Bachelor of Science in Architecture
School of Design and Arts

The Architecture program integrates the multi-disciplinary fields of design and art with advances in computer technology, the science of building construction and business management. Students will be awarded with certificates of proficiency at specific levels of competency in specialized fields.

Aside from well-rounded training in fine arts, humanities and sciences, students will learn urban planning and design, and current business trends in the architectural profession. The program also has a strong practicum component that establishes linkages with the design and construction industry through seminars, educational trips and an active apprenticeship program.

PROGRAM LENGTH
13 Trimesters

CAREERS
CADD Expert
Design Consultant
Entrepreneur
Licensed Architect
Project Manager

MAJOR SUBJECTS
Basic Computer Aided Design - 3D Drawing - CAD1
Summer Apprenticeship Program
Architectural Design 1-Introduction to Designing
Creative Design Fundamentals
Creative Design in Architectural Interiors and Spaces
Space Planning 1 and 2
Site Development Planning and Landscaping
Community Architecture & Urban Design
Design of Complex Structure
Thesis Research Writing
Thesis Application & Defense
3D Animation / Rendering - CAD2
Architectural Comprehensive Course Review 1-4th
Architectural Interiors
Advanced Architectural Rendering Techniques / Visual Tech 3
Research Methods for Architecture
Building Technology 1 - Building Materials
Construction Detailing in Wood, Steel & Concrete (2-Storey Buildings)
Construction Detailing in Wood, Steel & Concrete (Multi-Storey Buildings)
Specs Writing & Quantity Surveying
Alternative Building Construction Systems
Building Utilities 1-Plumbing and Sanitary Systems
Electrical, Electronics and Mechanical Systems
Acoustics & Lighting Systems
Housing Principles

DESIGN FOUNDATION SUBJECTS
Architectural Theories 1 – Elements and Principles of Design
Technical Drawing and Drafting (Graphics/Visual Communications 1)
Freehand Drawing (Visual Techniques 1)
Color Theories & Rendering Techniques (Visual Techniques 2)
Aesthetic Appreciation for Architecture
MAJOR SUBJECTS

History of Architecture 1 to 4
Perspective Drawing / Visual Communications 2
Site Planning and Landscape Architecture
Fundamentals of Urban Design and Community Planning
Intro to Urban & Regional Planning
Prof. Practice 1-Laws Affecting Architectural Practice
Administration & Regular Architectural Services
Global Practice for the 21st
Specialization 1 to 4 (Elective No.1 to 4)
Architectural Theory 2 – Architectural Concepts & Analysis
Tropical Design

MATH AND ENGINEERING SUBJECTS

College Algebra
Analytic Geometry
Architectural Structures
Differential and Integral Calculus
Plane Surveying
Solid Mensuration / Solid Geometry
Statistics of Rigid Bodies
Steel and Timber Design
Strength of Materials
Theory of Structures
Trigonometry

ELECTIVES

Basic Video Editing
Community Planning & Development
Construction and Project Management
Facilities & Building Administration
Financial & Office Management
Basic Photography Classes
Preservation, Restoration and Conservation
Urban Design Studio

Disclaimer: There are general education and institutional courses not listed. Courses may change without prior notice. For complete information, please purchase a copy of the program flowchart.

For more information, please contact:
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