Architecture comes out of a community. It’s not just about a client or just about a building or just about an architect, but it takes an interconnected web of skills, talents and interests to make meaningful work.

Christopher Domin
Associate Professor of Architecture

MASTER OF ARCHITECTURE

CAPLA’s Master of Architecture is an NAAB-accredited, professional STEM degree devoted to the education of tomorrow’s leading architects.

The M.Arch offers pathways that vary depending on your background. Students with undergraduate studio-based architecture degrees can complete the program in two years, while others can complete the program in three years, including an immersive summer session.

The University of Arizona M.Arch combines place-based design honed in the extreme climate and exquisite landscape of the Sonoran desert with cutting-edge material and environmental research, all delivered through hands-on learning. As an M.Arch student, you will acquire a portable design sensibility, empowering you to develop critical modes of practice, regardless of where or how you practice.

In the M.Arch, you’ll learn:

- How to design for climate and place
- Digital and analog techniques for design representation and exploration
- Architectural history and theory
- Passive and active building technologies
- Digital fabrication and other advanced technologies
- How design should respond to materials, fabrication and construction
- The impact of sociocultural factors on design
- How to present your work visually, verbally and materially
- How to collaborate
- Professional practices and ethics
- Design for all

MASTER OF ARCHITECTURE

Demand for trained architects is high and growing in Arizona and around the world. M.Arch graduates can expect to work in:

- Professional architectural practice
- Construction
- Consulting
- Sustainability
- Preservation
- Computer gaming
- Film and video modeling and production
- Digital fabrication and manufacturing
- Civic advocacy
- Other sectors of the building and construction industry

Graduates who go into practice will have a wide range of practice opportunities—from commercial to residential, industrial to civic, new design to adaptive reuse, all to create the living, work and recreation environments of the future.

CONTACT

CAPLA-GRAD@ARIZONA.EDU
MASTER OF ARCHITECTURE CURRICULUM

SUMMER 1
- Immersion Studio I: Space and Composition
- Design Communication I

FALL 1
- Immersion Studio II: Tectonic
- Integrated Technologies I
- History and Theory I
- Design Communication II

SPRING 1
- Immersion Studio III: Land Ethic
- Pre-Design
- Integrated Technologies II
- History and Theory II

ADVANCED STANDING ENTRY

FALL 2
- Comprehensive Studio I: Dwelling or Institutional
- Integrated Technologies III
- History and Theory III: Modern and Contemporary Architecture
- Design Communication III

SPRING 2
- Comprehensive Studio II: Assembly
- Integrated Technologies IV
- Contract Documents
- History and Theory Technical Elective

FALL 3
- Options Studio II
- Master's Project Prep
- Master's Project Prep
- Graduate-Level Elective
- Graduate-Level Elective

SPRING 3
- Master's Project
- Ethics and Practice
- Integrated Technologies: Technical Elective
- Graduate-Level Elective

PROGRAM NOTES
- 62 units are required for program completion for those with an undergraduate studio-based architecture degree. For other incoming students, an additional 39 units (including summer immersion) are required.

Advanced Standing students (those with an undergraduate studio-based architecture degree) begin with the Fall 2 semester.

Request enrollment.

UPDATED 05/26/2023