

ART AND ARCHITECTURE HISTORY - MINOR

³ Students must complete a minimum of 6 hours in residence at the 300-400 level.

Program Requirements

Code	Title	Semester Credit Hours
ARTS 149 or ARCH 249	Art History Survey I or Survey of World Architecture History I	3
ARTS 150 or ARCH 25	Art History Survey II or Survey of World Architecture History II	3
Select three of the following: ^{1,2,3}		9
ANTH 353/ CLAS 353	Archaeology of Ancient Greece	
ANTH 354/ CLAS 354	Archaeology of Ancient Italy	
ARCH 345	History of Building Technology	
ARCH 350	History and Theory of Modern and Contemporary Architecture	
ARCH 430	History of Ancient Architecture in the Near East, Egypt, Greece and Rome	
ARCH 434	The Role of Sculpture and Painting in Ancient Architecture	
ARCH 437	The Gothic Cathedral	
ARCH 438	World Religious Architecture	
ARCH 441	Baroque and Rococo Architecture	
ARCH 443	Aegean Art and Architecture	
ARCH 444	American Architecture	
ARCH 489	Special Topics in... (Art and Architectural History)	
ARTS 330	The Arts of America	
ARTS 335	The Art and Architecture of Rome	
ARTS 339	Themes in Contemporary Art	
ARTS 349	The History of Modern Art	
ARTS 350	The Arts and Civilization	
ARTS 445	Byzantine Art and Architecture	
ARTS 489	Special Topics in... (Art and Architectural History)	
Total Semester Credit Hours		15

¹ Coordination with Bachelor of Science (BS) in Architecture (ARCH) Degree Plan - For students pursuing the BS degree, upper level coursework for the minor may be applied to general or free electives, but may not be applied to directed electives or any other requirements for the BS-ARCH degree plan.

² Coordination with University Studies Architecture (USAR) Degree Plan - Students pursuing the University Studies Architecture degree cannot use a course in the concentration area for the Art and Architectural History Minor or the second minor, and no courses taken within the AAH Minor can count toward the concentration or the second minor. Courses that count toward University Core Curriculum can count for both the AAH minor and that specific core requirement.