

**ACADEMIE LIBANAISE
DES BEAUX-ARTS
(ALBA)**

ACADEMIE LIBANAISE DES BEAUX-ARTS

(ALBA)

The Académie Libanaise des Beaux-Arts offers its entire program in French in its original place in Sin el-Fil (Beirut). This language of instruction has been applied at ALBA since its founding, and long before it joined the University of Balamand in 1988.

Since October 2000, the Académie Libanaise des Beaux-Arts offers programs on the main University Campus in Balamand (al-Kurah) in English.

ALBA offers degrees in Architecture, Decorative Arts, Plastic Arts, Urban and Regional Planning and Audiovisual Directing.

ACADEMIE LIBANAISE DES BEAUX-ARTS

Ecole d'Architecture

Ecole des Arts Décoratifs

Ecole des Arts Plastiques et des Arts Appliqués

Ecole de Cinéma et de Réalisation Audiovisuelle

Institut d'Urbanisme

School of Design and Communication Arts

Campus Sin El Fil Tel:00 961 1 50 23 70
00 961 1 50 23 71
00 961 1 48 92 07
00 961 1 48 92 09

Fax: 00 961 1 50 07 79

B.P.: 55 251, Beirut - Lebanon

Email: alba@alba.edu

Balamand Campus Tel :00 961 6 93 02 50
00 961 3 33 86 79
00 961 3 33 56 83

B.P.: 100, Tripoli – Lebanon

Email: alba@balamand.edu.lb

SCHOOL OF DESIGN AND COMMUNICATION ARTS **(BALAMAND CAMPUS)**

OFFICERS OF THE SCHOOL

Salem, Elie	President of the University
Bashour, Tali'	Honorary Vice President for Medical Affairs in the US
Karam, Nadim	Vice President for Health Affairs & Community Development
Nahas, George	Vice President for Planning & Educational Relations
Najjar, Michel	Vice President for Development & Public Affairs
Bekhazi Andre	Dean, ALBA
Fiani, George	Associate Dean, ALBA – Balamand Campus
Moubayed, Walid	Dean, Admissions and Registration
Ayoub Olga	Librarian

SCHOOL STAFF

Issa, Nancy	Executive Secretary
Abdou, Rima	Faculty Secretary
El-Khoury Ziade, George	Computer Labs Supervisor
Ghanem Souad	Library Supervisor
Khoury (el), Borgi(El), Carine	Administrative Assistant
Sfeir, Lisa	Secretary

FULL-TIME FACULTY MEMBERS

Ayoub, Rima	D.E.S. in Interior Architecture I.N.B.A – Lebanon
Baeakeh, Gladys	D.E.S. in Interior Architecture ALBA – Lebanon
Beani, Joseph	BED “Environmental Design” Diploma in “Computer Graphics and Production” UQAM – Canada
Dennaoui, Elie	B.A. in Theology St John of Damascus, Institute of Theology – UOB D.E.A in History, Pontifical Oriental Institute –Rome MPS in Engineering Multimedia for Education Université de Poitiers - France
Fiani, Pauline	D.E.S. “Interior Architecture” I.N.B.A – Lebanon
Ghazi, Paula	Des in Advertising ALBA – Lebanon
Haddad, Joseph	D.E.S. in Architecture ALBA – U.O.B - Lebanon
Khairallah, Antoine	D.E.S. “Interior Architecture” ALBA – Lebanon
Maamary, Gebran	D.E.S. in Interior Architecture Masters in History of Sacred Arts Certificate «Restoration of Artistic Works » USEK– Lebanon

Sarraf, Rima	D.E.S. “Advertising” ALBA – Lebanon
Sassine Yolla	Diploma of Architectural Engineering A.I Mikoyan Kuibyshev - Russia Diploma of Drawing and Restoring Icons Historical Museum of Kuibyshev – Russia
Zachariou, Yanni	D.E.S. “Architecture” ALBA – Lebanon

PART-TIME FACULTY MEMBERS

Abi Rached, Marc	D.E.S. Architecture ALBA-Lebanon.
Abou Chedid, (Choueiry),Nathalie	D.E.S. in Advertising, ALBA - Lebanon.
Adra,Osman	Bachelor of Engineering (Mechanical) AUB – Lebanon
Amine (EL), Bashar	Architecte DPLG, Paris, Val-de-Marne, DEA “Gardens Landscaping and Territory Planning”, Paris I
Azar, Gilbert	Diploma in Engineering, E.S.I.B – Lebanon
Azar Mark	BS in Computer Science, USEK – Lebanon BS in Real Time Interactive Simulation, Digipen Institute of Technology – WA – U.S.A
Ballout, Khaled	D.E.S. in Plastic Arts, I.N.B.A. – Lebanon
Barakat, Joseph	D.E.S. in Architecture, ALBA – Lebanon. Diploma and Specialization in Urban Planning, IRKUTSK State Technical University.
Boulous, Selim	D.E.S. in Architecture, ALBA-Lebanon.
Dabbaghian, Charly	Dottore di Laurea degree in Architecture, Polytechnic University of Torino.
Dada, Rym	B.A. in Graphic Design, Instuto Europeo de Design – Milano – Italy. M.A. in Multimedia and Digital Applications, Polytechnic University of Valencia – Spain.
Dahdah, Carol	D.E.S. in Interior Architecture, ALBA – UOB – Lebanon.
Dennaoui, Elie	B.A. in Theology, St John of Damascus, Institute of Theology – UOB. D.E.A in History, Pontifical Oriental Institute –Rome, MPS in Engineering Multimedia for Education, Université de Poitiers - France.
Daoud, Mounir	Law Diploma, Lebanese University.
Debbas, Sandra	D.E.S. in Architecture, ALBA-Lebanon.

Faddoul, Ra'fat	D.E.S. in Architecture, Lebanese University.
Foz Chehade	D.E.S. in Architecture ALBA – Lebanon Masters in Structures in Architecture UPC-Barcelona
Ghanem, Rima	D.E.S. in Interior Architecture, ALBA – Lebanon.
Hage, Ghada	Masters in Economics, Diploma in Photography, Certificate “Biology”, U.S.E.K - Lebanon.
Hage, Gilbert	Diploma in Photography, U.S.E.K - Lebanon.
Hosni, Zeina	D.E.S. in Interior Architecture, I.N.B.A – Lebanon.
Ibrahim, Johnny	D.E.S. in Architecture, Lebanese University, D.E.A. in Regional Planning, Institut de Géographie – Paris I – France. D.E.S.in Restoration, Lebanese University.
Issa, Georges	Diploma of Engineering, USJ-Lebanon.
Kamel, Rudy	Advanced Studies in Economics, Kensington Court School-London.
Lahoud, Ibrahim	B.F.A. in Graphic Design, San José State University – California – USA.
Lteif, Joe	General Culture, USJ-Lebanon.
Maamary, Mohammad-Jamal	M.S. in Electrical Engineering, Illinois Institute of Technology – USA.
Maamary, Gebran	D.E.S. in Interior Architecture, Masters in History of Sacred Arts. Certificate «Restoration of Artistic Works», USEK– Lebanon.
Machaalany, Rabih	Teaching Diploma in Archeology and History of Arts, Lebanese University, D.E.S.in History Contemporary Arts, Sorbonne – Paris IV, PhD in History of Arts, Sorbonne – Paris IV.
Mattar, Marc	Architect DPLG Ecole D'Architecture de Marseille – Luminy, M.S. in Real Estate and Construction Management Euromed – Marseille. D.E.S. in Engineering, Ecole Polytechnique – ESAM – EAML – France.
Moubarak, Carlos	D.E.S. in Architecture, ALBA-Lebanon.
Mufti, Mohamad	Architect DPLG Ecole Nationale Supérieure de Versailles E.N.S.A.V.
Nawar, Paul	D.E.S.in Interior Architecture, USEK – Lebanon.
Nasr, George	B.A. in Motion Pictures, UCLA - USA.

Nicolas, Elise	B.S. in Information System, UOB Lebanon. M.S. in Computer Science, Georges Washington University-USA.
Obeid, Mustafa	D.E.S. in Plastic Arts, I.N.B.A. – Lebanon.
Rabbat, Pierre	D.E.S. in Architecture, ALBA-Lebanon.
Rizkallah, Jacques	D.E.S. in Plastic Arts, I.N.B.A – Lebanon.
Rizkallah, Julie	D.E.S. in Plastic Arts, ALBA – Lebanon.
Salem, Amer	D.E.S. in Architecture, ALBA-Lebanon.
Salem, Salem	Diploma in Architecture, Baucentrum - Rotterdam.
Sawma, Eddy	Diploma of Engineering, Lebanese University.
Taousson, Gregory	Architect DPLG, M.S. in Architecture, SCI-ARC-L.A.
Tawil Samir	Bachelor of Architecture University of Studies of Reggio Calabria – Mediterranean - Italy PhD in Engineering – Architecture & Economics for Urban & Rural Sustainability Polytechnics University of Marche - Italy
Terki Sabine	BS in Computer Science NDU – Lebanon MA in Animation University of Hertfordshire - England
Yammine Sylvia	DES in Architecture Lebanese University DESS in Urbanism ALBA – Lebanon
Zock Assem	MFA in Interior Architecture & Design ALBA-Balamand – Lebanon

I - INTRODUCTION

The Académie Libanaise des Beaux-Arts at Balamand Campus offers the following Programs:

- **Bachelor of Fine Arts in Graphic Design**
- **Bachelor of Fine Arts in Interior Architecture & Design**
- **Bachelor of Fine Arts in Computer Graphics & Interactive Media**
- **Bachelor of Science in Architectural Studies**
- **Teaching Diploma in Art Education**

Graphic Design and Interior Architecture & Design are closely allied Programs with a broad professional and interdisciplinary philosophy. They share many of the same courses. Both design programs are committed to nurture cultural diversity while providing solid grounding in the basis of design, the use of current tools, and the high standards of professional practice.

The Primary Objective of the Computer Graphics & Interactive Media Program is to prepare Students for the Art & Design Professions in which Computers have become an essential tool in the creation and transmission of Audio-Visual Ideas.

Graphic Design students learn the effective use of text and image in the communication of messages and ideas. Students are encouraged to dare to take different creative and personal approaches to problem solving. All types of expressions are encouraged. Computer images, video, and/or traditional media are but means to serve an end. Personality-nurtured perception and interpretation and historical content and references, as they are discussed in class, develop each student's uniqueness.

Interior Architecture & Design students learn the standards of the profession. They use education, experience, and skills to identify, research, and creatively solve problems pertaining to interior environment to enhance the quality of life. They define the problem, determine the solution, heeding spatial opportunities and the availability of furnishings and equipment, and then produce accurate drawings reflecting the building, the site condition, the building's construction system, and its occupancy needs.

Computer Graphics & Interactive Media emphasizes the user's creativity, rather than the capability of the Computer. The Program challenges Students to apply their creativity and imagination to the latest digital tools and techniques, while the curriculum is devoted to teaching the Practice and Theory that emerge from the convergence of the new media technology. It prepares students for positions in the Art and Design Disciplines that currently employ this technology: Interactive Media, Interface Design, Computer Animation, Imaging, and Fine Arts.

The Architecture Program prepares the students to become professional practitioners. The study of architecture is posited as a cultural process dedicated to the sustenance of imagination and creativity and also the necessity for material embodiment within a larger social and ethical context.

The Projects sequence within the Program offers a thorough foundation of knowledge integrating critical thinking, design, technology, building, representation, and social responsibility. Students are encouraged to aspire towards creative and intellectual independence and to commit to authentically-inspired architectural research.

II - UNDERGRADUATE PROGRAM

The Académie Libanaise Des Beaux Arts at the University of Balamand offers the following undergraduate degrees:

- Bachelor of Fine Arts in Interior Architecture and Design
- Bachelor of Fine Arts in Graphic Design
- Bachelor of Fine Arts in Computer Graphics & Interactive Media
- Bachelor of Arts in Architectural Studies

The BFA is granted upon completion of a three-year program of two semesters each, which includes a Foundation Arts Program, a curriculum common to these disciplines.

The BA in Architecture is granted upon completion of a four-year program of two semesters each.

A. ADMISSION REQUIREMENTS:

1. Lebanese Baccalaureate or its equivalent.
2. Interview with a faculty member.
3. Acceptable scores on the TOEFL.
4. Acceptable scores on the entrance exam which consists of:
 - Observation drawing
 - Expression drawing
 - 3D objects perception for students applying to Architecture and Interior Architecture and Design.
5. Admission is usually restricted to the first year. However, in exceptional cases, and with the approval of the Admissions Committee, students transferring from other universities may be considered for transfer admission, on an individual basis provided the following requirements are satisfied:
 - Enrollment quotas for the programs have not been filled.
 - The applicant has attended an accredited University and obtained a minimum average of (70) in at least 20 transferable credits.
 - The applicant has the Lebanese Baccalaureate or its equivalent.
 - The applicant has submitted a personal portfolio of his work completed during his/her years of study. This portfolio is assessed by the School's Admission Committee that may require a personal interview with the applicant.
 - The applicant has satisfied the University requirements concerning proficiency in the English language.
 - All transfers are reviewed by the School's Admissions Committee, which evaluates the applicant's transferable credits.

B. ACADEMIC RULES AND REGULATIONS:

1. An evaluation of academic progress takes place at the end of each semester in the Academic Year.
2. The evaluation is based on the general cumulative average.
3. Grading system:
Please refer to the General Section in the University Academic Rules & Regulations.
4. Incomplete Grades:
Please refer to the Academic Rules & Regulations in the University Catalogue: 'Incomplete Grades & Make-up Examinations'.
5. Dean's Honor List
To be placed on the Dean's Honor List, a student must:
 - Be enrolled as a regular full time student
 - Have a general semester average of 80 or above and rank in the top 10% in his/her class.

- Have no failing or incomplete grades.
 - Have not withdrawn from any course during the evaluation year.
 - Have no disciplinary action against him/her.
6. Promotion and faculty probation:
Refer to the Academic Rules & Regulations in the University Catalogue: ‘Scholastic Standings’.
7. Dismissal from the School
The School of Architecture and the School of Design and Communication Arts reserve the right to drop any student at any time, following a decision taken by the School Council, for any of the following reasons:
- If the student fails to remove the Strict Probation
 - If the cumulative general average is less than 60 at the end of an evaluation period.
 - If, at the end of the evaluation period of the first year of study in the School of Design and Communication Arts, the student fails to achieve a general cumulative average of 70.
8. Regulations concerning Projects due dates and Class Attendance:
- Students are required to attend all Classes and Workshops for the whole duration of the sitting. Any delay in their attendance for more than 10 minutes will be marked as an absence in their attendance register.
 - Students are required to attend classes and workshops at the scheduled time.
 - No withdrawal from any operating class or workshop is allowed, unless approved by the Professor. Any withdrawal from a workshop sitting or a classroom for more than 10 minutes will be marked as an absence in the attendance register.
 - Submittal of the projects is mandatory at the time and date fixed by the Professor, either in Class or as mentioned in the Project Outline.
 - Any Delay in the submittal of the Projects for more than 15 minutes means that the project will not be admitted for assessment.
 - Rendering of the total number of Projects and / or Papers assigned for each course is mandatory.
 - Failing to comply with this, following a reason judged to be acceptable by the Dean means an Incomplete Grade at the end of the semester.
 - Students, who fail to submit two projects, or papers (research, presentation, homework) in one course, will be advised to withdraw from the course, or else he/she will be officially withdrawn, and a grade of WF is given.
A WF grade is counted as a 40 in computing the student’s average.

C. MODALITIES GOVERNING THE SUBMITTAL OF THE BFA FINAL PROJECT:

1. At the beginning of each Academic Year, the Dean shall nominate a committee responsible for the guidance and advising of the students who are going to submit their final project during the academic year.
This committee will be called “Academic Committee “.
It shall be composed of:
The Director, the Coordinators of the Departments, two professors from the Department concerned.
2. At the beginning of the 4th week of the semester, the student will submit two proposals for his final project (in five copies) to the Dean’s Office.
3. The Dean shall within one week call the “Academic Committee” to a meeting, in which it shall act as a jury, to discuss the proposals of the students. The jury has the right to call the student for presentation of his choice.
4. The jury can accept or reject one or both of the proposals submitted by the student. In case of rejection of both proposals, the student will be given a proposal for a project from the Jury. The student will not have anymore the opportunity to choose his own topic for the final project.
5. At the beginning of the 6th week of the semester, the student has to start working on his project.
6. The total duration of this project is 10 weeks, divided as follows:

FIRST PHASE: FINAL PROJECT PROPOSAL:

The first week: the student has to submit a written proposal (in 5 copies: 1 original and 4 copies) about his project. This proposal shall be no more than 20 pages (including drawings, charts, pictures...and approximately 3000 words) A4 size typed on the computer. It shall be bound sideways with a clear table of contents, and a cardboard cover on which it should be clearly stated:

UNIVERSITY OF BALAMAND

ACADEMIE LIBANAISE Des BEAUX-ARTS

BACHELOR OF FINE ARTS: FINAL PROJECT PROPOSAL

PROJECT NAME

ACADEMIC YEAR

STUDENT'S NAME

STUDENT ID NUMBER

The Dean shall nominate 3 readers; among them will be the professor who was advising the student, a member from the Academic Committee as ex-officio member, and another one from the faculty members of the Department concerned. A copy of the proposal will be delivered to each one of them. They shall read it, put their remarks and meet within three days to submit a final advising paper to the Dean's Office. A copy of this paper shall be delivered to the student, immediately and he will be granted the permission to continue his work.

SECOND PHASE: PRELIMINARY DESIGN

The duration of this phase is 4 weeks, after which the student has to submit a preliminary Design for the whole project.

The work shall be presented by the student, in front of a jury, who shall deliberate and, either grant or deny the permission to the student to proceed with the third phase.

In the latter the student will have an extra one week to submit his work or he will miss the third phase.

THIRD PHASE: FINAL PROJECT

The duration of this phase is 5 weeks, after which the student has to submit the final Design for the whole project.

The work shall be presented by the student, one week before the fixed final submittal day, in front of the jury, who shall deliberate and, either grant the permission to the student to submit his project in front of the Grand Jury, or decide that the project is not valued, and accordingly the student will not be able to submit his work.

7. ASSESSMENT OF THE BFA FINAL PROJECT:

7.1. Assessment of the Final project in INTERIOR ARCHITECTURE AND DesIGN

The Project will be graded as follows:

IADN 224	Conceptual Design studio IV	/100
IADN 241	HVAC	/100
IADN 251	Kitchen and Bath Design	/100
TSID 204	Materials IV	/100
TSID 222	Building construction II	/100
TSID 237	Model Making Workshop II	/100

7.2. Assessment of the Final project in GRAPHIC DesIGN

The Project will be graded as follows:

GRDN 227	Graphic Design II	/100
GRDN 237	Production I	/100
TSGD 254	Photography Lab and Studio III	/100
TSGD 264	Computer Imagery II	/100
TSGD 267	Illustration II	/100
TSGD 276	Etching	/100

7.3. Assessment of the Final project in COMPUTER GRAPHICS & INTERACTIVE MEDIA

The Project will be graded as follows:

CGIM204	Computer Graphics & Interactive Media	/100
CGIM227	Web Development	/100
TSCG223	Advanced Digital Video	/100
TSCG224	Advanced Digital Audio	/100

These grades will be computed as 40% of the final grades of each of the courses taken during the semester. The remaining 60% will be graded on class-work, projects, quizzes, mid-terms... done during the first and second phases of the final project.

A minimum grade of 70/100 is required in the Major Courses and minimum grade of 60/100 is required for the Technical Skills Courses.

8. Failure to achieve the required averages in any course means that the student will be required to repeat the failed course, in the next semester. Accordingly his graduation will be delayed until he succeeds the failed course(s) and achieves the required averages.
9. In addition to the above mentioned criteria, for the assessment of the BFA Final Project, the Project as a whole will be assessed as a 3 credits Major Course with a minimum grade of 70/100:
 - FPID 231 BFA Final Project – Interior Architecture and Design
 - FPGD 241 BFA Final Project – Graphic Design
 - FPCG 211 BFA Final Project – Computer Graphics & Interactive Media

D. GRADUATION REQUIREMENTS

To obtain the Bachelor of Fine Arts and the Bachelor of Arts in Architecture, the students must meet the following requirements:

1. Maintain a general cumulative average of 70 or above in accordance with University regulations.
2. A passing grade in all courses.
3. Completed all the projects in Initiation, Elementary and 2nd Class in Architecture.

E. MODALITIES GOVERNING THE GRADING SYSTEM OF THE ARCHITECTURAL PROJECTS IN THE BACHELOR OF ARTS

Spread out over the whole period of schooling, the projects are divided into 3 cycles of progressive complexity.

The duration of each cycle depends on the work and the capacity of the student.

The education at ALBA is based on apprenticeship. This is why the projects are not graded over 100 anymore after the initiation cycle; they are evaluated by A, B, C, D, E or F. Each letter refers to a point (see table F.1). In order to accomplish a cycle and move the second one, a certain number of points is required (an average over 100 is not significant anymore; therefore it cannot allow the student to begin the following cycle).

1. The Initiation cycle (6 credits) includes 8 projects distributed year-round. The projects of this cycle are evaluated by a grade over 100, the passing grade being 70/100.
2. The Elementary cycle (7 credits) includes 4 Elementary Projects of Architecture (EPA, 4 credits) and one Elementary Developed Project of 12 to 15 weeks duration (EDP, 3 credits: 1 analysis project, 1 concept project and 1 long project, LPE).
3. The 2nd Class cycle (8 credits) includes the following:
 - 5 2nd Class projects of Architecture (5 credits)
 - 1 Construction Long Project, LP2, of 8 to 10 weeks (2 credits)
 - 1 Interior Architecture and Design Project, IAD (1 credit).

In Elementary and 2nd Class projects, 4 Ds and/or Es can be counted up. The 5th D or E will be cancelled.

Projects are evaluated by a jury made up of professors who taught the project. Professionals from outside the university can be invited to this jury.

Table F.1

Letter	Points
A	6
B	5
C	3
D	2
E	1
F	0 (Off Subject/Absent)

Table F.2

Class	Projects	Passing Grade/Points
Initiation	Initiation	70/100
Elementary	EPA	20 points
	EDP	12 points
2nd class	Architecture	25 points
	LP2	5 points
	IAD	5 points

COURSE DESCRIPTION

FRESHMAN COURSES:

ARTH101 HISTORY OF THE ARTS

3.0: 3 cr. E

A cultural course that deals broadly with all the arts in a historical and geographical context. A general knowledge course, a new and daring approach to history useful to any cultured person.

FNAT101 BASIC DRAWING I

3.0: 3 cr. E

An introductory approach, not only to hand skills, but mostly to ways and means of analysis and to dealing with proper understanding of sight. Teaching the eye to be intelligent. Corollary to this are the hand skills.

•INTERIOR ARCHITECTURE AND DESIGN

•GRAPHIC DESIGN

•COMPUTER GRAPHICS AND INTERACTIVE MEDIA

•ARCHITECTURE

FOUNDATION ARTS PROGRAM:

AEDU 201 METHODOLOGY OF CREATIVE APPROACH

1.0: 1 cr. E

Familiarize the student with the notion of Creativity in order to allow him a better understanding of the bulk of his studies

AEDU 210 THEORY OF ARCHITECTURE

3.0: 3 cr. E

Introduced as a complete organism and considered as a morphological system, Architecture is studied in the go-between the total abstract components and meanings of the real space.

AEDU 216 MUSIC APPRECIATION

2.0: 1 cr. E

Through a chronological exploration of style periods in Eastern and Western music, this course will increase students' appreciation for the music they already know and love. Students learn to aurally recognize and comprehend the various elements of music that define style, genre, and period, and develop the vocabulary to discuss them. The course also gives an overview of some popular and traditional world music.

AEDU 217 MOTION PICTURES APPRECIATION

3.0: 3 cr. E

An introductory course in which the student will learn how to analyze films on technical, aesthetic, and thematic levels. Historically significant films will be used as source material. This course provides an overview of the historical development, emerging styles, basic components, and social importance of the motion picture as an art form. Proficiency will be demonstrated in critical essays.

ARTH 201 HISTORY OF ARTS AND CULTURES I

3.0: 3 cr. E

Introductory course to major artistic production and human social structure, philosophic reflections, spiritual dogmas and ethnic ideologies during Pre-historic periods, Antiquity and Middle ages

ARTH 202 HISTORY OF ARTS AND CULTURES II

3.0: 3 cr. E

Introductory course to major artistic production and human social structure, philosophic reflections, spiritual dogmas and ethnic ideologies that shaped the last two parts of human history: Renaissance and Modern Times.

FNAT 201 and 202 Drawing I and II **6.0: 3 cr. E**

FNAT 221 and 222 Sketching I and II **4.0: 2 cr. E**

FNAT 241 and 242 Clay Modeling I and II **3.0: 2 cr. E**

Free hand drawing, sketching and clay modeling, as support to perceive rate and proportion. These studios are emphasized because most students have little or no knowledge of the bases of the discipline.

FNAT 203 Drawing III **6.0: 3 cr. E**

FNAT 204 Drawing IV **4.0: 2 cr. E**

FNAT 223 and 224 Sketching III and IV **2.0: 2cr. E**

Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

GRDN 201 VISUAL LANGUAGE I **4.0: 3 cr. E**

GRDN 202 VISUAL LANGUAGE II **4.0: 3 cr. E**

Introduction to 2D Design. Basic problem solving. Relation between 2D space, meaning, and visual effects.

GRDN 211 THEORY OF COLOR I **2.0: 1cr. E**

GRDN 212 THEORY OF COLOR II **2.0: 1cr. E**

Based on Johannes Itten. Study of contrasts meaning, and relation between colors and effects. Laws of composition.

IADN 201 SPATIAL DEPICTION I **2.0: 1cr. E**

IADN 202 SPATIAL DEPICTION II **2.0: 1cr. E**

Introduction to means of expressing space. Scale, drafting methods, plans, sections, measurements. Basic geometry and technical media.

IADN 211 ANALYSIS OF SPACE I **4.0: 3cr. E**

IADN 212 ANALYSIS OF SPACE II **4.0: 3cr. E**

Introduction to components of 3D space and the variables that allow for meaningful volumes. Relation between data and solution.

TSCG 201 COMPUTER GRAPHICS I **3.0: 2 cr. E**

TSCG 202 COMPUTER GRAPHICS II **3.0: 2 cr. E**

These are introductory courses Designed to give the students a general overview to the world of computer graphics, from 2D to 3D, still to time based, linear to interactive. They serve as a blind date meeting between students and the various software packages and hardware pieces they will be using throughout the remainder of the “Computer Graphics and Interactive Media” curriculum.

ENGL203 ENGLISH COMMUNICATIONS SKILLS III **3.0: 3 cr. E**

ENGL 204 ENGLISH COMMUNICATIONS SKILLS IV **3.0: 3 cr. E**

Refer to Department of English Language and Literature program.

GRAPHIC DESIGN

ARTH 211 HISTORY OF MODERN DESIGN I

3.0: 3 cr. E

A brief survey of Graphic Design from Pre-History to the Industrial Revolution, before getting into details about the origins of the Graphic Design, Typography and Printing during the period from the Industrial Revolution to World War II.

ARTH 212 HISTORY OF MODERN DESIGN II

3.0: 3 cr. E

Continuity of ARTH211 "History of Modern Design I" from World War II to the Present Time, with details about the Modern Graphic Design and Designers, different Art Movements within the social, economic and political context.

FNAT 203 DRAWING III

4.0: 3 cr. E

FNAT 204 DRAWING IV

4.0: 2 cr. E

FNAT 223 and 224 SKETCHING III AND IV

2.0: 2 cr. E

Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

GRDN 203 VISUAL COMMUNICATION I

6.0: 4 cr. E

GRDN 204 VISUAL COMMUNICATION II

6.0: 4 cr. E

Introductory exploration into the basic Design and hand skills necessary for contemporary graphic Design. This course addresses visual problem solving.

GRDN 216 and 217 TYPOGRAPHY I AND II

2.0: 2 cr. E

Introductory exploration into different components of type: legibility, proportion, and weight. Basic Design with type and basic terminology

GRDN 218 TYPOGRAPHY III

4.0: 2 cr. E

Advanced course in typographic Design. Concentrates on methodology, process, and techniques for solving complex typographic problems (Arabic and Latin types).

GRDN 226 GRAPHIC DESIGN I

6.0: 4 cr. E

GRDN 227 GRAPHIC DESIGN II

6.0: 4 cr. E

Symbolic communication and corporate identity with emphasis placed on how to recognize, state, and solve problems using illustration and photography (applications: posters, menu covers, etc.)

GRDN 236 PRINTING DESIGN

2.0: 1 cr. E

Introductory to production vocabulary, means of preparation, requirements, etc. as a preamble to production.

GRDN 237 PRODUCTION I

4.0: 3 cr. E

Basic knowledge of pre-press (below the line) production.

GRDN 246 PACKAGING DESIGN

4.0: 2 cr. E

A 2 D approach that includes knowledge of various shapes and how to cope with illustration on volume.

ARAB 201 ARABIC EXPRESSION TECHNIQUE	3.0: 3 cr. E
Please Refer to Department of Arabic Language and Literature Program.	
TSGD 251 INTRODUCTION TO PHOTOGRAPHY	2.0: 1 cr. E
TSGD 252 PHOTOGRAPHY LAB AND STUDIO I	5.0: 3 cr. E
Fundamentals in techniques and application of the medium. Black and white processing and printing. 35mm camera exposure meter, etc..	
TSGD 253 PHOTOGRAPHY LAB AND STUDIO II	4.0: 2 cr. E
TSGD 254 PHOTOGRAPHY LAB AND STUDIO III	4.0: 2 cr. E
Advanced application of processing and printing techniques. Numeric photography and film. Experimental imagery and personal styles are encouraged.	
TSGD 262 COMPUTER I	2.0: 2 cr. E
An introductory course aiming at computer literacy evolving into learning to use computers and softwares to create color images.	
TSGD 263 COMPUTER IMAGERY I	2.0: 2 cr. E
TSGD 264 COMPUTER IMAGERY II	2.0: 2 cr. E
Further investigation in computer imagery: Qwark express, In- Design, Adobe Photoshop and Illustrator, the creation and manipulation of color images, the exploration of image treatment and scanning software	
TSGD 266 ILLUSTRATION I	4.0: 2 cr. E
TSGD 267 ILLUSTRATION II	6.0: 2 cr. E
Learning and developing skills and techniques of different styles for advertising and books.	
TSGD 271 RENDERING	2.0: 1 cr. E
Different rendering techniques are studied, employing various media. The rendering of basic color rendering is the object.	
TSGD 276 ETCHING	4.0: 2 cr. E
Learning and developing skills in engraving and etching. Introduction to the different principles of professional printing.	

IV - MINORS IN GRAPHIC DESIGN:

The School of Design and Communication Arts offers a Minor in Graphic Design with Concentration in Printing and in Computer Imagery according to the following program of study:

FOUNDATION ART COURSES: FACULTY REQUIREMENTS

CODE	COURSE NAME	HRS/WK	# CREDITS
FNAT 201	DRAWING I	6.0	3
FNAT 221	SKETCHING I	4.0	2
GRDN 201	VISUAL LANGUAGE I	4.0	3
GRDN 211	THEORY OF COLORS I	2.0	1
	TOTAL NO. OF CREDITS IN FOUNDATION ART COURSES		9

MINOR IN GRAPHIC DESIGN: CONCENTRATION PRINTING PRODUCTION

CODE	COURSE NAME	HRS/WK	# CREDITS
GRDN 216	TYPOGRAPHY I	2.0	2
GRDN 217	TYPOGRAPHY II	2.0	2
GRDN 236	PRINTING DesIGN	2.0	1
GRDN 237	PRODUCTION I	4.0	3
TSGD 252	PHOTOGRAPHY LAB & STUDIO I	6.0	3
TSGD 263	COMPUTER IMAGERY I	2.0	2
	TOTAL NO. OF CREDITS IN PRINTING PRODUCTION COURSES		13

MINOR IN GRAPHIC DESIGN: CONCENTRATION COMPUTER IMAGERY

CODE	COURSE NAME	HRS/WK	# CREDITS
GRDN 203	VISUAL COMMUNICATION I	6.0	4
GRDN 216	TYPOGRAPHY I	2.0	2
GRDN 217	TYPOGRAPHY II	2.0	2
TSGD 252	PHOTOGRAPHY LAB & STUDIO I	2.0	3
TSGD 262	COMPUTER I	2.0	1
TSGD 263	COMPUTER IMAGERY I	2.0	2
TSGD 264	COMPUTER IMAGERY II	2.0	2
	TOTAL NO. OF CREDITS IN COMPUTER IMAGERY COURSES		16

The Minor in Graphic Design is granted upon completion of:

- 10 credits in Foundation Art Courses and
- 13 credits in Printing Production Concentration Courses, or
- 16 credits in Computer Imagery Concentration Courses.

Admission to Concentration Program:

Students enrolled in the concentration program must achieve a general average of 65 and above in the Foundation art Courses, in order to be admitted in the Concentration Program.

INTERIOR ARCHITECTURE AND DESIGN

ARTH 206 HISTORY OF STYLES I 3.0: 3 cr. E

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economic, social, political, and religious lives, and as a response to an elementary human functional, decorative and artistic needs along with architectural evolution and progress of industrial development, from the Antiquity through Louis XIV.

ARTH 207 HISTORY OF STYLES II 3.0: 3 cr. E

Introductory course to history of styles including a survey of furniture, decorative elements, materials and techniques as reflection of economic, social, political, and religious lives, and as a response to an elementary human functional, decorative and artistic needs along with architectural evolution and progress of industrial development, from the French Regency through Modern Times.

FNAT 203 DRAWING III 6.0: 3 cr. E

FNAT 204 DRAWING IV 6.0: 2 cr. E

FNAT 223 and 224 SKETCHING III AND IV 2.0: 2 cr. E

Through direct observation and experimentation the student is led to develop a personal approach to expression in the portrayal of figure, landscape, and still life using a variety of materials. The student determines thematic content, conceptual approach, and style.

IADN 203 SPATIAL DEPICTION III 3.0: 1 cr. E

IADN 204 SPATIAL DEPICTION IV 3.0: 2 cr. E

Descriptive geometry with drawing of shadows. Axonometric, isometric, views. Frontal perspective.

IADN 205 Perspective 2.0: 1 cr. E

Course in perspective drawing with rendering, lateral, and multiple vanishing points.

IADN 221 Conceptual Design Studio I 6.0: 3 cr. E

IADN 222 Conceptual Design Studio II 6.0: 3 cr. E

Introduction to the creative process of problem solving through sketches and study models as well as verbal presentation. Gradual introduction of projects.

IADN 223 Conceptual Design Studio III 6.0: 3 cr. E

IADN 224 Conceptual Design Studio IV 6.0: 3 cr. E

Progressive addressing of larger problems. Relation between horizontal and vertical levels. Projects include details.

IADN 231 Furniture I	3.0: 1 cr. E
IADN 232 Furniture II Introduction to furniture. Course in joinery and wood techniques applied to furniture 2D means of expression.	5.0: 2 cr. E
IADN 241 H.V.A.C. Theory and techniques. Calculation controls and coDes.	2.0: 2 cr. E
IADN 246 Technical Lighting Technical information on calculation control and coDes with introduction to lighting Design theory and technicality including luminous composition, light, and color Design processes.	2.0: 2 cr. E
IADN 251 Kitchen and Bath Design Exploration of fixtures, finishes, and various functions involved. Basic plumbing plus electrical lighting ergonomics, code issues, and permit are covered.	3.0: 3 cr. E
ARAB 201 Arabic Expression Technique - 3 Please Refer to Department of Arabic Language and Literature Program.	3.0: 3 cr. E
TSID 201 Materials I	1.0: 1 cr. E
TSID 202 Materials II Textiles for residences. Covers the appropriate use of textiles, and their use in furniture and window treatments.	2.0: 2 cr. E
TSID 203 Materials III	2.0: 1 cr. E
TSID 204 Materials IV Examinations of architectural and interior finishing materials and furnishing application and purpose.	2.0: 1 cr. E
TSID 212 Computer I Learn how to create and edit professional 2D drawings with this comprehensive first course in the use of AutoCAD. Even students with no previous CAD experience can progress quickly through this course which is arranged in a natural sequence that is easy to understand. Students immediately apply what they have learned from brief theory presentations in hands-on exercises using supplied drawing files. These exercises include step-by-step instructions along with clearly illustrated screen captures.	2.0: 1 cr. E
TSID 213 COMPUTER II	2.0: 2 cr. E
TSID 214 COMPUTER III Auto CAD applied to projects.	2.0: 2 cr. E
TSID 221 BUILDING CONSTRUCTION I	5.0: 3 cr. E
TSID 222 BUILDING CONSTRUCTION II IncluDes plan, section, symbols, vocabulary, and graphic means of conveying information. Plan section, elevation, cabinet, furniture details. Advanced electric plans and ceiling plan. Intermediate space planning stressing coDes and symbols. Examination of the relationship between drawings and built product.	5.0: 3 cr. E
TSID 231 RENDERING TECHNIQUES	2.0: 2 cr. E

TSID 232 RENDERING WITH COLORS **2.0: 2 cr. E**
Instruction to the presentation of Interior Architectural Designs. Input from Graphic Design broadens the base of understanding depiction layout. Other interdisciplinary approaches are used.

TSID 236 MODEL-MAKING WORKSHOP I **4.0: 2 cr. E**

TSID 237 MODEL-MAKING WORKSHOP II **4.0: 2 cr. E**
This course focuses on all the aspects of the materials, tools, and skills required to create models for presentation. Students learn to interpret various projects. The Workshop is integrated with studio coursework.

COMPUTER GRAPHICS & INTERACTIVE MEDIA

ARAB 201 ARABIC EXPRESSION TECHNIQUE **3.0: 3 cr. E**
Please Refer to Department of Arabic Language and Literature Program.

ARTH 216: History of Computer Graphics and Digital Communication: **3.0: 3 cr. E**
The Study of the History of CGIM “Computer Graphics & Interactive Media” is an important part of our overall educational experience, not necessarily to build on the historical precedent, but to gain an understanding of the evolution of our discipline and to gain a respect for the key developments that have brought us to where we are. This course presents a historical overview of these developments, including CAD, computer animation, computer art and scientific visualization.

CGIM 201 Computer Graphics & Interactive Media Studio I **4.0: 4 cr. E**

CGIM 202 Computer Graphics & Interactive Media Studio II **4.0: 4 cr. E**

CGIM 203 Computer Graphics & Interactive Media Studio III **4.0: 4 cr. E**

CGIM 204 COMPUTER GRAPHICS & INTERACTIVE MEDIA STUDIO IV **4.0: 4 cr. E**
Studio Courses concentrating on individual projects, combining skills & knowledge acquired from the courses taken in each semester. Projects of increasing complexity are Designed to help the students experiment and expand their abilities in various Media.

CGIM 211 3D DIGITAL ANIMATION I **4.0: 3 cr. E**
In this course, students will take their modeling abilities to the next level, adding life to their still characters and objects through animation. The course concentrates on the different animation techniques such as key frame animation, morphing, skeletal animation, particle animation and Inverse Kinematics “IK”. They will also explore matching CG imagery to live action video, facial expressions, dynamics, physics, lip-syncing and character rigging.
Students are required to complete a short animated piece by the end of this course.

CGIM 212 3D DIGITAL ANIMATION II “REAL TIME, INTERACTIVE 3D” **4.0: 3 cr. E**
In this course, students will explore the conceptual and technical issues surrounding the creation of nonlinear, user-controlled, spatial experiences. Students conceive, build, and implement real-time, interactive 3-D works using Virtools, with the help of other 3D modeling packages.

CGIM 216 STORYBOARDING & STORYTELLING **3.0: 3 cr. E**
This course targets all areas of pre-production and Design for computer animation. The course focuses on the fundamental skills of Design for computer animation beginning with basic conceptual scripting and

storyboarding techniques and ending with the development of a complete technical breakdown ready to be animated. The art of storytelling is explored from logo treatments to character animation. Students should come prepared to draw, write, pantomime, analyze, and invent. By the end of the course, students conceive, Design, and execute their own storyboard for animation, including a technical breakdown of timing and strategies that can be applied in subsequent computer-animation courses.

CGIM 221 INTERACTIVE MEDIA I “ACTION SCRIPTING FOR THE WEB” 4.0: 3 cr. E

This course teaches the concepts and techniques necessary to Design and produce interactive projects that include computer graphics and animation and Desktop digital video. They also cover computer/human interface techniques, storyboarding and flowcharting, sprite and back-ground animation, capture of real-time video, and scripting techniques

CGIM 222 INTERACTIVE MEDIA II “LINGO AND INTERACTIVE INSTALLATION AND APPLICATION 4.0:3cr.E

This course teaches the concepts and techniques necessary to Design and produce interactive projects that include computer graphics and animation and Desktop digital video. They also cover computer/human interface techniques, storyboarding and flowcharting, sprite and back-ground animation, capture of real-time video, and scripting techniques.

CGIM 226 WEBSITE DESIGN 3.0: 3 cr. E

This course focuses on web development using the latest in user-side, server-side and CGI programming, with an emphasis on effective interactive Design. Students learn the processes involved in the creation of a dynamic interactive site. Tools include PHP, SSL, PERL, MySQL, Filmmaker.

CGIM 227 WEB DEVELOPMENT 3.0: 3 cr. E

This course is Designed to introduce students to server side issues, involved in website creation, linking a website to a Database, e-commerce, secure servers, e-mailing ...etc. Students develop sites including Java Script, Java 2, PHP and MySQL.

TSCG 206 MEDIA DEVELOPMENT I 4.0: 2 cr. E

This course teaches the concepts and techniques necessary to create programs using C++ language in order to manipulate and control 2D objects.

TSCG 207 MEDIA DEVELOPMENT II 4.0: 2 cr. E

This course is dedicated to the creation of 2D games using the programming skills while working within a team.

TSCG 211 2D ANIMATION 4.0: 2 cr. E

This course is an introduction to 2D animation using Adobe Flash, a powerful animation tool originally Designed for the Web, and now used for broadcast as well. Essential techniques such as special effects and camera moves are used to create and execute animation for environments using Flash.

TSCG 216 3D MODELING 4.0: 2 cr. E

This course gives students an in-depth look at the various techniques of 3D modeling, allowing them to create 3D characters, objects, and environments. Also covering the various techniques of texturing, lighting, shading, and rendering, allowing the students to have total control over their 3D computer generated images.

TSCG 221 VIDEO EDITING 4.0: 3 cr. E

Introduces video editing as a creative tool for digital arts students interested in its application to motion graphics, animation, and interactive genres. It offers a thorough technical understanding of nonlinear editing on the Final Cut-Pro system. Through editing exercises, students learn to manipulate time, space, sound, and emotions to create subjective narrative and experimental works. The course begins with a review of cinematic and analog

video technology, but focuses on the creation and manipulation of full-screen digital video imagery, including basic video effects, transitions, layering, audio, and titling.

TSCG 222 AUDIO FOR ELECTRONIC MEDIA **3.0: 3 cr. E**
Audio is an essential building block for any time-based piece of art, such as 2D/3-D animation, video, and the World Wide Web. This course covers the aesthetic, conceptual, and technical aspects of recording, editing and using audio with those electronic media. The course includes lectures on the physical properties of sound, and the various formats of sound.

TSCG 223 ADVANCED DIGITAL VIDEO **3.0: 3 cr. E**
This course focuses on creating high end visual effects and techniques for their video projects. Professional software packages, such as After Effects and Combustion, will be utilized by students in compositing, and creating television commercials, and broadcast style animations. Students learn the correct use of filters, traveling mattes, rotoscoping, keying, layering, and blue screen.

TSCG 224 ADVANCED DIGITAL AUDIO **3.0: 3 cr. E**
The creation of Digital Music & Audio. Students work individually and in teams to develop skills for multimedia audio production. Topics include: advanced MIDI, mixing, audio processing, interactive audio, and frequency equalization.

TSCG 226 Digital Illustration **3.0: 3 cr. E**
This course provides computer-graphics seniors with an opportunity to develop 2-D narrative pieces based on computer-generated artwork. Students also refine their drawing, rendering, and conceptualization techniques with the aid of a variety of paint systems such as the Wacom tablets. Course work requires the creation of high-quality hard-copy output.
Advanced course in student's major field to complete a Restoration Project. The project is presented to a jury for approval. Open only to students in this major in their senior year. The course may not be taken with another course.

ARCHITECTURE:

THEORETICAL COURSES:

AEDU 220 ARCHITECTURAL HERITAGE **1.0: 1 cr. E**
The course of Architectural heritage is proposed to give the undergraduate architecture students, the general background to make them able to understand the historical dimension of any building or historical monument, and the steps and criteria to be followed in any restoration project.

AEDU 221 RELIGIOUS HERITAGE **1.0: 1 cr. E**
The course of Religious heritage is proposed to give the B.A. level architecture students the general background to make them able to understand the historical dimension of religious heritage monuments. Study the symbolic of a religious building and the different stages of its metamorphoses. An outcome of this course will be a publication that will be a part of a data base concerning this Religious heritage.
Research projects are asked to be prepared by students: Analysis of a monument, architectural archeology, structural and construction system, decorative elements, best research projects will be published.

AEDU 222 MUSIC APPRECIATION FOR ARCHITECTS **1.0: 1 cr. E**
This course initiates students to the "Classical" music, or in other words the "non-commercial" music. Students will learn to "listen" and analyze music through movies, concerts and operas.

AEDU 223 CINEMA APPRECIATION FOR ARCHITECTS**1.0: 1 cr. E**

This course introduces the history of the cinema since its beginning focusing on crucial phases. During this course students will watch “classic” movies.

ARCH 205 THEORY OF ARCHITECTURE**3.0: 3 cr. E**

Theories in architecture through past centuries are the best examples for learning the methodological approaches and the steps of refinement.

ARCH 205 is a theoretical course embracing multidisciplinary traits that recalls universal metatheories. The teaching focuses on the mainspring of different sciences through thematic approaches.

It is considered a fundamental thinking and cultural reasoning before starting any creative process or inventive action in manipulating shapes, colors, materials and organized elements of structure “struktur”.

Is it a holistic vision of the mind – a symbolic evocation of absent realities – a cultural achievement of civilization?

ARCH 206 ARCHITECTURE & CONSTRUCTION I**1.0:1cr.E**

An introduction of terms and language to the fundamental concepts of structures is the crux of the course.

The structure analysis is the Design basis of construction and architecture. Scientific, mathematical and technical aspects are the spotted case studies.

Subjects are explained and illustrated through simple analogies and placed in relevant understandable contexts.

Structural elements with Description of load static diagrams are examined to comply with equilibrium requirements.

ARCH 207 ARCHITECTURE & CONSTRUCTION II**1.0: 1 cr. E**

Typological building archetypes are the fulcrum of this course.

Variation from simple to elaborated structural arrangement are Described and illustrated through noticeable examples on international existing monuments and architectural constructions.

An emphasis on the close relation of structure to architecture is detailed with its technical terminology to contribute better on the profession’s understanding from tradition to present day practice.

The scope is to enrich and raise the novice architect’s perception in Designing architectural concepts based on integrity and perfect symbiosis.

ARCH 208 ELEMENTS OF ARCHITECTURE-I**1.0: 1 cr. E**

Knowledge and new ideas are the starting point to any Design process.

Design methodologies and techniques are grasped from a broad range of sources. Arguments mainly related to architects, psychologists, sociologists, philosophers, cognitive scientists, linguists and essentially Designers constitute the fertile ground to state new way of ideas in architectural studies.

Artistic styles, way of practicing, standards and movements in architecture is the interface, the course explains and illustrates coalescing in an accretion way.

ARCH 209 ELEMENTS OF ARCHITECTURE-II**1.0: 1 cr. E**

Achievements in architecture through past centuries are the best examples for learning the theoretical assumptions and acquainting the methodological steps of refinement.

Form making through planar, sectional configurations and three dimensional organizations are elements a good architecture considers to answer responsively to any architectural problem.

The course syntax fosters the creativity in Design process and enables students to assimilate the visual elements of buildings identity.

ARCH 210 INITIATION TO LANDSCAPE**1.0: 1 cr. E**

The Initiation to Landscape course is at a time an overview of the determinants factors of Landscape, generated either by religious, intellectual or political contexts and motivations or by artistic trends throughout history.

It is as well as Descriptive and an analytical outline of major components forming the means of creation and

projection during the landscape Design process.

It is a study of different impulses of men towards Nature and consequently an articulation with the way cultures and societies appropriate their close landscapes and vast territories.

ARCH 231 MATERIALS AND METHODS OF CONSTRUCTION I

2.0: 2 cr. E

Materials and Technology education is an essential component of the curriculum. In a world where encounters with a wide range of technologies are part of the daily life experience of all people at work or at leisure, students should be equipped to face these encounters with the confidence which comes from learning about, through and or with a range of technologies.

ARCH 232 MATERIALS AND METHODS OF CONSTRUCTION II

2.0: 2 cr. E

Building projects require the selection of the best possible building systems that are then produced and built in the most productive way achievable. This does not happen by accident, but only by the integrated Design and management of the project's product, organization, and process. This course will teach how to set up and use model-based project and production management methods to manage the scope, schedule, cost of projects and focuses on the processes and tasks required for management of construction projects. Students will learn various tasks associated with construction project administration including, developing construction budgets, record keeping and documentation, and other duties necessary for efficient project operation and successful completion.

ARCH 233 MATERIALS AND METHODS OF CONSTRUCTION III

2.0: 2 cr. E

The course aims to tackle the problem of enforcement techniques in architecture, with particular attention to the implications of construction, and structural Design. It seeks so to provide students with the tools to think about the project as the site of synthesis of a plurality of aspects involved in the Design and manufacture of architectural work. In this framework we investigate the results of some Design experience, in a scenario which shows a special sensitivity on the issue of technological innovation in architecture. This requires a careful analysis of the techniques and their feasibility, but at the same time it necessitates a critical attitude that allows to avoid errors, especially in key technological-constructive.

ARCH 241 ARCHITECTURE & THE CITY

2.0: 2 cr. E

The course of Urban Public Spaces: Current concerns and Potentials, is proposed to provide undergraduate students in architecture the general required skills to have a critical understanding of the nature and current state of public spaces as seen from the planning perspective. The course is divided into three parts:

- Part I: Issues related to public spaces, their characteristics and uses.
- Part II: Public spaces and their urban context, with examples from various cities.
- Part III: Seminars discussing specific issues on public spaces.

ARCH 242 SPACE PERCEPTION

1.0: 1 cr. E

This course will explore how human factors influence the Design, construction and occupancy of the spaces we create. More specifically, we will consider the relationships between architecture and our bodies and our senses. We will study how the spaces we occupy affect our perception of ourselves and others. We will examine how we respond to the provocations of form and spaces with our behavior and our social relationships. We will also explore how these relationships have influenced the formation of architectural theory.

This course presents concepts in increasing scales - from the body to the urban setting. The coursework will sensitize you to issues, expand your understanding of the topics, and develop skills that you can implement in your projects. Most importantly, it is hoped that the themes of this course will influence the direction and decisions of your future practice.

ARCH 243 SOCIOLOGY OF THE HABITAT**1.0: 1 cr. E**

This course deals with issues of development and transformation of urban and rural communities with reference with migration pattern, modernization pattern, differentiation of functions, ecological pattern and land use, social control and social behavior. The objectives of the course are to sensitize students with urban communities' problems and appreciate how individuals interact with their communities on one side and their territories and their living spaces from the other side.

ARCH 244 URBAN PLANNING I**3.0: 3 cr. E**

Introduce architecture students to the dramatic situation of modern cities and the consequences of «Plan Masse» urban planning.

Introduce Urban Morphology as very important aspect of an architect intervention in the city.

Understand the components of urban forms through the analysis of the morphology which is at the basis of «Urban Project».

Analyze the urban morphology transformation of urban lots from the industrial revolution till the modern city.

Acquire the method of morphological analysis that defines the relationships between road tracing and lotting, between ground and building.

ARCH 245 URBAN PLANNING II**2.0: 2 cr. E**

Architecture students should be able to understand the importance of the Master Plan in controlling the growth, the land use, the urban morphology of a city and environmental concerns.

To introduce the concepts of: Sustainable development, New Urbanism, Urban planning conservation and preservation.

This course is presented mainly by short lectures on different topics followed by discussions on specific topics taken from a master plan of Lebanese city.

ARTH 221 HISTORY OF ARCHITECTURE FOR ARCHITECTS**3.0: 3 cr. E**

The course of History of Architecture I, is proposed to undergraduate students in architecture, and covers the period from Prehistory to XIVth Century. Architecture is presented, of course, as a cultural product, but mainly as a modern and contemporary architectural work for each studied period.

ARTH 222 HISTORY OF ARCHITECTURE FOR ARCHITECTS II**3.0: 3 cr. E**

The course of History of Architecture II is proposed to undergraduate students in architecture, and covers the period from XVth Century to present time. Architecture is presented, of course, as a cultural product, but mainly as a modern and contemporary architectural work for each studied period.

FNAT 225 SKETCHING V**1.0:1cr.E****FNAT 226 SKETCHING VI****1.0: 1 cr. E**

This course teaches the students how to draw with few lines a sketch whether representing persons, buildings or landscape following 4 basic rules: proportions, volume, movement and perspective, using different kind of medium.

FNAT 227 SKETCHING VII**1.0: 1 cr. E**

Mastering the drawing of an object in perspective view, while focusing on a unique rendering technique.

FNAT 228 SKETCHING VIII**1.0: 1 cr. E**

Mastering quick drawing of built environment using the least amount of lines. Light and shadow are used to enhance the perspective.

INAR 201 DESCRIPTIVE GEOMETRY I**1.0: 1 cr. E**

Introduction to means of expressing space thru delineation methods and technical media. Understanding of scale, relation between plans, elevations, sections, measurements and 3D representations thru drawings (axonometric and isometric projections) and models (unfolding of volumes).

INAR 202 DESCRIPTIVE GEOMETRY II**1.0: 1 cr. E**

The main task of Descriptive Geometry is to train three dimensional thinking. Topics and tasks used are naturally related to architecture. This course will follow various didactic and methodical principles which optimize a thorough learning of MONGE projection: the segmentation of a complex problem into abstract tasks: locate the position of points, lines and planes in three-dimensional space; find true length of lines; true shape of flat surfaces. Determine bearings, slopes, grades of lines, visibility; dihedral angles, develop complex volumes and intersect them. Understand and execute the shadow casting phenomena.

INAR 203 PERSPECTIVE FOR ARCHITECTS**1.0: 1 cr. E**

A 2D representation of a 3D reality. This course covers architectural shapes, exteriors and interiors, including various lighting and shading techniques as well as 1 and 2 point perspectives. The student will learn the basics of perspective thru projection method and the use of measuring points.

Prerequisite: INAR 202

MATH 235 NUMERICAL ANALYSIS USING EXCEL**2.0:2cr.E**

This course aims to find approximate solutions for some basic differential and linear algebra problems. It provides an introduction to numerical methods incorporating mathematical techniques with simplified computing exercises using excel sheets.

TSAR 201 STRENGTH OF MATERIALS I**1.0: 1 cr. E****TSAR 202 STRENGTH OF MATERIALS II****1.0: 1 cr. E**

Complete approach for the calculation and Design of structural members through theory and direct application.

TSAR 205 REINFORCED CONCRETE I**2.0: 2 cr. E****TSAR 206 REINFORCED CONCRETE II****2.0: 2 cr. E**

This course gives an overview of the reinforced concrete theories and applications.

TSAR 211 SURVEYING**1.0: 1 cr. E**

This course teaches how to draw topographical plans and maps of a road or a site plan.

TSAR 216 BUILDING LAWS**1.0: 1 cr. E**

This course presents the rules that manage building construction and their importance when it comes to construction conflicts.

TSAR 220 PROJECTS AND SITE MANAGEMENT**1.0: 1 cr. E**

This course gives an overview of the projects and site management theories and applications. This course aims to provide basic and useful guidance on the practice of project management in construction.

TSAR 226 STRUCTURES I**2.0: 2 cr. E****TSAR 227 STRUCTURES II****2.0: 2 cr. E**

Structures cover the collection of information from Reinforced Concrete and Strength of Material in order to calculate all structural elements in a building.

TSAR 231 BUILDING SERVICES I**1.0: 1 cr. E****TSAR 232 BUILDING SERVICES II****1.0: 1 cr. E**

The concept of comfort is no longer an option but a necessity. This course will teach students different heating systems, ventilation and air conditioning, and will show them the impact of these installations on the architectural project.

The second part of this course is about plumbing installations, with a special chapter about solar water heating that introduces the students to green architecture.

TSAR 233 BUILDING SERVICES III**1.0: 1 cr. E**

This course introduces the students to 3 main concepts:

- Electricity with circuit distribution in a project, power and generator needed,
- Data network distribution in a project such as phone lines and PC network,
- Lighting: the choice of appropriate lights and lighting.

TSAR 235 BUILDING WITH STEEL**1.0: 1 cr. E**

This is an introductory course to basic Design in steel in the architectural world. It emphasizes differences between steel and reinforced concrete so as students would know what material to choose in their academic or professional projects. Finally, students will learn about steel ready-made sections that increase speed in construction and change the method of construction, with a special care for steel connections.

TSAR 236 3D STUDIO MAX (ARCH)**1.0: 1 cr. E**

Students gain an understanding of the steps required to produce visualization using the computer. Still and animated rendering. texture, lighting, and casting shadows.

TSAR 241 MODEL-MAKING FOR ARCHITECTS**1.0: 1 cr. E**

This course focuses on all the aspects of the materials, tools, and skills required to create models for presentation. Students learn to interpret various projects. The workshop is integrated with studio coursework.

ARCHITECTURAL PROJECTS:**INAR 204 INITIATION PROJECTS I****6.0: 3 cr. E****INAR 205: INITIATION PROJECTS II****6.0: 3 cr. E**

Initiation Projects are the first approach to the Environmental Design with its architectural aspect. Through these projects students will be aware of the following concepts:

- The natural and built space and its components,
- Architectonic elements in relation with the human scale,
- Ability to perceiving and representing the architectural space,
- Relation between Form and Function,
- Ability to analyzing architecture and built environment,
- Designing architectural concepts using different methodological approach.

ARCH 204 ELEMENTARY PROJECTS OF ARCHITECTURE - EPA**6.0: 4 cr. E**

This type of projects teaches the students how to handle essential elementary programs through main architecture factors. These fundamental concepts are related to:

- Functionality,
- Space composition.

These projects prepare students to better deal with more complex issues in higher classes.

ARCH 215 2ND CLASS PROJECTS OF ARCHITECTURE

6.0: 5 cr. E

Through these projects the student learns how to take into consideration all the parameters that define an architectural project. He becomes more familiar with the complexity of the architectural Design process and therefore is more responsible for his choices.

ARCH 240 ELEMENTARY DEVELOPED PROJECTS - EDP

6.0: 3 cr. E

This class is divided into three projects that are based on one theme. The first one analyzes all factors that surround this theme, whether exact sciences or human sciences, i.e. physics, mathematics, statics, mechanics of materials, economics, statistics, history, geography...

The second one is similar to the EPA (ARCH204). As for the third one, Long Project Elementary, LPE, it is the development of the second one focusing on the following drawings:

- Plans at 1/50 scale, with furniture, dimensions and levels,
- 2 perpendicular sections at 1/50 scale,
- Architectural details pertaining to the project.

ARCH 247 LONG PROJECT 2ND CLASS - LP2

6.0: 2 cr. E

This long project is the development of a 2nd Class project. The student learns, in addition to what he has already worked on in the LPE, how to deal with plumbing and sanitary problems and studies more complicated architectural details.

ARCH 236 INTERIOR ARCHITECTURE AND DESIGN - IAD

3.0:1cr.E

The goal of this project relies on enabling the student to understand interior spaces generated by one of his 2nd Class project. More specifically he learns how users cope with the interior space, and how to organize furniture and allocate lighting and HVAC components.

V - ART TEACHING DIPLOMA

INTRODUCTION

The Art Teaching Diploma Program offers sound art education theory and practice for those students with an undergraduate degree in a studio discipline or in Fine Arts.

The Program consists of courses in art education theory, student teaching, general education and a practicum, which prepare the student to enter the field of teaching.

In the Art Teaching Diploma program, the students will learn how to concentrate on the understanding of the processes involved in Art Making, and to understand the learning processes of their students. The students are encouraged to teach adolescent and young students how to think visually, rather than to simply create products aimlessly without meaning.

The students will be prepared to demonstrate the relationships between Art and Culture, Arts and History, and Art and Education.

The School of Communication Arts & Design in the Académie Libanaise Des Beaux-Arts at Balamand Campus offers the ART TEACHING DIPLOMA PROGRAM.

The Diploma is granted after completion of a one year-program of two semesters after the BFA.

ADMISSION REQUIREMENTS

- Applicants must have graduated with a Bachelor's degree BFA or a BA in a studio Discipline: Interior Design, Graphic Design, Painting, Sculpture, Fine Arts from a recognized institution of higher education.
- The applicant must meet the following requirements:

*General cumulative average of 70 or above

Or,

Applicants must have successfully passed three years of study in a recognized institution of higher education in a Studio Discipline or in Fine Arts.

The Candidate's application should contain the following documents:

*An application form to join the graduate program obtained from the Office of Admissions and Registration.

*Official transcripts from the University(ies) attended for the last three years

*Official course Descriptions from the University (ties) of the courses taken by the applicant.

*Three letters of recommendation.

*A personal statement.

*A personal portfolio prepared by the applicant. This portfolio may include:

*Thesis or Senior Study Project for applicants holding a BA or BFA.

*Exercises illustrating the various disciplines of his/her curriculum of study for Applicants who have successfully completed their 3rd year of study.

*Any other personal work that the applicant deems necessary for the evaluation of his application.

*Satisfactory results on the University's English language proficiency test.

*Admission to the Graduate Program is granted upon the recommendation of the School's Graduate Admission Committee, which may require a personal interview with the applicant.

ACADEMIC RULES AND REGULATIONS:

The evaluation of the Art Teaching Diploma Students is based on the general average of all major courses taken during the evaluation period. (All courses are counted as major courses).

Graduation requirements: Please refer to the general section in the University catalogue: Academic performance required.

COURSE DESCRIPTION:

ATED 201 FOUNDATIONS IN THE HISTORY AND PHILOSOPHY OF EDUCATION 3.0: 3 cr. E

An analysis of the work of Major Philosophers relating to Education provides a context for an examination of our experiences as teachers and learners. Students will use these readings to raise questions and develop issues for individual and group projects.

ATED 206 DIDACTICS OF ART AND DESIGN 3.0: 3 cr. E

An approach to the development of the student behavior, the value of motivation in classrooms, and practical ways to introduce Art Criticism.

ATED 211 ART EDUCATION I 3.0: 3 cr. E

Introduction to the methodology of teaching art to children in the Elementary classes. This course aims to help the students evolve a personal philosophy of teaching and to translate complex artistic knowledge into forms that support children's learning.

Topics of study to include aesthetic-artistic development of children in relation to linguistic, cognitive, social, and emotional growth; lesson planning including the integration of academic skills and cultural learning; classroom management and general communication skills.

ATED 212 ART EDUCATION II**3.0: 3 cr. E**

Development of teaching philosophy and goals, for Complementary and Secondary classes, based on the fundamentals of art and the cognitive-affective development of children. This course includes lesson planning, management, communication, evaluation, relation to academic skills and the use of community resources.

ATED 220 ART CURRICULUM PLANNING**3.0:3cr.E**

Study of contemporary techniques for implementation of goals in planning curricula and programs of study for all levels. Includes consideration of scope and sequence in relation to stages of development, and community and individual needs. A substantial terminal written project is required.

ATED 226 THE ART OF TEACHING ART AND DESIGN**3.0: 3 cr. E**

Students will reflect upon questions raised in Art classes and student teaching.

An interdisciplinary approach to research in the development of curriculum, the use of narrative to understand behavior, the value of motivation in classroom management, and some practical ways to introduce art criticism are some of the subjects for discussion.

ATPR 201 ART TEACHING PRACTICUM: ELEMENTARY LEVEL**1. 6: 3 cr. E****ATPR 202 ART TEACHING PRACTICUM: COMPLEMENTARY AND SECONDARY LEVELS****1. 6: 3 cr. E**

Students are placed in cooperating schools or under the supervision of a cooperating practitioner and the University faculty.

ATTR 201 ART TEACHING TRAINING REPORT**1.0: 3 cr. E**

After two semesters of Training, The student has to submit a report about his experience in Art Teaching, the evaluation of the curriculum, the restraints he faced, and the student's motivation.

This report is subject to evaluation by a Jury.

PROGRAM OF STUDY:

DESCRIPTION	No	Credits	Total
Art Education Courses	6	3	18
Practicum	2	3	6
Training Report	1	3	3
TOTAL	9		27

FIRST SEMESTER PROGRAM

DESCRIPTION	No	Credits	Total
Art Education Courses	3	3	9
Practicum	1	3	3
TOTAL	4		12

SECOND SEMESTER PROGRAM

DESCRIPTION	No	Credits	Total
Art Education Courses	3	3	9
Practicum	1	3	3
Training Report	1	3	3
TOTAL	5		15

FIRST SEMESTER PROGRAM/HOURS

DESCRIPTION	No	Credits	Total
Art Education Courses	3	3	9
Practicum	1	7	7
TOTAL	4		16

SECOND SEMESTER PROGRAM/HOURS

DESCRIPTION	No	Credits	Total
Art Education Courses	3	3	9
Practicum	1	7	7
Training Report	1	3	3
TOTAL	5		19

A Faculty member assigned by the Dean will supervise the Practicum and Training Report Courses.

The Professor will help the student in the curriculum planning and the continuing evaluation of the work done by the children, in order to enhance the quality of teaching. He will advise the student to produce the Training Report to be submitted to a jury at the end of the semester.

The Training Report may contain:

- *Curriculum planning
- *Class animation methods
- *Projects or work done by the students: videos, photos, scanned documents
- *Methodological approach to Art Teaching
- *Class motivation
- *Restrains observed during his training periods
- *Analysis
- *Synthesis

The report will be submitted to the Department in 3 copies one week prior to the date fixed for the final presentation and discussion of the Report.

The Dean will nominate a jury of 3 Professors. Among them will be the assigned Professor for the supervision of the work.

After presentation and acceptance of the Report the student will have to submit two corrected copies one for the Department and one for the University Library.