



Master of Landscape Architecture

Program Planning Form | Catalog Year(s): 2024-2025

Name: _____ Student ID: _____

Degree Requirements, 90 Hours

Core Requirements

Design

| | Hours | Semester |
|--|-------|----------|
| LDAR 5501 Design Studio 1 | 3 | _____ |
| LDAR 5502 Design Studio 2 | 6 | _____ |
| LDAR 5503 Design Studio 3 | 6 | _____ |
| LDAR 6604 Design Studio 4 (vertical) | 3 | _____ |
| LDAR 6605 Design Studio 5 (vertical) | 3 | _____ |
| LDAR 6706 Immersive Design Studio 6 | 4 | _____ |
| LDAR 6707 Immersive Design Studio 6 (travel) | 2 | _____ |
| LDAR 6607 Design Studio 7 (vertical) | 3 | _____ |
| LDAR 6608 Design Studio 8 (vertical) | 3 | _____ |
| LDAR 6951 Thesis (In Lieu of Studios 7/8) | 6 | _____ |

History & Theory

| | | |
|--|---|-------|
| LDAR 5521 History of Landscape Architecture | 3 | _____ |
| LDAR 6620 LA Theory & Criticism | 3 | _____ |
| LDAR 6740 Immersive Advanced History/Theory*** | 3 | _____ |
| LDAR 6949 Research Methods | 3 | _____ |

Site Works

| | | |
|---|---|-------|
| LDAR 5530 Landform Manipulation | 3 | _____ |
| LDAR 5572 Ecology for Landscape Architects | 3 | _____ |
| LDAR 6631 LA Construction Materials & Methods | 3 | _____ |
| LDAR 6670 Plants in Design | 3 | _____ |

Media

| | | |
|---|---|-------|
| LDAR 5510 Graphic Media in Landscape Architecture | 3 | _____ |
| GEOG 5080 Introduction to GIS** | 3 | _____ |
| LDAR 6641 LA Computer Applications | 3 | _____ |
| LDAR 6745 Immersive Advanced Media/ Tech*** | 3 | _____ |

Critical Practice

| | | |
|---|---|-------|
| LDAR 6630 Site, Society, & Environment | 3 | _____ |
| LDAR 6750 Immersive Professional Practice | 3 | _____ |

Elective Requirements

LDAR Electives

| | | |
|---------------------|---|-------|
| _____ LDAR Elective | 3 | _____ |
| _____ LDAR Elective | 3 | _____ |
| _____ LDAR Elective | 3 | _____ |

Open Electives

| | | |
|---------------------|---|-------|
| _____ Open Elective | 3 | _____ |
| _____ Open Elective | 3 | _____ |
| _____ Open Elective | 3 | _____ |

MLA Grading/Course Policies

- Students must maintain at least a 3.0 University of Colorado cumulative grade point average to remain in good standing. When a graduate student's cumulative GPA falls below a 3.0, the student and the department will be notified, and the student will be placed on academic probation.
- Students are required to receive a grade of B- or better in all required MLA non-studio Core Requirement courses. A student who receives a grade of C, D, or F in a required MLA non-studio Core course must retake the course.
- Students are required to receive a grade of C- or higher in all courses taken to fulfill Elective Requirements. Elective courses must be 5000-level graduate courses or above. A student who receives a grade of D or F in an elective course will not receive credit awarded toward the degree for the course.
- A student who receives a C+ in a **studio** will be allowed to register for the subsequent studio. The student must earn a minimum grade of B in the subsequent studio to avoid having to repeat the studio in which the C+ was earned. A student receiving a grade of B- or lower in the subsequent studio will be required to retake the studio.
- Pass/fail courses grades will not be accepted for credit toward the MLA degree, unless the course is only offered on a pass/fail basis.
- To participate in the Immersive Semester, students must in good academic standing (GPA or a 3.00 or higher) and have a grade of B- or better in the previous two studio courses.

**Students are permitted to take an LDAR elective course in place of GIS.

***Students are required to take **either** LDAR 6740 or LDAR 6745, dependent upon which course is offered in conjunction with LDAR 6706/LDAR 6707 in the semester in which they register in the Immersive curriculum.



Master of Landscape Architecture Degree Sequencing

Students should take an average of 15 credit hours in the fall and spring. Electives may be taken in the summer when offered.

Year 1

| <u>Fall</u> | <u>credits</u> | <u>class type</u> |
|---|----------------|-------------------|
| LDAR 5501 Design Studio 1 | 3 | seminar |
| LDAR 5510 Graphic Media in Landscape Architecture | 3 | seminar |
| LDAR 5521 History of Landscape Architecture | 3 | seminar |
| LDAR 5572 Landscape Ecology | 3 | seminar |
| LDAR 6641 LA Computer Applications | 3 | seminar |
| | <u>15</u> | |

Spring

| | | |
|--|-----------|---------|
| LDAR 5502 Design Studio 2 | 6 | studio |
| LDAR 5532 Landform Manipulation | 3 | seminar |
| LDAR 6620 LA Theory and Criticism | 3 | seminar |
| LDAR 6630 Site, Society, and Environment | 3 | seminar |
| | <u>15</u> | |

Year 2

| <u>Fall</u> | | |
|----------------------------|-----------|---------|
| LDAR 5503 Design Studio 3 | 6 | studio |
| LDAR 6670 Plants in Design | 3 | seminar |
| LDAR 6949 Research Methods | 3 | seminar |
| LDAR Elective | 3 | seminar |
| | <u>15</u> | |

Spring

| | | |
|---|-----------|-----------------|
| LDAR 6604/6605 Design Studio 4 & 5 (Vertical, 3 credits each) | 6 | vertical studio |
| LDAR 6631 Constructions Materials and Methods | 3 | vertical studio |
| LDAR Elective OR GEOG 5080 Introduction to GIS | 3 | seminar |
| Open Elective | 3 | seminar |
| | <u>15</u> | |

Year 3

Fall—Immersive Semester

| | | |
|---|-----------|---------|
| LDAR 6706 Design Studio 6 | 4 | studio |
| LDAR 6707 Design Studio 6 (Travel) | 2 | travel |
| LDAR 6740 Advanced History/ Theory or LDAR 6745 Advanced Media/ Technical | 3 | seminar |
| LDAR 6750 Professional Practice | 3 | seminar |
| LDAR Elective | 3 | seminar |
| | <u>15</u> | |

Spring

| | | |
|--|-----------|---|
| LDAR 6607/6608 Design Studio 7 & 8 (Vertical, 3 credits each) OR alternate: LDAR 6951 Landscape Architecture Thesis (Dept. approval) | 6 | vertical studio <i>alt: 6 thesis</i> |
| Open Elective | 3 | seminar |
| Open Elective | 3 | seminar |
| LDAR Elective | 3 | seminar |
| | <u>15</u> | |