

### Master of Urban Design (MUD)

The Master of Urban Design (MUD) at Iowa State University is an advanced, interdisciplinary program of study that focuses on contemporary challenges of urbanism at local, regional and global scales. The workshop-based program is geared toward students with previous professional degrees in architecture (BArch, MArch), landscape architecture (BLA, MLA) or planning (BSCR, MCRP, MUP), and relevant professional experience. The program draws faculty from these and other related disciplines within the college and university.

In this three-semester (summer, spring, fall), 36-credit degree program, students integrate design into the understanding and framing of urbanized environments by engaging directly in a community of inquiry and practice—learning to create more adaptable, flexible and resilient cities and regions within the context of a changing world.

Through this program, students will:

- gain knowledge of new practices, technologies and methods of urban design,
- learn advanced thinking skills and integrate concepts, ideas and approaches in a team-based, interdisciplinary design process, and
- acquire knowledge and skills that support professional leadership in research and design work focused on local, regional and global issues in the contemporary built environment.

The MUD program also offers special opportunities to participate in the College of Design's design-based outreach and international programs, and to engage in collaborative studio projects with universities and practitioners from around the world.

### How to Apply

The Master of Urban Design graduate program is accepting applications for consideration for summer 2014 admission. For more information, contact:

Marwan Ghandour  
Associate Dean for Academic Programs  
(515) 294-7427  
marwang@iastate.edu

### Curriculum Outline

#### Summer (9 total credits)

URB D 521. Foundations of Urban Design. (Cr. 3)  
URB D 531. Methods of Urban Design Workshop. (Cr. 3)  
URB D 532. Urban Design Media Workshop. (Cr. 3)

#### Fall (15 total credits)

URB D 501. Urban Design Local Studio. (Cr. 6)  
URB D 511. History of Urban Design. (Cr. 3)  
URB D 533. Urban Design Methods. (Cr. 3)  
Elective (Cr. 3)

#### Spring (12 total credits)

URB D 502. Urban Design Global Studio. (Cr. 6)  
URB D 522. Theory of Urban Design. (Cr. 3)  
Elective (Cr. 3)

**36 total graduate credit hours**

#### Electives

The six (6) required graduate elective credits are from courses offered at Iowa State University, approved by the program director and faculty and updated on a regular basis. Part-time graduate students will work with the program director to develop a degree study plan.

## For the 2014-2015 Catalog

### URB D 501. Urban Design Local Studio

(3-6) Cr. 6. F. Prereq: Graduate standing; senior classification with instructor permission

This course combines analysis and observation of urban morphology and culture with urban design projects set in local cities of the United States. Its goal is to provide students with the skills to observe and interpret urbanism as they develop processes for designing cities concerned for physical form, ecological principles and human activity.

### URB D 502. Urban Design Global Studio

(1-10) Cr. 6. S. Prereq: Graduate standing; senior classification with instructor permission

Students develop proposals for urban design interventions in an international context at multiple scales using investigation, analysis, observation and interaction. Field trips.

### URB D 511. History of Urban Design

(3-0) Cr. 3. F. Prereq: Graduate standing; senior classification with instructor permission

Exploration of key episodes, movements and pioneering figures in the history of urban design from antiquity to the present. Focus on continual transformation of spatial organization, built form, and public space in relation to changing political power, social structure and technology. Course sessions develop chronologically and thematically with readings, discussions, student presentations and research projects.

### URB D 521. Foundations of Urban Design

(3-0) Cr. 3. SS. Prereq: Graduate standing; senior classification with instructor permission

Introduction to the ways that urban designers think about the city with a focus on how history, theory and a wide range of contextual factors inform urban design practice. Field trip.

### URB D 522. Theory of Urban Design

(3-0) Cr. 3. S. Prereq: Graduate standing; senior classification with instructor permission

Study of contemporary theoretical texts that address the process of urbanization and the challenges of urban design in a global context. Course will be conducted in a combination of lecture and seminar formats and requires graduate-level readings, discussions and research.

### URB D 531. Methods of Urban Design Workshop

(3-0) Cr. 3. SS. Prereq: Graduate standing; senior classification with instructor permission

An exploration of contemporary urban design methods derived from significant urban projects and (re)development initiatives. The workshop is organized around selected case studies as a means to articulate and evaluate methods for implementing urban design goals and objectives in a variety of urbanized contexts. Case studies will build on a combination of analytical research, lectures, student presentations and field trips.

### URB D 532. Urban Design Media Workshop

(3-0) Cr. 3. SS. Prereq: Graduate standing; senior classification with instructor permission

An introduction to visual representation tools and techniques for generating and communicating urban design concepts and analytical research. Projects and exercises will utilize traditional and contemporary approaches to drawing, modeling and mapping, as well as desktop publishing tools for print, web and presentation graphics. Field trip.

### URB D 533. Urban Design Methods

(3-0) Cr. 3. F. Prereq: Graduate standing; senior classification with instructor permission

This course develops a broad outline of alternative and competing urban design methods employed by the allied disciplines of planning, architecture and landscape architecture. Introduction to the techniques for developing conceptual models and representational skills through all phases of the urban design process. The course is structured around readings, lectures, group discussions, applied exercises, student presentations and field trips.