

# PROGRAM IN ENVIRONMENTAL DESIGN

Suggested pathway for incoming **Intra-University Transfer (IUT)**  
with 30+ credit hours (Fall Start)

NAME: \_\_\_\_\_  
ID: \_\_\_\_\_  
DATE: \_\_\_\_\_

## NOTES

## Course Selection Guide

\* Offered Fall and Summer.  
\*\* Offered Spring Only

### 1. Studio 2 (7-Weeks)

1110- First 7-Wks  
1120- Second 7-Wks

### 2. Elective Studio Requirement

Students will need to take ENVD3100, an approved summer studio, to meet the requirement.

### 3. Major Requirements

Please speak to your advisor for further curriculum support.  
3rd year plan is based on major designation.

### Graduation Requirements

- Minimum grade of C- on all ENVD and General Education Courses.
- Minimum of 120 Credit Hours.
- An average of 30 credit hours per academic year.
- Students may take pass/fail non-ENVD electives up to 6 credits

### Elective Requirements

9 design elective credit  
6 elective credits

15 total elective credits

### NOTE

This curriculum guide is relevant only if all **Lower Division General Education** requirements and **9-elective credits** have been fulfilled.



Environmental Design  
UNIVERSITY OF COLORADO BOULDER

## First Year

(Fall) **SEMESTER ONE** First Year Advisor Assigned

ENVD 1010- Intro to EPOD (3) **7 week studio** \*

ENVD 1020- Intro to ARCH (3) **7 week studio** \*

ENVD 1002- Technology 1 (2) \*

Outstanding General Education Course (3)

Outstanding Gen Ed or Elective (3)

(Spring) **SEMESTER TWO**

ENVD 1030- Intro to LAND (3) **7 week studio** \*\*

ENVD 1040- Intro to PLAN (3) **7 week studio** \*\*

ENVD 1012- Technology 2 (2) \*\*

ENVD 1024- History of the Built Environment (3)

ENVD 2001- Human Behavior & Design (3)

## Second Year

(Fall) **SEMESTER THREE** - Upper Division Advisor Assigned <sup>1</sup>

ENVD 1110- Fundamentals of Environmental Design 1 (3)

ENVD 1120- Fundamentals of Environmental Design 2 (3)

ENVD 1022- Technology 3 (2)

ENVD 2101- Planning and Implementation: Context of Design (3)

ENVD 2003- Ecological Systems in Design (3)

Outstanding General Education Course (3)

(Spring) **SEMESTER FOUR**

Major Studio 2100- Foundations (6)

Major Lecture (3)

Math Requirement (3-5) \*

Design Elective (3)

(Summer) 3100 - Elective Studio (6) <sup>2</sup>

**Third Year** <sup>3</sup>

(Fall) **SEMESTER FIVE**

Major Studio 3100- Intermediate (6)

Major Lecture (3)

Natural Science Requirement (4-5) \*

Design Elective (3)

(Spring) **SEMESTER SIX**

Major Studio 4100- Capstone (6)

Major Lecture (3)

Major Lecture (3)

Outstanding General Education Course (3)

Design Elective (3)

## EPOD

### Studios:

EPOD 2100 (Spring)  
ENVD 3100 (Summer)  
EPOD 3100 (Fall)  
EPOD 4100 (Spring)

### Lectures:

EPOD 2004 (Spring)  
EPOD 3101 (Fall)  
EPOD 4115 (Fall)  
EPOD 3105 (Spring)

## ARCH

### Studios:

ARCH 2100 (Spring)  
ENVD 3100 (Summer)  
ARCH 3100 (Fall)  
ARCH 4100 (Spring)

### Lectures:

ARCH 2115 (Spring)  
ARCH 3114 (Fall)  
ARCH 4115 (Fall)  
ARCH 3214 (Spring)

## LAND

### Studios:

LAND 2100 (Spring)  
ENVD 3100 (Summer)  
LAND 3100 (Fall)  
LAND 4100 (Spring)

### Lectures:

LAND 2004 (Spring)  
LAND 3101 (Fall)  
LAND 3003 (Fall)  
LAND 4114 (Fall)

## PLAN

### Studios:

PLAN 2100 (Spring)  
ENVD 3100 (Summer)  
PLAN 3100 (Fall)  
PLAN 4100 (Spring)

### Lectures:

PLAN 2004 (Spring)  
PLAN 3005 (Fall)  
PLAN 4101 (Fall)  
PLAN 3102 (Spring)

CORE

CORE

MAJOR