Architecture Assessment Plan Rev. 9/16/2018

Architecture	16-17	17-18	18-19	19-20	20-21	21-22
ARCHB1 - Introduction to Architecture and Environmental Design						
• Upon completion the student will be able to:Develop an awareness of the importance of the field of architecture in today's society and market place and				Р		Р
their relationship to the other environmental design fields. Be cognizant of the Bakersfield College requirements for graduation and the process required for transferring to a four-year college or university. 			Р	P		
Demonstrate an understanding of the educational opportunities and curriculum in Architecture and other environmental design fields.	С					
Become familiar and acquainted with qualified leaders in the field.			Р			
ARCHB6 - Materials of Construction		I				
Upon completion the student will be able to: Explain the relationship between materials, architecture and technology.						Р
Be able to compare and contrast the appearance of materials.			Р			
Be able to compare and contrast the compatibility of different materials and applications.			Р			
Be able to compare and contrast the relationship of cost and availability of materials.			Р			
Demonstrate the ability to analyze how technology affects materials and their selection.				Р		
ARCHB11 - Design and Perspective Drawing						
• Upon completion the student will be able to: Demonstrate an understanding of and an ability to use drafting tools and instruments.						Р
• Demonstrate the ability to express three-dimensional objects using orthographic and isometric projection as well as one-point and two-point perspective			Р			
principles. • Demonstrate a working knowledge of the principles of shade and shadow.			P			
 Demonstrate an understanding of and an ability to use computer software as it relates to the generation of perspective drawings for use in the production of professional quality presentation drawings. 			P			
 Demonstrate a working knowledge of the detail required and become cognizant of the exactness to make renderings appear professional in appearance 				Р		
ARCHB12 - Design Drawing and Color						
 Upon completion the student will be able to:Understand the fundamental visual cues by which people perceive depth in the physical environment and develop the skill to graphically represent them to create the illusion of depth on a two dimensional surface. 						Р
Synthesize the various principles and skills in this course as an integral tool to visualize, analyze and communicate ideas.			Р			
Provide the principles and skills of freehand drawing as an integral tool of concept development and communication.			Р			
Demonstrate a working knowledge of the principles of color theory and their application to graphic presentation.				Р		
ARCHB16 - Digital Tools for Graphics Communication		<u> </u>				
Upon completion the student will be able to:1. Manipulate a variety of presentation software and obtain the ability to distinguish the best application for each; to contribute to a higher level of design presentation formats.			Р			
• 2. Use modern technolgy such as a scanner, a printer, a computer and the network to create exceptional graphic presentations.			Р			
• 3. Manipulate and enhance images by importing and exporting them in and out of graphic software for professional prints and presentations.			Р			
 4. Experiment and quickly determine if spatial design solutions will produce genuine useable designs. 						Р
5. Create sophisticated design systems that will aid in conveying a spatial thought or develop concrete physical structures.				Р		

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ARCHB21 - Architectural Design Fundamentals I						
• Upon completion the student will be able to:Demonstrate an awareness of two and three-dimensional design composition, space and spatial sequence			D			
and the ability to be critical of the appropriate use of these design elements.			r D			
			Р			
 Identify, analyze and employ the fundamental principles and elements of design and composition. 			Р			
 Reconstruct the design process of problem analysis and synthesis by transferring this knowledge to new situations or problems. 				Р		
Define a value and relevance or communication theory to design through graphic presentation and physical models.				Р		
Understand the importance of and employ the discipline of craftsmanship and basic joinery as an extension of design.			Р			
ARCHB22 - Architectural Design Fundamentals II						<u></u>
• Upon completion the student will be able to:Demonstrate an awareness of problems in the bulit environment and the fundamental understanding of a			Р			
Demonstrate the ability to verbally and graphically communicate potential solutions to design problems.			P			
• Be able to employ previously abstract basic design principles into rational, concrete methods and forms that relate directly to the built environment.			Р			
Integrate previously gained knowledge into increasingly complex solutions.				Р		
ARCHB30 - Residential Building Information Modeling						<u> </u>
Upon completion the student will be able to: know how to use BIM software as a design tool and utilize the software to develop a full set of working drawings to be used for construction			Р			
be able to apply methods and techniques used in developing architectural working drawings, understanding architectural drafting communication methods			Р			
develop a complete setof working drawings including construction and architectural details for wood frame structures.			Р			
• a basic understanding of city or county zoning ordinances and the CA Building Code as well as a basic understanding of state of CA mandatory energy				Р		
will have knowledge of how a building is put together by drawing necessary construction details, sections and views that communicate the building						Р
ARCHB33 - Architectural Computer Practice						
• Upon completion the student will be able to: Supply methods and techniques used in developing architectural design development drawings and			Р			
Utilize and understand the use of BIM (building information model) software in the design process, from the design development phase to the						
construction phase, and develop construction documents for a light commercial structure.			Р			
• Demonstrate an understanding of architectural conventions and symbols and be able to organize this material onto the set of documents.			Р			
Display an understanding of city or county ordinances and its requirements and limitations upon the construction of buildings.						Р
Display an understanding of the CA Building Code, the scope, requirements and impact on the design and construction process.				Р		
ARCHB48WE - Occupational Work Experience Education/Internship	-				-	
Upon completion the student will be able to: Articulate the specific work experience objectives in architecture as described by						
employer and identify the various skills, knowledge and attitudes necessary to the			Р			1
Upon completion the student will be able to:Demonstrate the acquisition of the various skills, knowledge and attitudes necessary to	1					
the completion of the work experience objectives in Architecture and the ability to			D			
effectively meet employer's job expectations.			r			
opportunities in architecture.				Р		

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ARCHB55 - Residential Building Codes						
Upon completion the student will be able to:Demonstrate a knowledge of the contents within the California Building Code.						Р
Demonstrate the effective application of the significant commercial code requirements.					Р	
Demonstrate the ability to research the code for the purpose of answering questions of code compliance.					Р	
ARCHB56 - Commercial Codes						
• Upon completion the student will be able to: Demonstrate knowledge and application of the contents of the California Building Code.						Р
Demonstrate the effective application of the significant commercial code requirements.					Р	
Demonstrate the ability to research the code for the purpose of answering questions of code compliance.					Р	