ARCHITECTURAL SOFTWARE EXPLORATION — ARCT 2500

A. Course Description
   - **Credits:** 3.00
   - **Lecture Hours/Week:** 2.00
   - **Lab Hours/Week:** 1.00
   - **OJT Hours/Week:** 0
   - **Prerequisites:** None
   - **Corequisites:** None
   - **MnTC Goals:** None

This course provides an opportunity for students to obtain hands-on experience with an array of career-related software. The student will choose from a variety of software which will enhance work completed in the program and/or develop familiarity with software other than AutoCAD and Revit. Prerequisites: Current enrollment in, or completion of, all architectural technology coursework.

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

C. Outline of Major Content Areas
   As noted on course syllabus

D. Learning Outcomes
   1. Apply skills to enhance portfolio
   2. Create dimension styles
   3. Create drawings
   4. Create graphics
   5. Create renderings
   6. Create text style and text size
   7. Demonstrate a familiarity with various software
   8. Practice architectural, engineering, or graphics software
   9. Print drawings and images
   10. Research information about various software
   11. Use drawing commands for various software
   12. Use modify commands for various software

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
F. **Learner Outcomes Assessment**
   
   As noted on course syllabus

G. **Special Information**

   None noted