

The Landscape architecture at WSU responds to the climate emergency through advancing design education, research, and practices that foster ecological consciousness, promote social justice, inspire ingenuity, and respond to the promise and limits of the 21st century.

The curriculum is structured to teach ecological thinking. To think ecologically is to consider the complex web of relationships among physical, biological, and social systems, and to understand, that indeed everything is linked and also in flux. Through the curriculum students learn habits of linking ecological processes, community engagement, and space making. Thus, students necessarily consider interdependence, reciprocity, and change.

Each year is guided by a *topos* or theme. Each topos is explored and applied through required coursework. The themes are loosely organized around ecological concepts.

First Year

Foundations+Processes

Coursework emphasizes core design skills and design process, UCORE, and LA prerequisites.

First Semester

SDC 100	World of Design and Construction (ARTS)
SDC 120	Foundational Drawing
BIOLOGY 120	Introduction to Botany (BSCI)
HISTORY 105	Roots of Contemporary Issues (ROOTS)
PSYCH 105 or SOC 101/102	Social Science (SSCI)

Second Semester

SDC 140	Foundational Studio	Fast intro to Sketch-up
SOE 101	Introduction to Geology (PSCI)	
ENGLISH 101	(WRTG)	
FINE_ART 101 or FINE_ART 201, 202	(ARTS)	
COM 102 or HD 205	Communication (COMM)	

Sophomore Year

Water+Ground+Site+Species

Coursework and studios emphasize the profession of LA, the concept of site, and methods for and consequences of designing with water, the ground, and vegetation. Students practice analog representation and take courses in digital media. Through studios students begin to integrate digital media into their projects.

First Semester

LND_ARCH 210	Introduction to Digital Media	Digital Resources, Google Earth, & Adobe Suite
SDC 250	Global History of Design 1	
LND_ARCH 262	Landscape Architectural Design I	Requirement to lay-out work digitally using Adobe software
LND_ARCH 222	Study Tour	
SOILS_SCI 201	Soil: A Living System (BSCI)	
MATH	(QUAN)	

Second Semester

SDC 350	Global History of Design 2	
LND_ARCH 297	Digital Design Communication	AutoCAD+ Land F/X & Sketch-up, intro to Rhino for topography & terrain
LND_ARCH 263	Landscape Architectural Design II	Requirement to lay-out work digitally using Adobe software
LND_ARCH 365	Landscape Architecture Cnstr I	Use of Vectorworks
SDC 300	Fab Lab Intro	

Junior Year

Communities+Building+Regions

Coursework reinforces and extends students' understanding of the field of landscape architecture. The integration of theory, practice, and construction is emphasized. Studios focus on design for communities in the broadest ecological sense, where a community is a group of interdependent organisms of different species growing or living together in a specified habitat. During this year, students also consider and build upon the interactions among the multiple communities that make a region. Students are required to generate and present their work using digital tools.

First Semester

LND_ARCH 327	Theory in Landscape Architecture	
LND_ARCH 362	Landscape Architectural Design III	Work generated/presented w/digital tools - Adobe, CAD, Sketch-up, Rhino
LND_ARCH 366	Landscape Architectural Cnstr II	Vectorworks and CAD
HORT 330		
Digital Tools Course	Revit/GIS/or other	

Second Semester

HORT 331	Landscape Management	
LND_ARCH 363	Landscape Architectural Design IV	Work generated/presented w/digital tools - Adobe, CAD, Sketch-up, Rhino
LND_ARCH 367	Landscape Architectural Cnstr III	Vectorworks and CAD
LND_ARCH 380 (or substitute)	Ecological Applications in Design	Ecological representation with Adobe

Senior Year

Systems+Networks+Glocal

Coursework emphasizes design in the context of landscape complexity, systems thinking, and the overlap of global and local issues. For their capstone course, students develop and implement independent projects. In the projects they are encouraged to think of design as an answer to a question and regard their work as an opportunity to develop, test, and challenge what they have learned in the first three years of their design education. Students are expected to integrate a range of digital and analog tools to generate and represent their design work.

First Semester

LND_ARCH 470 Landscape Architectural Design V | Digital and analog tools used to generate and represent design work
or
LND_ARCH 490 Cooperative Education Internship
Supportive elective
UCORE

Second Semester

LND_ARCH 450 Principles of Planning
LND_ARCH 485 Senior Capstone Project | Digital and analog tools used to generate and represent design work
SDC 473 Professional Practice
Elective or UCORE