ARCHITECTURAL TECHNOLOGY STUDIO I — ARCT 1000

A. Course Description

- Credits: 5.00
- Lecture Hours/Week: 4.00
- Lab Hours/Week: 1.00
- OJT Hours/Week: 0
- Prerequisites: None
- Corequisites: None
- MnTC Goals: None

This course provides the beginning architectural technology students with the fundamental tools and knowledge of drawing techniques. Emphasis will be placed on reading architectural drawings and understanding drawing conventions and graphic standards. A foundation of software tools used throughout the program will be introduced.

B. Course Effective Dates: 8/27/12 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Apply basic knowledge to generation of a floor plan including real world as-built measurements, correct graphic representation and material representation,
2. Develop representational techniques using various software types: AutoCAD, SketchUp and Photoshop.
3. Understand standard drawing symbols and basic drawing set organization and interpret drawings to find information where appropriate.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted