR 540  
 4 LAR 555  
**13-17**

6 LAR 611  
 3 LAR 523  
 4 LAR 554  
 1 LAR 599-027  
 1 LAR 596B  
**15**

4 LAR 526  
 4 LAR 570  
 2 LAR 596C  
**10**

3 LAR 623  
 2 LAR 596D  
 6-9 LAR 909/910  
**11-14**

3 LAR 550  
 3 ARC 571F  
 3 SBE 580

3 RED 521  
 3 PLG 558  
 3 LAR 597J  
 3 PLG 564  
 3 PLG 560