Students will engage architectural programming to explore design issues and their intellectual impact on built cultural art architectural projects in the urban environment.

Whether defining museums, performing art centers, cultural institutes, civic libraries or similar, programming provides a platform to understand the development of programmatic needs and the intellectual underpinnings that allow for a comprehensive critical inquiry of the site, spatial needs, and conceptual challenges to be imbedded in the final design of the proposed cultural art project.

Teams of students (2-3) will develop one major cultural art building program located in an internationally known city of importance. The site must face an important urban feature such as a plaza or a major city edge geographical feature such as a waterfront, or geologically enhance city edge condition.