The Master of Urban Design (MUD) at Iowa State University is an advanced, interdisciplinary program of study that focuses on contemporary challenges of urbanism at local, regional and global scales. The program is geared primarily toward students with previous professional degrees in architecture (BArch, MArch), landscape architecture (BLA, MLA) or planning (BSCRP, MCRP, MUP). The program draws faculty from these and other related disciplines within the college and university.

In this 36-credit degree program, students integrate design into the understanding and framing of urbanized environments by engaging directly in a community of inquiry and practice—learning to create more adaptable, flexible and resilient cities and regions within the context of a changing world.

The MUD program also offers special opportunities to participate in the College of Design's design-based outreach and international programs, and to engage in collaborative studio projects with universities and practitioners from around the world. Students can pursue dual degrees with other graduate programs in the College of Design, including the Master of Community and Regional Planning (MCRP), Master of Architecture (MArch), Master of Landscape Architecture (MLA) and Master of Science in Architecture (MS in Arch).

How to Apply
The Master of Urban Design graduate program is accepting applications for consideration for summer 2016 admission. For more information, contact:

Meredith Foley  Marwan Ghandour
Program Coordinator  Director
(515) 294-0816  (515) 294-7427
merfoley@iastate.edu  marwang@iastate.edu

Curriculum Outline (option one)

Summer (9 total credits)
URB D 521. Foundations of Urban Design. (3 cr)
URB D 531. Methods of Urban Design Workshop. (3 cr)
URB D 532. Urban Design Media Workshop. (3 cr)

Fall (15 total credits)
URB D 501. Urban Design Local Studio. (6 cr)
URB D 511. North American Urbanization. (3 cr)
URB D 533. Urban Design Theory and Methods. (3 cr)
Elective (3 cr)

Spring (12 total credits)
URB D 502. Urban Design Global Studio. (6 cr)
URB D 522. Contemporary Urban Design Practices. (3 cr)
Elective (3 cr)

www.design.iastate.edu/gradprograms.php
Extended Curriculum Outline

Summer (9 total credits)
URB D 521. Foundations of Urban Design. (3 cr)
URB D 531. Methods of Urban Design Workshop. (3 cr)
URB D 532. Urban Design Media Workshop. (3 cr)

Fall (9–12 total credits)
URB D 511. North American Urbanization. (3 cr)
URB D 533. Urban Design Theory and Methods. (3 cr)
Elective (3 cr)

Spring (9–12 total credits)
URB D 502. Urban Design Global Studio. (6 cr)
URB D 522. Contemporary Urban Design Practices. (3 cr)
Elective (3 cr)

Summer (0 credits)
Possible internship

Fall (6–9 total credits)
URB D 501. Urban Design Local Studio. (6 cr)
Elective (3 cr)

36 total graduate credit hours

Electives
The six (6) required graduate elective credits are from courses offered at Iowa State University, approved by the program director and faculty and updated on a regular basis. Part-time graduate students will work with the program director to develop a degree study plan.

URB D 501. Urban Design Local Studio
(3-6) Cr. 6. F. Prereq: Graduate standing, senior classification with instructor permission.
This course combines analysis and observation of urban morphology and culture with urban design projects set in local cities of the United States. Its goal is to provide students with the skills to observe and interpret urbanism as they develop processes for designing cities concerned for both physical form, ecological principles and human activity.

URB D 502. Urban Design Global Studio
(1-10) Cr. 6. S. Prereq: Graduate standing, senior classification with instructor permission.
Students develop proposals for urban design interventions in an international context at multiple scales using investigation, analysis, observation, and interaction. Field trips.

URB D 511. North American Urbanization
(3-0) Cr. 3. F. Prereq: Graduate standing, senior classification with instructor permission.
Focus on the historical role of planning and urban design in the shaping of North American cities and regions, from the colonial period to the late 20th century. Examine the legacy of planning and design by exploring the intersection of geographic space, politics and policy. Investigate the factors that produce the built environment.

URB D 521. Foundations of Urban Design
(3-0) Cr. 3. SS. Prereq: Graduate standing, senior classification with instructor permission.
Introduction to the ways that urban designers think about the city with a focus on how history, theory, and a wide range of contextual factors inform urban design practice. Field trip.

URB D 522. Contemporary Urban Design Practices
(3-0) Cr. 3. S. Prereq: Graduate standing, senior classification with instructor permission.
Study new ideas and innovation in current urban design discourses and practices using a range of media communication platforms. Review of print and online professional journals, competitions, conferences, exhibitions, collaborative practices, built projects, urban interventions and web conversations/blogs of the past five years.

URB D 531. Methods of Urban Design Workshop
(3-0) Cr. 3. SS. Prereq: Graduate standing, senior classification with instructor permission.
An exploration of contemporary urban design methods derived from significant urban projects and (re)development initiatives. The workshop is organized around selected case studies as a means to articulate and evaluate methods for implementing urban design goals and objectives in a variety of urbanized contexts. Case studies will build on a combination of analytical research, lectures, student presentations, and field trips.

URB D 532. Urban Design Media Workshop
(3-0) Cr. 3. SS. Prereq: Graduate standing, senior classification with instructor permission.
An introduction to visual representation tools and techniques for generating and communicating urban design concepts and analytical research. Projects and exercises will utilize traditional and contemporary approaches to drawing, modeling, and mapping, as well as desktop publishing tools for print, web, and presentation graphics. Field trip.

URB D 533. Urbanism Theory and Methods
(3-0) Cr. 3. F. Prereq: Graduate standing, senior classification with instructor permission.
This course examines how political-economic forces shape the contemporary built and social environments and the way urban designers respond to these forces. The course highlights various methods urban designers use to create change and, in turn, how these affect stakeholders and communities. Students develop critical awareness of existing social, political and economic systems; understand the impact of the decision they make and the methods they use on the city and these systems.