## ARCHITECTURAL HISTORY, MFA

Ondo	Title	Harri
Code Requirements	Title	Hours
ARLH 700	Research Methods in Architectural History	5
ARLH 705	Architectural History Methodology and	5
	Historiography	
Evaluating pre-M	Nodern Traditions	
Select one of the following:		5
ARLH 723	Contextualizing Medieval Architecture	
ARLH 724	Contextualizing Ancient Architecture	
ARLH 726	Art and Architecture of the Gothic Period	
ARLH 753	Architecture and the History of Provence	
Analyzing Mode	rnity	
Select one of the	e following:	5
ARLH 731	Economies and Building Culture	
ARLH 759	Power and the Built Environment	
Investigation of	the non-Western World	
Select one of the	e following:	5
ARLH 743	Analyzing Architecture and Art of the Islamic Wo	rld
ARLH 744	Traditional Arts and Architecture of the African Continent	
ARLH 763	Traditions in Global Vernacular Architecture	
Analysis of the A	American Hemisphere	
Select one of the		5
ARLH 761	Analyzing American Cultural Landscapes	
ARLH 772	Analyzing American Architecture	
ARLH 775	Savannah: Architecture and Urban History	
ARLH 770	Documenting and Interpreting the Built Environment	5
ARLH 790	Architectural History M.F.A. Thesis	5
Select three of th		15
ARLH 779F	Graduate Field Internship	
BEST 779	Teaching Art and Design	
500-level SCA	Dpro Elective	
700-level ARL	H elective	
700-level ARLH	elective	5
700-level ARLH seminar		5
700-level ARLH or ARTH elective		5
Directed elective <sup>1</sup>		5
Diversified electi	ve <sup>2</sup>	5
500- to 700-level studio elective		5
500- to 700-level studio elective		5
Total Hours		90

Select one of these eight options: ELDS 704 Electronic Design PRES 710 Studio I: Preservation Through Public Policy, URBA 725 Urban Ecology, INDS 726 Environmental Psychology for Interior Design, FURN 732 Evolution of Furniture Design, PRES 745 Digital Innovations in Preservation Design, ARCH 760 Sustainable Design, or ARCH 769 Hybrid Media Presentation in Architecture.

elect one of these nine options: PHOT 502 Photographic Technique and Signification, ITGM 705 Interactive and Game Design: Research and Practice, MOME 709 Motion Media Cinematography and Editing, SEQA 715 Environment as Character, GDVX 718 Contemporary Media Production Techniques, THED 720 Themed Entertainment Industry, COMM 740 Advanced Techniques for Professional Presentations, or WRIT 753 Freelance Writing for Publication.