DESCRIPTION
Architecture is the art and science of designing large structures and buildings. Architecture combines creativity with an understanding of modern technologies, social issues, and cultural trends to design structures for human use and therefore must also analyze and understand the safety and reliability of their created structures. Architects can design structures such as residential buildings, offices, churches, college campuses, industrial parks, and entire communities. Practicing architecture in a firm will also involve planning, budgeting, handling financial accounts, negotiating with contractors, ensuring compliance with health and safety regulations, and preparing specifications for materials and workmanship.

SKILLS
Familiarity with basic engineering fundamentals
Interpret and write technical documentation
Ability to work in interdisciplinary teams
Strong communication skills

POSSIBLE FUTURE POSITIONS
- **Project architect:** Manage construction projects from the conceptual design phase through completion of construction, leading teams of engineers and contractors to meet clients’ schedule and budget.
- **Graphic designer:** Develop the overall layout and production design, using computer software or by hand, for various applications such as advertisements, brochures, magazines, and corporate reports.
- **Interior designer:** Make interior spaces functional, safe, and beautiful by determining space requirements and selecting decorative items, such as colors, lighting, and materials. Read blueprints and be aware of building codes and inspection regulations, as well as universal accessibility standards.

CAREER INDUSTRY EXAMPLES
Architecture | Urban planning | Visual Arts
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Financial services | Product Design | Real Estate Development

SAMPLE EMPLOYERS
- HBA Architecture
- IMC Architecture
- Westlake Reed Leskosky
- TAD Associates
- The Blue Room
- KVA
- Ideo
- Bain and Company
- Autodesk
INSIDE COURSE 4

4 Architecture Undergraduates: 22
4-B Art and Design Undergraduates: 12

DEPARTMENT FAVORITES

4.02A Design Studio: How to Design Intensive
Introduces fundamental design principles as a way to demystify design and provide a basic introduction to all aspects of the process. Stimulates creativity, abstract thinking, representation, iteration, and design development. Equips students with skills to have more effective communication with designers, and develops their ability to apply the foundations of design to any discipline.

4.110 Design Across Scales and Disciplines
Inspired by Charles and Ray Eames’ canonical Powers of Ten, explores the relationship between science and engineering through the lens of design. Examines how transformations in science and technology have influenced design thinking and vice versa. Provides interdisciplinary skills and methods to represent, model, design and fabricate objects, machines, and systems using new computational and fabrication tools. Aims to develop methodologies for design research of interdisciplinary problems.

4.605 A Global History of Architecture
Provides an outline of the history of architecture and urbanism from ancient times to the early modern period. Analyzes buildings as the products of culture and in relation to the special problems of architectural design. Stresses the geopolitical context of buildings and in the process familiarizes students with buildings, sites and cities from around the world.

COURSE 4-FRIENDLY LABS

Architecture (Un)certainty Lab Self-Assembly Lab
Leventhal Center for Advanced Urbanism Sustainable Design Lab
Infrastructure Architecture Lab Urban Risk Lab

GET INVOLVED WITH COURSE 4

Art Club
Borderline
Arts, Curation, and Exhibition Club
Anime Club
Architecture Student Council (ASC)

Sources: MIT Global Education & Career Development, Graduating Student Survey 2015 - 2017. Collegeboard.org. University of Minnesota Center for Academic Planning. UPOP is here to help you! Come talk to us in 1-123 or email us at upopstudentprogram@mit.edu