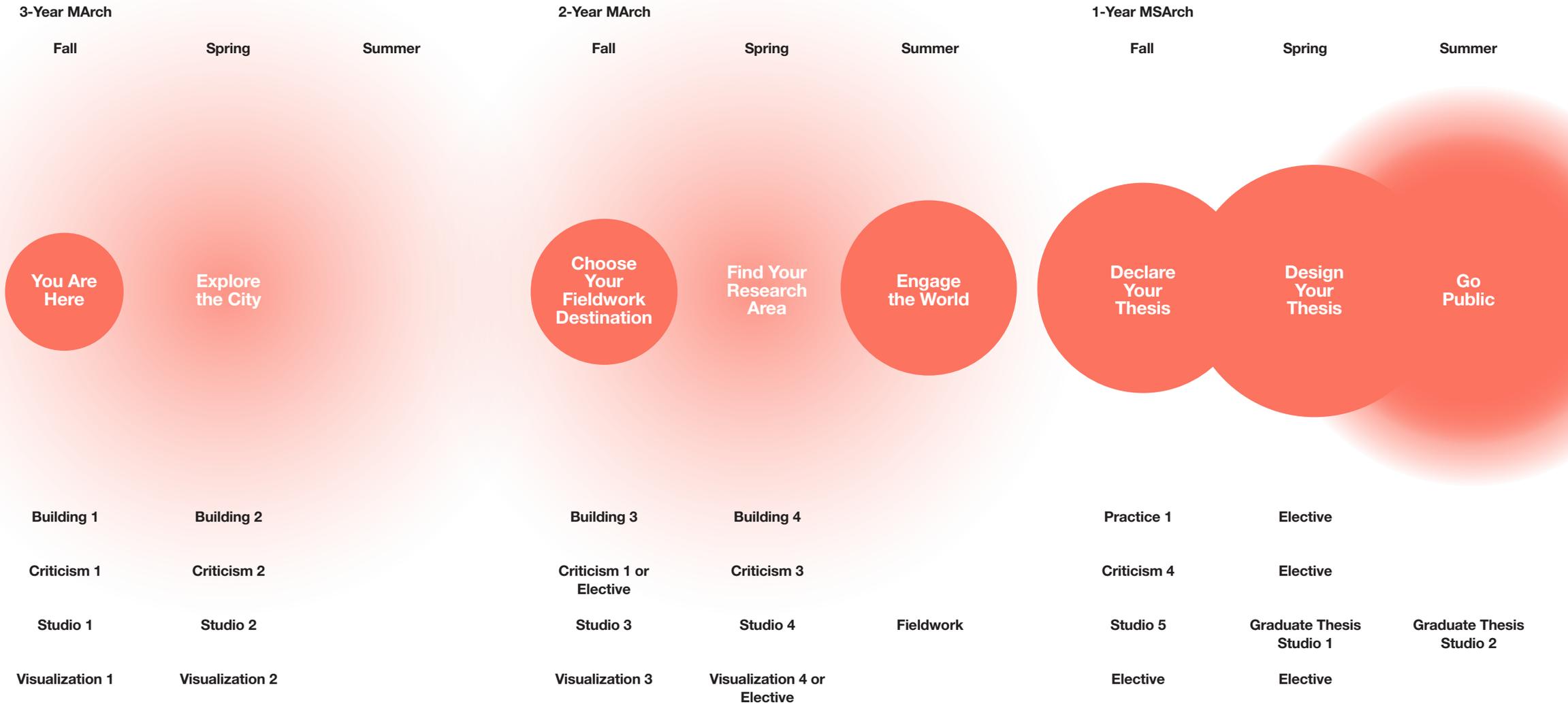


Fieldwork

Woodbury School of Architecture



Welcome to Fieldwork

You're here because you are a Master of Architecture (MArch) student or a Master of Science in Architecture (MSArch) student in Woodbury School of Architecture's graduate program.

A critical part of your graduate education, Fieldwork readies you for the cultural, eco-nomic, and physical challenges of contemporary practice. This field guide will lead you through the process. Let's go.

Fieldwork is a way to explore the world. It's a method to engage design problems. It's a way to make an impact on the world.

Fieldwork cultivates your entrepreneurial spirit, stressing the development of analytical and observational skills and, ultimately, giving you the ability to identify opportunities for design innovation in the world at large.

Fieldwork will take you to places you've never been—geographically and intellectually. Fieldwork tracks through classes every semester, preparing you to identify, frame, and then design your thesis.

For MArch students, the Fieldwork platform coalesces in the final two semesters. MSArch students jump directly into the deep end of the Fieldwork curriculum and use all three semesters of their program to research, design, and broadcast their thesis.

Curriculum

Fieldwork supports every area of learning within your architectural education: Criticism, Studio, Visualization, and Building + Practice.

Criticism

Criticism is where you'll explore the history and theory of architectural discourse. You'll learn to read buildings, cities, and regions—old and new. You'll position yourself as a designer. It is Fieldwork's lens.

Criticism 1: Fieldwork Los Angeles
L.A.'s urban history and theory

Criticism 2: Architecture to Modern (0–1945)
Global history and theory survey of architecture and urbanism before 1945

Criticism 3: Architecture from Modern (1945–Now)
Global history and theory survey of architecture and urbanism since 1945

Criticism 4: Architecture Research Salon and Graduate Thesis Preparation
Independent research leads to thesis proposal

Studio

Studio is the primary conduit of Fieldwork. It is the testing ground of Criticism, Visualization, and Building + Practice. You'll engage the formal, the communal, the ecological, the urban, and the global. You'll learn to design as you engage and explore the world.

Studios 1, 2, 3, and 4:
Fundamental and comprehensive design studios include:
1. Spaces Within Spaces
2. Living Organizations
3. Infrastructures and Territories
4. The Total Building

Fieldwork Studio
If you're a MArch student, you'll take the dedicated Fieldwork studio in the summer before your last year. Here, you'll engage the richness of the world's material culture as told through the architecture and urbanism of the Americas, Asia, Europe, and an expanding list of destinations.

Studio 5: Focuses and Topics
Choose topic and develop thesis

Graduate Thesis Studios 1 and 2
Stake and defend a claim within the discipline

Visualization

Visualization conveys the skills that facilitate design thinking. It also is the language of design. By pairing technique and vocabulary, it translates individual ideas into shared ideas. You'll learn to communicate your Fieldwork research and designs.

Visualization 1: Making Technique
Learn basic drawing and modeling skills

Visualization 2: Analytical Constructions
Use drawings and 3-dimensional representations to diagram, analyze and communicate

Visualization 3: Advanced Drawing and Modeling
Drawing and modeling generates conceptual designs

Visualization 4: Evolving Media
Architectural production and cutting-edge technologies

Building + Practice

Building turns design into reality. By understanding materials, assembly methods, and construction systems, you are prepared to make a physical impact. Practice guides you through architecture policy and licensing protocol. Together, Building and Practice ready you to engage, design, and make a difference.

Building 1: Matter and Making
Material properties and assemblies

Building 2: Structural Concepts
Hands-on and how-to make things stand up

Building 3: Advanced Structures
Computations to make things stand up

Building 4: Environmental Systems Integration
Environmental and mechanical systems make spaces habitable

Practice 1: The Contemporary Architecture Profession
The legalities and protocols of real-world building

Electives

Throughout your course of study, electives give you the opportunity to test ideas, express design concepts, and build expertise. You can mix-and-match coursework from the Los Angeles–Burbank and San Diego campuses and create self-directed concentrations in building technology, film and media, landscape and urbanism, and real estate and development.

You can choose to work within faculty-led initiatives—including the Arid Lands Institute (ALI), the Architecture + Civic Engagement (ACE) Center, the Julius Shulman Institute (JSI), and the Rome Center for Architecture and Culture (RCAC). As you align yourself with Woodbury University's institutes and centers, you'll explore Los Angeles, the Southern California region, and global sites. You'll explore more territory, find a specialization within the discipline, and create architecture that enriches the world.