



2015–2016

Academic Catalog and Student Handbook

Winter Addendum

Effective January 11, 2016

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NewSchool of Architecture and Design 2015–2016 Catalog Addendum

Effective January 11, 2016

The information contained in this addendum supplements or replaces information found in the 2015–2016 catalog.

The following changes reflect current information about NewSchool of Architecture and Design.

The NewSchool of Architecture and Design Catalog 2015–2016 is in effect from 10/1/15 to 10/1/16. Any changes to catalog content during this time will be noted on addenda posted on the NewSchool website catalog page.

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PROGRAMMATIC ACCREDITATION

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit professional degree programs in architecture offered by institutions with U.S. regional accreditation, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture degree programs may require a preprofessional undergraduate degree in architecture for admission. However, the preprofessional degree is not, by itself, recognized as an accredited degree.

NewSchool offers the following NAAB-accredited degree programs:

- B. Arch. (~~231 undergraduate credits~~) (225 undergraduate credits)
- M. Arch. (preprofessional degree + 90 graduate credits)
- M. Arch. (non-preprofessional degree + 150 credits)
- M. Arch. (license + preprofessional degree + 45 credits)

Next accreditation visit for all programs: 2016.

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OWNERSHIP AND GOVERNANCE

CORPORATE STRUCTURE AND OFFICERS

NewSchool is a private institution that is owned by NewSchool of Architecture & Design, LLC, a subsidiary of Laureate Education, Inc., 650 South Exeter Street, Baltimore, MD 21202.

OFFICERS

- ~~Vivian Sanchez, Interim President~~ Marvin Malecha, President and Provost

NewSchool operates under the leadership of the following Board of Directors:

- Vivian A. Sanchez, Chair
- Tom Anglewicz, FAIA
- Sonia Benitez
- Norman Bloomberg
- Denise DeZolt, Ph.D.
- Yen Ha, Architect

- Sharen Hannah, Esquire
- Charles O. Heller, Ph.D.
- ~~Marvin Malecha, FAIA Location and Facilities~~

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ACADEMIC CALENDAR 2015–2016

<u>QUARTER</u>	<u>DATES</u>	<u>WEEK</u>	<u>TERM DETAILS</u>
TERM #1	OCTOBER 5	1	FALL TERM BEGINS
FALL 2015	OCTOBER 12	2	LAST DAY TO ADD/DROP COURSES
	OCTOBER 19	3	
	OCTOBER 26	4	
	NOVEMBER 2–13	5	MIDTERMS – STUDIO AND LECTURE COURSES
	NOVEMBER 9	6	
	NOVEMBER 11	6	VETERAN’S DAY – CAMPUS HOLIDAY
	NOVEMBER 16	7	
	NOVEMBER 20	7	LAST DAY FOR COURSE WITHDRAWAL
	NOVEMBER 23	8	FALL PETITION-TO-GRADUATE DEADLINE
	NOVEMBER 26–27	8	THANKSGIVING – CAMPUS HOLIDAY
	NOVEMBER 29	8	CERTIFICATE COURSES END
	NOVEMBER 30	9	
	DECEMBER 7	10	
	DECEMBER 11	10	FALL TERM ENDS
	DECEMBER 14–18	11	FINALS WEEK – STUDIO AND LECTURE COURSES
	DECEMBER 21 TO JANUARY 8		HOLIDAY BREAK
DECEMBER 24–25		CAMPUS HOLIDAY	
JANUARY 1		NEW YEAR’S DAY – CAMPUS HOLIDAY	
TERM #2	JANUARY 11	1	WINTER TERM BEGINS
WINTER 2016	JANUARY 18	2	MARTIN LUTHER KING, JR. DAY – CAMPUS HOLIDAY
	JANUARY 19	2	LAST DAY TO ADD/DROP COURSES
	JANUARY 25	3	
	FEBRUARY 1	4	
	FEBRUARY 8–19	5	MIDTERMS – STUDIO AND LECTURE COURSES
	FEBRUARY 15	6	
	FEBRUARY 22	7	
	FEBRUARY 26	7	LAST DAY FOR COURSE WITHDRAWAL

	FEBRUARY 29	8	WINTER PETITION-TO-GRADUATE DEADLINE
	MARCH 6	8	CERTIFICATE COURSES END
	MARCH 7	9	
	MARCH 14	10	
	MARCH 18	10	WINTER TERM ENDS
	MARCH 21–25	11	FINALS WEEK – STUDIO AND LECTURE COURSES
	MARCH 28 - APRIL 8		SPRING BREAK
	APRIL 1		SPRING PETITION-TO-GRADUATE DEADLINE
TERM #3	APRIL 11	1	SPRING TERM
SPRING 2016	APRIL 18	2	LAST DAY TO ADD/DROP COURSES
	APRIL 25	3	
	MAY 2	4	
	MAY 9–MAY 20	5	MIDTERMS – STUDIO AND LECTURE COURSES
	MAY 16	6	
	MAY 23	7	
	MAY 27	7	LAST DAY FOR COURSE WITHDRAWAL
	MAY 30	8	MEMORIAL DAY – CAMPUS HOLIDAY
	JUNE 5	8	CERTIFICATE COURSES END
	JUNE 6	9	
	JUNE 13	10	
	JUNE 17	10	SPRING TERM ENDS
	JUNE 20–24	11	FINALS WEEK – STUDIO AND LECTURE COURSES
	JUNE 25		SPRING COMMENCEMENT
	JUNE 27–JULY 8		BREAK
TERM #4	JULY 4		INDEPENDENCE DAY – CAMPUS HOLIDAY
SUMMER 2016	JULY 11	1	SUMMER TERM BEGINS
	JULY 18	2	LAST DAY TO ADD/DROP COURSES
	JULY 25	3	
	AUGUST 1	4	
	AUGUST 8–19	5	MIDTERMS – STUDIO AND LECTURE COURSES
	AUGUST 12		SECOND SUMMER 5-WEEK SESSION ENDS
	AUGUST 15	6	SECOND 5-WEEK SESSION STARTS
	AUGUST 22	7	SUMMER PETITION-TO-GRADUATE DEADLINE
	AUGUST 26	7	LAST DAY FOR COURSE WITHDRAWAL
	AUGUST 29	8	

SEPTEMBER 5	9	LABOR DAY – CAMPUS HOLIDAY
SEPTEMBER 12	10	
SEPTEMBER 16	11	SUMMER TERM ENDS
SEPTEMBER 19–23	11	FINALS WEEK – STUDIO AND LECTURE COURSES

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ENGLISH LANGUAGE TESTS (ELTS):

- a. Students choosing to take the IELTS test for admission must take the Academic IELTS.
- b. Test of English as a Foreign Language (TOEFL) score of 550 or above (paper-based), 213 or above (computer-based), or a score of 79 or above on the Internet-based test for all undergraduate and graduate applicants.
- c. For undergraduate students, the Academic Modules of the International English Language Testing System (IELTS) – score of 6.0 overall or above for all applicants is considered to meet this requirements for full admissions.

Undergraduate conditional score of 5.5 overall is required for all applicants.

No sub-score (individual score in reading, writing, listening, or speaking) may fall below a 5.0.
- d. For graduate students, the Academic Modules of the International English Language Testing System (IELTS) – score of 6.0 overall or above for all applicants is considered to meet this requirements for full admissions.

For graduate students, no conditional admission is allowed for ELTS scores.

No sub-score may fall below a 5.5.
- e. Pearson Test of English with score of 53 or above.
- f. University of Cambridge Certificate of Advanced English (CAE) with a score of B or better.

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DIRECTED INDEPENDENT STUDY

Directed Independent Study (DIS) involves a high level of independence and self-direction on the part of the student to read, conduct research, and complete written examinations, reports, research papers, and similar assignments designed to measure the student’s grasp of the subject matter. Under the supervision of an assigned faculty member, a learning contract must be developed that outlines the specific objectives, text(s), supplemental readings, course requirements, evaluation criteria, and examination dates. Because DIS courses are the exception and not the rule, the number of courses that a student will be permitted to take independently is limited.

- DIS courses are available to students who wish to pursue subject area education beyond the content in courses normally offered during the quarter, or to pursue study or individual research at a broader or deeper level following exposure to course content.
- DIS courses must be supervised by a faculty member with expertise in the subject area.
- DIS courses must be approved by the chair.

- DIS courses may not substitute for a class that is regularly offered as a required or elective course.
- Students on SAP probation may not enroll in DIS courses.
- Faculty advisors must approve and sign off on a learning contract that details the expectations for the course and the method to be used for grading the work.
- Students are expected to meet with their faculty advisor at least once per week and to document their progress through the term. It is the student’s responsibility to present the documentation to the faculty advisor on a regular basis.
- No more than 4 credits of DIS may be taken in a quarter, and no more than 8 credits may be counted toward a degree.
- Faculty advisors are responsible for confirming course completion to the Registrar and that credit will be granted.
- DIS courses are subject to the same policies governing adds/drops, grading, academic progress, and tuition as all NewSchool classes.

SMALL COURSE COHORT DIRECTED STUDY

NewSchool may offer courses as Small Cohort Directed Study (SCDS). These courses are offered at the discretion of NewSchool when course enrollment is below five students. The SCDS modality allows the instructor to offer more flexible meeting times to students to achieve the same learning outcomes as would be achieved in the traditional lecture/lab modality. Courses offered as SCDS are not considered DIS courses.

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UNDERGRADUATE DEGREE PROGRAM INFORMATION

Program Offerings

- Bachelor of Architecture
- Bachelor of Arts in Animation
- Bachelor of Arts in Architecture
- Bachelor of Arts in Game Development
- ~~Bachelor of Arts in Interior Architecture & Design~~
- Bachelor of Interior Architecture & Design
- Bachelor of Arts in Product Design
- Bachelor of Arts in Strategic Design & Management
- Bachelor of Science in Construction Management
- ~~Bachelor of Science in Game Programming~~
- Bachelor of Science in Media Design
- Minor in Construction Management

A Minor in Construction Management will be awarded to NewSchool students who complete their Major course of study successfully and choose to focus a minimum of 22 credits of their elective or additional work in a predefined series of courses. Acceptance into a course of study for a Minor in Construction Management typically requires application to and approval of the Program Chair in which the course of study will be undertaken. A Minor in Construction Management will be reflected on both the student’s transcript and diploma.

General Education Requirements and Electives by Program

	CODE	COURSE	UPPER/ LOWER DIVISION	PROGRAM				PD	Anima
				ARCH	BCM	DMA	BID		
HUMANITIES	ART160	CONTEMPORARY ART	L						
	ART360	BEGINNING ART	L						
	ART363	PHOTOGRAPHY	L						
	ART441	PAINTING	L						
	ART465	NEO-CLASSICISM TO MODERN ART	L	R					
	ART462	SCULPTURE	L						
	BUS281	BUSINESS LAW	U		R				
	ENG261	AMERICAN LITERATURE	L						
	HIS260	HISTORY OF PRE-MODERN ART & DESIGN	L	R		R	R	R	R
	HIS264	HISTORY OF MODERN ART & DESIGN	L	-	-	R	R	-	R
	HIS261	HISTORY OF MODERN & POSTMODERN ART & DESIGN	L			R	R		R
	HUM362	THE EVOLUTION OF THE BICYCLE	L						
	HUM360	MYTHS AND SYMBOLS	U						
	HUM361	THE EVOLUTION OF SURFING	U						
	HUM595C	SPECIAL TOPICS	U						
	PHL161	INTRODUCTION TO PHILOSOPHY	L	R	R	R	R	R	R
	SPN111	SPANISH I	L		R				
	SPN112	SPANISH II	L		R				
	SPN113	SPANISH III	L		R				
	COM113	SPEECH COMMUNICATION	L	R	R	R	R	R	R
COM310	THE FILM LENS	U			R			R	
WRITING + COMM	ENG111	ENGLISH COMPOSITION	L	R	R	R	R	R	R
	ENG112	ADVANCED ENGLISH COMPOSITION	L	R	R	R	R	R	R
	ENG213	BUSINESS COMMUNICATION	L		R				
	ENG310	THE CRAFT OF WRITING	U						
	ENG595C	SPECIAL TOPICS	U						
	RSH481	INTRODUCTION TO RESEARCH	U	R	R		R	R	
	RSH582	RESEARCH & COMMUNICATION	U	R			R		
	MTH171	INTERMEDIATE ALGEBRA	L	R		R	R	R	R
	MTH172	TRIGONOMETRY	L	R				R	
	MTH174	GEOMETRY	L	R	R	R		R	R
LOGIC + REASONING	SCI170	PHYSICS I	L	R	R				R
	SCI170	PHYSICS I	L	R	R				R
	SCI173	ENVIRONMENTAL BIOLOGY	L	R			R	R	R
	SCI270	GEOLOGY	L		R				
	SCI272	PHYSICS II	L		R				
	SCI370	THE PACIFIC OCEAN	U						

	SCI595C	SPECIAL TOPICS	U							
	ACC273	FINANCIAL AND MANAGERIAL ACCOUNTING	L		R					
	BUS282	PRINCIPLES OF MANAGEMENT	L		R		R	R		
	BUS381	PRINCIPLES OF REAL ESTATE	U		R					
	ECN281	MICROECONOMICS	L		R					
	ECN282	MACROECONOMICS	L		R					
	GEO180	WORLD REGIONAL GEOGRAPHY	L	R						
	PHL261	ETHICS	L		R					
SOCIAL SCIENCE	POL181	INTRODUCTION TO POLITICAL SCIENCE	L		R	R			R	
	POL595	SPECIAL TOPICS	U							
	PSY181	GENERAL PSYCHOLOGY	L		R	R	R	R	R	
	SOC281	INTRODUCTION TO SOCIOLOGY	L		R		R	R		
	SOC380	ISSUES OF GENDER, RACE, & CLASS	U						R	
	SOC480	CULTURAL STUDIES	U							
	SOC481	CULTURAL THEORY	U							
	SOC482	ADVANCED SOCIOLOGY: URBAN STUDIES	U	R						
		Required Course Units			45	56	33	39	39	42
		Elective Course Units			24	15	21	15	15	12
			Total	69	71	54	54	54	54	
	Required Upper Division			9	6	6	6	6	6	

*Some required courses may be substituted with other courses in the same discipline.

(Please refer to the following equivalence list and consult with your advisor and/or the Director of General Education when you have specific questions.)

Humanities

ART160 Contemporary Art

ART465 Neo-Classical to Modern Art

COM310 Media Communication

Equivalent Courses

~~HIS261 History of Modern Art & Design~~

HIS261 History of Modern & Postmodern Art & Design

COM310 The Film Lens

HIS260 History of Pre-Modern Art & Design

Changed to COM310 The Film Lens

COMM1003C Introduction to Mass Communication

Bachelor of Architecture, First Professional Degree – Accelerated Track
(Effective for students starting on January 11, 2016, through July 11, 2016.)

The B.Arch. program provides the foundation required to prepare students for an internship in an architectural firm and for eventual licensing as an architect. Students must complete the total required credits. If the student alters from the recommended outline below, additional time may be needed to complete the degree.

BACHELOR OF ARCHITECTURE

CREDIT BREAKDOWN

Credits	% of Total	Area
138	61%	Required Professional Courses
18	8%	Professional Elective Courses
69	31%	Gen Ed Courses (48 required credits and 21 elective credits)
225 Total Credits		

PROGRAM OUTLINE

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
AR101	Foundation Studio I	5	AR302	Architectural Design II	6
AR141	Graphic Representation I	3	AR321	Structural Systems I	3
ENG111	English Composition	3	AR372	Building Systems II	3
HIS260	History of Pre-Modern Art & Design	3	RSH481	Introduction to Research	3
LD	Gen Ed Elective	3	UD	Ged Ed Elective	3
Quarter 2			Quarter 2		
AR102	Foundation Studio II	5	AR401	Integrative Design Studio I	6
AR142	Graphic Representation II	3	AR322	Structural Systems II	3
ENG112	Advanced English Composition	3	AR333	Environmental Systems III	3
MTH171	Intermediate Algebra	3	GEO180	World Regional Geography	3
LD	Gen Ed Elective	3	HIS261	History of Modern & Postmodern Art & Design	3
Quarter 3			Quarter 3		
AR103	Foundation Studio III	5	AR402	Integrative Design Studio II	6
AR143	Graphic Representation III	3	AR364	Architectural Studies IV/A+U Theory I	3
AR161	Architectural Studies I/History I	3	RSH582	Research & Communication	3
COM113	Speech Communication	3	PE	Professional Elective	3
MTH172	Trigonometry	3	PE	Professional Elective	3

SECOND Year

Quarter 1			Quarter 4		
AR201	Design Studio I	6	AR403	Special Architectural Disgin IV	3
AR231	Environmental Systems I - Natural Systems	3	PE	Professional Elective	3
AR262	Architectural Studies II/History II	3	PE	Professional Elective	3
MTH174	Geometry	3	UD	Ged Ed Elective	

FOURTH Year

Quarter 2			Quarter 1		
AR202	Design Studio II	6	AR501	Research Thesis Studio I	3
AR263	Architectural Studies III/History III	3	AR423	Structural Systems III	3
AR271	Building Systems I	3	AR451	Architectural Practice I	3
SCI170	Physics I	3	SOC481	Cultural Theory OR	
			SOC380	Issue of Gender, Race, & Class	

Quarter 3			Quarter 2		
AR203	Design Studio III	6	AR502	Research Thesis Studio II	3
AR232	Environmental Systems II - Passive Systems	3	AR452	Architectural Practice II	3
LD	Gen Ed Elective	3	AR354	Architectural Studies IV	3
LD	Gen Ed Elective	3	UD	Gen Ed Elective	

Quarter 4			Quarter 3		
AR301	Architectural Design I	6	AR503	Research Thesis Studio III	3
PHL161	Introduction to Philosophy	3	AR453	Architectural Practice III	3
SCI173	Environmental Biology	3	SOC482	Advanced Sociology: Urban Studies	
PE	Professional Elective	3			
PE	Professional Elective	3			

**Bachelor of Architecture, First Professional Degree – Standard Track
(Effective for students starting on January 11, 2016, through July 11, 2016.)**

The B.Arch. program provides the foundation required to prepare students for an internship in an architectural firm and for eventual licensing as an architect. Students must complete the total required credits. If the student alters from the recommended outline below, additional time may be needed to complete the degree.

BACHELOR OF ARCHITECTURE

CREDIT BREAKDOWN

<u>Credits</u>	<u>% of Total</u>	<u>Area</u>
138	61%	Required Professional Courses

18 8%
 69 31%
 225 Total Credits

Professional Elective Courses
 Gen Ed Courses (48 required credits and 21 elective credits)

PROGRAM OUTLINE

FIRST Year

Quarter 1

AR101 Foundation Studio I 5
 AR141 Graphic Representation I 3
 ENG111 English Composition 3
 HIS260 History of Pre-Modern Art & Design 3

Quarter 2

AR102 Foundation Studio II 5
 AR142 Graphic Representation II 3
 ENG112 Advanced English Composition 3
 MTH171 Intermediate Algebra 3

Quarter 3

AR103 Foundation Studio III 5
 AR143 Graphic Representation III 3
 AR161 Architectural Studies I/History I 3
 COM113 Speech Communication 3
 MTH172 Trigonometry 3

SECOND Year

Quarter 1

AR201 Design Studio I 6
 AR231 Environmental Systems I - Natural Systems 3
 AR262 Architectural Studies II/History II 3
 MTH174 Geometry 3
 SCI173 Environmental Biology 3

Quarter 2

AR202 Design Studio II 6

Quarter 3

AR364 Architectural Studies IV/A+U Theory I 3
 PE Professional Elective 3
 PE Professional Elective 3
 PE Professional Elective 3
 PE Professional Elective 3

FOURTH Year

Quarter 1

AR401 Integrative Design Studio I 6
 AR423 Structural Systems III 3
 AR451 Architectural Practice I 3
 RSH582 Research & Communication 3

Quarter 2

AR402 Integrative Design Studio II 6
 AR452 Architectural Practice II 3
 AR465 Architectural Studies V/A+U Theory II 3
 HIS261 History of Modern & Postmodern Art & Design 3

Quarter 3

AR403 Architectual Design IV 6
 AR453 Architectural Practice III 3
 SOC481 Cultural Theory 3
 PHL161 Introduction to Philosophy 3

FIFTH Year

Quarter 1

AR501 Research Thesis Studio I 6

AR263	Architectural Studies III/History III	3	SOC482	Advanced Sociology: Urban Studies	3
AR271	Building Systems I	3	UD	Gen Ed Elective	3
SCI170	Physics I	3	UD	Gen Ed Elective	3

Quarter 3

AR203	Design Studio III	6
AR232	Environmental Systems II - Passive Systems	3
LD	Gen Ed Elective	3
LD	Gen Ed Elective	3

Quarter 2

AR502	Research Thesis Studio II	6
UD	Gen Ed Elective	3
UD	Gen Ed Elective	3
PE	Professional Elective	3

THIRD Year

Quarter 1

AR301	Architectural Design I	6
AR321	Structural Systems I	3
AR372	Building Systems II	3
RSH481	Intro to Research	3

Quarter 3

AR503	Research Thesis Studio III	6
UD	Gen Ed Elective	3
PE	Professional Elective	3

Quarter 2

AR302	Architectural Design II	6
AR322	Structural Systems II	3
AR333	Environmental Systems III	3
GEO180	World Regional Geography	3

**Bachelor of Arts in Architecture, Pre-Professional Degree
(Effective for students starting on October 5, 2015.)**

The B.A. program prepares the student to enter a first professional Master of Architecture program. Students must complete a minimum of ~~191~~ 183 quarter credits. It typically requires four to five academic years of full-time study to complete. The freshman level typically consists of four quarters. The program consists of ~~116~~ 108 required professional credits, 15 elective professional credits, and 60 general education credits. Refer to the Program Outline for a complete breakdown of credits.

Note: NAAB does not recognize and/or accredit the Bachelor of Arts in Architecture degree.

BACHELOR OF ARTS

CREDIT BREAKDOWN

Credits	% of Total	Area
117 108	61% 59%	Required Professional Courses
15	8%	Professional Elective Courses
60	31% 33%	Gen Ed Courses (45 required credits and 15 elective credits)
192 183		Total Credits

PROGRAM OUTLINE

FIRST Year

Quarter 1			Quarter 2		
AR101	Foundation Studio I	5	AR302	Architectural Design II	6
AR141	Graphic Representation I	3	AR322	Structural Systems II	3
ENG111	English Composition	3	GEO180	World Regional Geography	3
HIS260	History of Pre-Modern Art & Design	3	HIS261	History of Modern Art & Design	3
			LD	Gen Ed Elective	3
Quarter 2			Quarter 3		
AR102	Foundation Studio II	5	AR303	Architectural Design III	6
AR142	Graphic Representation II	3	AR303	Architectural Design III	6
ENG112	Advanced English Composition	3	AR364	Architectural Studies IV/A+U Theory I	3
MTH171	Intermediate Algebra	3	PE	Professional Elective	3
			OR		
			AR364	Architectural Studies IV	3
AR103	Foundation Studio III	5	AR364	Architectural Studies IV/A+U Theory I	3
AR143	Graphic Representation III	3	PE	Professional Elective	12
AR161	Architectural Studies I/History I	3			
COM113	Speech Communication	3			

MTH172 Trigonometry 3

SECOND Year

Quarter 1

AR201 Design Studio I 6
 AR231 Environmental Systems I - Natural Systems 3
 AR262 Architectural Studies II/History II 3
 MTH174 Geometry 3
 SCI173 Environmental Biology 3

Quarter 2

AR202 Design Studio II 6
 AR263 Architectural Studies III/History III 3
 AR271 Building Systems I 3
 SCI170 Physics I 3

Quarter 3

AR203 Design Studio III 6
 AR232 Environmental Systems II - Passive Systems 3
 LD Gen Ed Elective 3
 LD Gen Ed Elective 3

THIRD Year

Quarter 1

AR301 Architectural Design I 6
 AR321 Structural Systems I 3
 AR372 Building Systems II 3
 RSH481 Introduction to Research 3
 PHL161 Introduction to Philosophy 3

Quarter 3 (Travel to Milan, Italy) 15 Credits

Travel Option

~~AR303M Milan Travel Studio 6~~
 AR303 Design Studio 6
 AR364M Milan Pro Lecture Course 3
 ID Milan ID Elective Course 3
 ID Milan ID Elective Course 3

FOURTH Year

Quarter 1

AR401 Integrative Design Studio I 6
 AR451 Architectural Practice I 3
~~PHL161 Intro to Philosophy 3~~
~~SCI173 Environmental Biology 3~~
 AR423 Structural Systems III 3
~~RSH482 Research & Communication 3~~
 RSH582 Research & Communication 3

Quarter 2

AR402 Integrative Design Studio II 6
 PE Professional Elective 3
 UD Gen Ed Elective 3
~~UD Gen Ed Elective 3~~
 HIS261 History of Modern & Postmodern Art & Design 3

Quarter 3

AR403 Architectural Design IV 6
~~SOC482 Urban Studies 3~~
~~PE Professional Elective 3~~
 UD Gen Ed Elective 3
 SOC481 Cultural Theory 3

**Bachelor of Arts in Architecture, Pre-Professional Degree – Accelerated Track
(Effective for students starting on January 11, 2016, through July 11, 2016.)**

The B.A. program prepares the student to enter a first professional Master of Architecture program. Students must complete a minimum of 183 quarter credits. It typically requires four to five academic years of full-time study to complete. The freshman level typically consists of four quarters. The program consists of 108 required professional credits, 15 elective professional credits, and 60 general education credits. Refer to the Program Outline for a complete breakdown of credits.

Note: NAAB does not recognize and/or accredit the Bachelor of Arts in Architecture degree.

BACHELOR OF ARTS

CREDIT BREAKDOWN

<u>Credits</u>	<u>% of Total</u>	<u>Area</u>
108	59%	Required Professional Courses
15	8%	Professional Elective Courses
<u>60</u>	<u>33%</u>	Gen Ed Courses (45 required credits and 15 elective credits)
183 Total Credits		

PROGRAM OUTLINE

FIRST Year

Quarter 1

AR101	Foundation Studio I	5
AR141	Graphic Representation I	3
ENG111	English Composition	3
HIS260	History of Pre-Modern Art & Design	3
LD	Gen Ed Elective	3

Quarter 4

AR301	Architectural Design I	6
PHL161	Introduction to Philosophy	3
SCI173	Environmental Biology	3
PE	Professional Elective	3

Quarter 2

AR102	Foundation Studio II	5
AR142	Graphic Representation II	3
ENG112	Advanced English Composition	3
MTH171	Intermediate Algebra	3
LD	Gen Ed Elective	3

THIRD Year

Quarter 1

AR302	Architectural Design II	6
AR321	Structural Systems I	3
AR372	Building Systems II	3
AR451	Architectural Practice I	3
RSH481	Introduction to Research	3

Quarter 3

AR103	Foundation Studio III	5
AR143	Graphic Representation III	3
AR161	Architectural Studies I/History I	3
COM113	Speech Communication	3

Quarter 2

AR401	Integrative Design Studio I	6
AR322	Structural Systems II	3
AR333	Environmental Systems III	3
GEO180	World Regional	3

MTH172	Trigonometry	3	HIS261	Geography History of Modern & Postmodern Art & Design	3
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SECOND Year

Quarter 1			Quarter 3		
AR201	Design Studio I	6	AR402	Integrative Design Studio II	6
AR231	Environmental Systems I - Natural Systems	3	AR364	Architectural Studies IV/A+U Theory I	3
AR262	Architectural Studies II/History II	3	SOC482	Advanced Sociology: Urban Studies	3
MTH174	Geometry	3	PE	Professional Elective	3
			PE	Professional Elective	3
Quarter 2			Quarter 4		
AR202	Design Studio II	6	AR404	Special Topic Studio	6
AR263	Architectural Studies III/History III	3	PE	Professional Elective	3
AR271	Building Systems I	3	PE	Professional Elective	3
SCI170	Physics I	3	UD	Gen Ed Elective	3
			UD	Gen Ed Elective	3
Quarter 3					
AR203	Design Studio III	6			

**Bachelor of Arts in Architecture, Pre-Professional – Standard Track
(Effective for students starting on January 11, 2016, through July 11, 2016.)**

The B.A. program prepares the student to enter a first professional Master of Architecture program. Students must complete a minimum of 183 quarter credits. It typically requires four to five academic years of full-time study to complete. The freshman level typically consists of four quarters. The program consists of 108 required professional credits, 15 elective professional credits, and 60 general education credits. Refer to the Program Outline for a complete breakdown of credits.

Note: NAAB does not recognize and/or accredit the Bachelor of Arts in Architecture degree.

BACHELOR OF ARTS

CREDIT BREAKDOWN

Credits	% of Total	Area
108	59%	Required Professional Courses
15	8%	Professional Elective Courses
60	33%	Gen Ed Courses (45 required credits and 15 elective credits)
183 Total Credits		

PROGRAM OUTLINE

FIRST Year

Quarter 1

AR101	Foundation Studio I	5
AR141	Graphic Representation I	3
ENG111	English Composition	3
HIS260	History of Pre-Modern Art & Design	3

Quarter 2

AR102	Foundation Studio II	5
AR142	Graphic Representation II	3
ENG112	Advanced English Composition	3
MTH171	Intermediate Algebra	3

Quarter 3

AR103	Foundation Studio III	5
AR143	Graphic Representation III	3
AR161	Architectural Studies I/History I	3
COM113	Speech Communication	3
MTH172	Trigonometry	3

SECOND Year

Quarter 1

AR201	Design Studio I	6
AR231	Environmental Systems I - Natural Systems	3
AR262	Architectural Studies II/History II	3
MTH174	Geometry	3
SCI173	Environmental Biology	3

Quarter 2

AR202	Design Studio II	6
AR263	Architectural Studies III/History III	3
AR271	Building Systems I	3
SCI170	Physics I	3

Quarter 3 Option 1

AR303E	Option Elective Studio	6
AR364	Architectural Studies IV/A+U Theory I	3
PE	Professional Electives	6

Quarter 3 Option 2

AR364	Architectural Studies IV/A+U Theory I	3
PE	Professional Elective	12

Spring Option Travel Studio

AR303M	Milan Travel Studio	6
AR364	Milan Pro Lecture Course	3
ID314	Milan ID Elective Course	3
ID316	Milan ID Elective Course	3

FOURTH Year

Quarter 1

AR401	Integrative Design Studio I	6
AR423	Structural Systems III	3
AR451	Architectural Practice I	3
RSH582	Research & Communication	3

Quarter 2

AR402	Integrative Design Studio II	6
HIS261	History of Modern & Postmodern Art & Design	3
UD	Gen Ed Elective	3
PE	Professional Elective	3

Quarter 3			Quarter 3		
AR203	Design Studio III	6	AR403	Architectural Dising IV	
AR232	Environmental Systems II - Passive Systems	3	SOC481	Cultural Theory	3
LD	Gen Ed Elective	3	UD	Gen Ed Elective	3
LD	Gen Ed Elective	3			

THIRD Year

Quarter 1			Summer Travel Option		
AR301	Architectural Design I	6	Special	Travel Studio - Rome	Varies
AR321	Structural Systems I	3	Special	Travel Studio - Compostela	Varies
AR372	Building Systems II	3	Special	Travel Studio - Copenhagen	Varies
PHL161	Introduction to Philosophy	3			
RSH481	Introduction to Research	3			

Quarter 2		
AR302	Architectural Design II	6
AR322	Structural Systems II	3
GEO180	World Regional Geography	3
LD	Gen Ed Elective	3

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Bachelor of Science in Construction Management (Effective for students starting on October 5, 2015.)

A graduate of the Construction Management program will have successfully demonstrated leadership, business management acumen, and technological understanding of the current practices and theories in Construction Management. Through coursework, community involvement, and other extracurricular activities, students will gain an appreciation for the urban environment and study methods of reusing current buildings toward a broader definition of responsible, energy-efficient practices. During their tenure at NewSchool, students will learn how to add their own world view serving as an exemplar of the socially conscious, critical thinking construction manager equipped to solve emerging problems of the 21st century construction industry. The Bachelor of Science degree in Construction Management prepares students to enter the construction management profession working with designers, owners, and constructors. Students must complete a minimum of 186 quarter credits. It typically requires four academic years of full-time study to complete. The freshman level typically consists of three quarters.

CREDIT BREAKDOWN

Credits	% of Total	Area
107	58%	Required CM Courses
8	4%	Required AR/CM Electives
71	38%	Required General Education Courses
186 Total Credits		

Program Outline

FIRST Year			SECOND Year		
Quarter 1			Quarter 1		
DES 191	The Language of Design	8	ACC273	Financial/Managerial Accounting	3
DES191	Design Foundation	8	AR372	Building Systems II	4
MTH174	Geometry	3	AR372	Building Systems II	3
ENG111	English Composition	3	AR321	Structural Systems	3
SPN111	Spanish I	3	NPBL Elective	Geology or Elective	3
			SS Elective	Intro to Sociology or electives	3
Quarter 2			Quarter 2		
MD121	Imaging	4	ECN281	Microeconomics	3
MD121	Imaging I	3	CM201	Construction Graphics & Documents	5
AR271	Building Systems I	4	CM222	Structures	4
AR271	Building Systems I	3	ENG112	Advanced English Composition	3
CSC870	Intermediate CAD	3			
SPN112	Spanish II	3			
SCI170	Physics I	3			
Quarter 3			Quarter 3		
COM113	Speech Communication	3	BUS282	Principles of Management	3
CM153	Introduction to Construction Management and Team Building	3	ECN282	Macroeconomics	3
SPN113	Spanish III	3	CM202	Construction - Estimating	5
SCI272	Physics II	4	PSY181	Gen Psych or equivalent	3
SCI272	Physics II	3			
THIRD Year			FOURTH Year		
Quarter 1			Quarter 1		
CM306	Fundamentals of Construction Scheduling	5	CM455	Managing Models of the Built Environment	5
	Professional Elective	4	CM454	Construction Inspection and Quality Control	5
	Professional Elective	3	PHL261	Ethics or equivalent	3
BUS281	Business Law	3	CM451	Project Management	5
CM301	Residential and Light Commercial Construction	5			

Quarter 2			Quarter 2		
MTH273	Statistics	3	CM303	Advanced Scheduling & Estimating Controls	5
MTH273	Statistics	4	CM353	Construction Safety	3
BUS381	Principles of Real Estate	3	CM452	Heavy/Civil Construction	3
CM302	Commercial Construction Practices	5	POL181	Introduction to Political Science or equivalent	3
ENG213	Business Communication	3			
	Professional Elective	2			
	Professional Elective	3			
Quarter 3			Quarter 3		
CM352	Construction Finance and Accounting	4	CM331	Green Building Laboratory	5
CM401	Project Delivery Systems	5	CM403	Senior Capstone Integration Project	5
CM354	Construction Law	3	CM453	Jobsite Leadership and Management	3
	Professional Electives	2			
	Professional Electives	3			
RSH381	Introduction to Research or equivalent	3			
RSH481	Introduction to Research	3			

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Bachelor of Science in Media Design

MEDIA DESIGN PROGRAM LEARNING OUTCOMES

Upon completion of requirements for the Bachelors of Science Degree in Media Design, 182 upper and lower credits of coursework, students will have expanded knowledge of cross-disciplines of digital design and visual communications as well as an understanding of how to apply aesthetic concepts and design techniques in the creation of digital media projects. The following are program learning outcomes:

- Apply foundational knowledge, skills and behaviors necessary to be successful in media design professions.
- Communicate effectively to a wide variety of audiences, verbally, in writing and electronically.
- Apply critical thinking and aesthetic judgments in creating computer graphics and digital media.
- Utilize knowledge of text and graphics to communicate ideas and information visually.
- Demonstrate proficient level skills in design software necessary to gain entry-level employment.
- Create a portfolio of material showing proficiency in digital media.

The Bachelor of Science Degree in Media Design will equip students with deep knowledge of how to evolve complex concepts incorporating visual imagery, motion graphics, and typography into creative forms of communication.

Media Design is an interdisciplinary design program which offers specialized approaches to design that encourage critical and creative exploration of emerging forms of visual communication, typographies, interaction design, virtual environments, and information spaces upon which students can build professional competencies and contributions to the field.

The curriculum emphasizes the understanding of modern society itself through experimentation, innovation, and interdisciplinary collaboration. It aims to prepare students with the knowledge and skills needed to synthesize social questions into cogent design solutions.

The B.S. degree in Media Design prepares students to work as professional designers in graphic design and related fields. Students must complete a total of 182-quarter credits. It typically requires four academic years of full-time study to complete, with each sequence typically consisting of three quarters.

CREDIT BREAKDOWN

Credits	% of Total	Area
54	30%	General Education
55	30%	Foundational Courses
72	40%	Concentration Courses
182 Total Credits		

Program Outline

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
DES191	Foundation Design	8	MD300	Brand Identification I	3
DES191	Design Foundation	8	MD303	Typography in Motion I	3
DRW100	Drawing Fundamentals	3	PD312	Experience Design	3
ENG111	English Composition	3		Logical Reasoning Elective	3
HIS260	History of Pre-Modern Art & Design	3		Gen Ed Communications Elective	3
Quarter 2			Quarter 2		
MD120	Media I	3	MD301	Brand Identification II	3
MD121	Imaging I	3	MD304	Typography in Motion II	3
MD125	Introduction to Graphic Design	3	MD315	Interaction Design Studio	6
MD150	Visual Communication I	3		Gen Ed Elective	3
MD142	Typography I	3			
HIS261	History of Modern Art & Design	3			
HIS261	History of Modern & Postmodern Art & Design	3			
Quarter 3			Quarter 3		
MD151	Visual Communication II	3	MD305	Contextual Studio: Contemporary Issues (Motion Studio)	6
MD123	Imaging II	3		Gen Ed Elective	3

MD144	Typography II	3	PHL161	Introduction to Philosophy	3
DRW102	Perspective	3		Gen Ed Humanities Elective	3
PD111	Human Factors	3			

SECOND Year

Quarter 1

MD201	Graphic Design-Print	3
MD255	Interaction Design I	3
MD252	Visual Communication III	3
DRW103	Storyboarding	3
ENG112	Advanced English Composition	3

Quarter 2

MD210	Package Design I	3
MD250	Wayfinding & Information Design I	3
MD256	Interactive	3
MD203	Digital Pre-Press and Production	3
MTH 171	Intermediate Algebra	3

Quarter 3

MD211	Package Design II	3
MD251	Wayfinding & Information Design II	3
MD257	Interaction Design III	3
COM310	The Film Lens	3
COM113	Speech Communication	3

FOURTH Year

Quarter 1

MD420	Comprehensive Studio I	6
MD450	Design & Critical Theory	3
MTH174	Geometry	3
POL181	Introduction to Political Science	3

Quarter 2

MD421	Comprehensive Studio II	6
MD451	Business of Design	3
PSY181	General Psychology	3
	Gen Ed Elective	3

Quarter 3

MD400	Design Research	3
MD500	Portfolio and Career Preparation	3
	Gen Ed Elective	3

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Bachelor of Arts in Game Development

The Bachelor of Arts in Game Art is designed to give graduates the creative and technical skills required for a career as a creative technologies professional in the game industry.

The program provides a systematic program of study in creative technologies, specifically in the core areas of Game Art and Game Design. Building on a strong core foundation in interdisciplinary art and design, students develop the aesthetic and technical skills needed to be successful in a project-based collaborative team environment. Students learn to become creative problem solvers as they study game theory, game design mechanics, the meaning of play, and develop the artistic skills necessary to create 2-D and 3-D game assets. Understanding and applying these concepts, students will use state of the industry software as they work in teams simulating a real world production environment. The focus of the final year of study is designing and completing a major game production.

The curriculum immerses students in design, moving from foundational knowledge and skill to the final year project designed to simulate a studio environment. Each term builds on prior learning, encouraging student reflection and awareness of the history and breadth of the creative processes required to be successful in the industry. The program provides students with the tools they need to educate, entertain and tell stories through interactive game experiences. The curriculum is designed to scaffold the learning, layering foundational art, game design, technical skills, and production experiences, weaving them together in increasingly complex ways.

PROGRAM LEARNING OUTCOMES

On the successful completion of the qualification, graduates will be able to:

- Apply visual design and technical skills to the creation of game art assets.
- Use narrative and interactive storytelling in the creation of game projects.
- Demonstrate knowledge of the various types frameworks used to structure games and gameplay.
- Recognize the interaction of aesthetics, design, and technology in game development projects.
- Design and develop games through team projects that simulate real-world pipeline production experiences.
- Design appropriate solutions in game design and development that integrate ethical, social, legal, and economic concerns.

A game artist is an artist who creates digital art assets for one or more types of games. Game artists are responsible for all of the aspects of game development that call for visual art assets; e.g., 3-D models, digital environments, character development, game interface design, user interface. Common skills exist for game artists and programmers (specifically production experience, teamwork, and investigatory skills). Broadly speaking, the skills required are proven ability in 3-D modeling, texturing, lighting, creating 2-D and 3-D game assets, and creating concept art for games. When coupled with the graduate profile, these skills facilitate the construction of the component outcomes specific to each specialization.

Students must complete a total of 182 quarter credits. This typically requires four academic years of full-time study to complete, with each year typically consisting of three quarters.

CREDIT BREAKDOWN

Credits	% of Total	Area
57	31%	General Education
37	20%	Foundational Courses
88	48%	Concentration Courses
182 Total Credits		

PROGRAM OUTLINE

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
DES191	Foundation Design	8	COM310	The Film Lens	3
DES191	Design Foundation	8	WMD402	Mobile Game Design II	3
MD121	Imaging I	3	GAM323	Game Heuristics II	3
ENG111	English Composition	3	GAM214	Game Environments II	3
GAM100	Introduction to Game Development	3		Humanities Elective	3
Quarter 2			Quarter 2		
GAM101	Principles of Game Design	3	GAM321	Game Industry Practices I	3

MD123	Imaging II	3	GAM311	Game Development Track I	6
MD120	Media I	3		Communication Elective	3
GAM210	Modeling for Games	3		Gen Ed Elective	3
ENG112	Advanced English Composition	3	PSY181	General Psychology	3
MTH171	Intermediate Algebra	3			

Quarter 3

ANM200	Character Animation I	3
GAM200	Game Design I	3
COM113	Speech Communication	3
	Gen Ed Elective	3
ANM204	Texture, Lighting, and Rendering I	3
MD122	Media II	3
	Gen Ed Elective	3

Quarter 3

GAM310	Game Art Development	3
GAM312	Game Development Track II	6
	Gen Ed Elective	3
	Social Science Elective	3

SECOND Year

Quarter 1

GAM320	Game Heuristics I	3
ANM202	Character Development I	3
GAM211	Modeling for Games II	3
GAM213	Game Environments I	3
MTH174	Geometry	3
HIS260	History of Pre-Modern Art & Design	3

Quarter 2

GAM214	Game Environments II	3
ANM205	Texture, Lighting, and Rendering II	3
ANM203	Character Development II	3
ANM201	Character Animation II	3
HIS261	History of Design II	3
HIS261	History of Modern & Postmodern Art & Design	3

Quarter 3

GAM215	Game Aesthetics	3
WMD401	Mobile Game Design I	3

FOURTH Year

Quarter 1

GAP420	Comprehensive Game I - Pre-Production	6
GAP422	Game Production I	6
PHL161	Introduction to Philosophy	3

Quarter 2

GAP421	Comprehensive Game II	6
GAP423	Game Production II	6

Quarter 3

GAM410	Technologies Game Art Capstone	3
GAM500	Portfolio and Career Preparation	3

ANM206	Texture, Lighting, and Rendering III	3
	Logical Reasoning Elective	3
	Gen Ed Elective	3

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Bachelor of Arts in Animation

The Bachelor of Arts in Animation prepares graduates for entry-level positions in the digital animation industry. Both the curricular design and pedagogical approach are designed to scaffold skill and theoretical understanding both of the major content and of the world around them, thus preparing undergraduate students for professional success and good citizenry.

The Animation Program prepares students for trans-media projects that can employ teams across multiple borders. Students create computer animation and visual effects using current industry technology and best practices. The program provides a strong foundation in design, drawing and theory that culminates in a final year short film project designed to simulate a studio environment.

The program will be offered primarily face-to-face, with opportunities for study abroad. The program design targets the undergraduate level and provides the strong general education component appropriate for bachelor-level students.

PROGRAM LEARNING OUTCOMES

All Animation students will be able to:

- Apply 2-D and 3-D modeling and animation techniques to visual storytelling.
- Critique animation work by applying historical trends and current processes.
- Apply principles of physics of motion to convincingly manipulate objects, characters, fluids, semi-fluids, particles, and gases.
- Model texture and light 3-D forms in a manner that meets industry standards.
- Demonstrate independent critical and creative thinking skills.
- Apply commercial acumen and understanding of business realities in industry and industry-like settings.
- Produce a reel and portfolio demonstrating 2-D motion graphics, 3-D modeling, and animation skills.

CREDIT BREAKDOWN

<u>Credits</u>	<u>% of Total</u>	<u>Area</u>
54	30%	General Education
61	33%	Foundational Courses
<u>67</u>	<u>37%</u>	Concentration Courses
182 Total Credits		

PROGRAM OUTLINE

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
DES191	Design Foundation	8	ANM320	Video Production	3
DRW100	Drawing Fundamentals	3	MD303	Typography in Motion I	3

ENG111 English Composition 3
 HIS260 History of Pre-Modern Art & Design 3

Quarter 2

MD120 Media I 3
 MD121 Imaging I 3
 DRW101 Analytical Figure Drawing 3
 ANM100 Beginning 2-D Animation 3
~~HIS261 History of Modern Art & Design 3~~
 HIS261 History of Modern & Postmodern Art & Design 3

Quarter 3

MD122 Media II 3
 MD123 Imaging II 3
 DRW102 Perspective 3
 ANM102 Principles of Animation 3

SECOND Year

Quarter 1

ANM210 Modeling for Animation 3
 ANM200 Character Animation I 3
 DRW103 Storyboarding 3
 ENG112 Advanced English Composition 3
 MTH171 Intermediate Algebra 3

Quarter 2

ANM202 Character Development I 3
 ANM204 Texture, Lighting, and Rendering I 3
 ANM211 Intermediate 3-D Modeling 3
 ANM201 Character Animation II 3
 ANM300 Dynamics I 3
 MTH174 Geometry 3

POL181 Introduction to Political Science 3
 Logical Reasoning Elective 3
 Gen Ed Communications Elective 3

Quarter 2

ANM321 Video Editing 3
 MD304 Typography in Motion II 3
 ANM305 Effects I 3
 Gen Ed Elective 3
 Gen Ed Elective 3
 Gen Ed Elective 3

Quarter 3

ANM306 Effects II 3
 MD305 Contextual Studio: Contemporary Issues (Motion Studio) 6
 PSY181 General Psychology 3
 PHL161 Introduction to Philosophy 3
 Gen Ed Humanities Elective 3

FOURTH Year

Quarter 1

~~Number~~ ~~Course Title~~
 ANM402 Animation Pre-Production 6
 MD400 Design Research 3
 Gen Ed Social Science Elective 3

Quarter 2

ANM420 Demo Reel I – Comprehensive Studio I – Production 6
 ANM401 Business of Animation 3
 DMA595 Special Topics 3

Quarter 3

ANM421 Comprehensive Studio II – Post-Production 6
 ANM500 Portfolio Development and Career Preparation 3

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Bachelor of Interior Architecture & Design

The Interior Architecture & Design program prepares students for entry-level professional interior architecture and design practice. The Bachelor of Interior Architecture & Design (BIAD) degree program focuses on global design education and offers students opportunities for international experiences both on campus and internationally. Students are prepared for practice in a variety of design firms, which provides the foundation for meeting state or provincial regulatory requirements as interior designers. Students must complete 180 quarter credits, which typically require four academic years of full-time study (based on three quarters of attendance annually).

INTERIOR ARCHITECTURE & DESIGN PROGRAM LEARNING OUTCOMES

The program objectives (program learning outcomes) directly align with the institutional learning objectives (ILOs) and are directly related to interior architecture & design education and practice. Upon completion of the BIAD program, students will be able to:

- Demonstrate critical thinking as they identify, analyze, and solve interior architecture & design problems through completion of interior design studio projects.
- Apply creative and critical thinking to solve interior environment problems from a human-centered approach and apply this knowledge to design solutions.
- Demonstrate preparation for global design practice by incorporating cultural norms of user populations and applying that knowledge to design solutions that support globally diverse end users.
- Demonstrate effective visual, verbal, and written communication.
- Apply ethical and professional practices.
- Demonstrate social responsibility by designing sustainable interior environments that support indoor environmental quality and improve the quality of life for occupants.
- Engage in integrative professional design practice by contributing interior architecture & design expertise to collaborative design teams.

CREDIT BREAKDOWN

Credits	% of Total	Area
121	67%	Professional Requirements
54	30%	General Education
5	3%	Professional Electives
180 Total Credits		

PROGRAM OUTLINE

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
DES191	Design Foundation I	8	ID301	Interior Design Studio IV	6
DES191	Design Foundation	8	ID313	Environmental Psychology	3
ENG111	English Composition	3	RSH481	Introduction to Research	3
HIS260	History of Pre-Modern Art & Design	3		Gen Ed Elective	3
	Special Topics	4			

	Quarter 2			Quarter 2	
DES102	Design Foundations Studio II	4	ID302	Interior Design Studio V	6
DES102	Foundations Studio II	4	BUS282	Principles of Management	3
DES112	Design Studio II	4	RSH582	Research & Communication	3
SCI173	Environmental Biology	3		Gen Ed Elective	3
ENG112	Advanced English Composition	3			
HIS261	History of Modern Art & Design	3			
HIS261	History of Modern & Postmodern Art & Design	3			
	Quarter 3			Quarter 3	
DES103	Design Foundations Studio III	4	At Domus Academy, Milan** (Study abroad)		
DES103	Foundations Studio III	4	ID303	Interior Design Studio VI	6
DES113	Design Studio III	4	ID314	Research: ID Methods, Materials, and Technology	3
PD111	Human Factors	3	ID315	History of Italian Design	3
COM113	Speech Communication	3	ID316	Furniture Design	3
	SECOND Year			FOURTH Year	
	Quarter 1			Quarter 1	
ID201	Interior Design Studio I	6	ID401	Interior Design Studio VII	6
AR231	Environmental Systems I – Natural Systems	3	ID412	ID Professional Practice	3
ID210/CSC770	CAD for Interiors/Beginning CAD	3	ID411	Codes for ID	3
PSY181	General Psychology	3	ID413	Internship	1
			PHL161	Introduction to Philosophy	3
	Quarter 2			Quarter 2	
ID202	Interior Design Studio II	6	ID402	Interior Design Studio VIII	6
ID211	Building Systems and Structures	3	MTH171	Intermediate Algebra	3
CSC870	Intermediate CAD	3		Gen Ed Elective	3
SOC281	Introduction to Sociology	3		Professional Elective	3
	Quarter 3			Quarter 3	
ID203	Interior Design Studio III	6	ID403	Interior Design Studio IX	6
ID212	History of Interiors	3		Gen Ed Elective	3
ID213	Lighting Design	3		Gen Ed Elective	3
ID214	Design of Materials	3		Professional Elective	2

Pages 104–105**Bachelor of Arts in Product Design (Effective for students starting on October 5, 2015.)**

The Product Design degree program prepares students for professional practice of product design in a wide range of industries. The Bachelor of Product Design (BPD) degree program focuses on global design education; interdisciplinary, integrative practice; strategic and creative thinking for an expanded design scope; sustainable, socially-responsible design that protects people’s health, safety, and well-being. The BPD program offers students opportunities for international experiences both on campus and internationally. Students are prepared for entry-level practice in a variety of design firms and levels of complexity of design challenges, which provides the foundation for meeting state or provincial regulatory requirements as product designers. Students must complete 182 quarter credits, which typically requires four academic years of full-time study (based on three quarters of attendance annually).

PRODUCT DESIGN PROGRAM LEARNING OUTCOMES

The program objectives (program learning outcomes) directly align with the institutional learning objectives (ILOs) and are directly related to product design education and practice. Upon completion of the BPD program, students will be able to:

- Demonstrate knowledge of the technical skills, tools, systems, and processes of design in order to distill one solution from multiple possibilities.
- Apply appropriate research methodologies to frame emerging needs for new product systems, including observational, psychographic, and ethnographic data.
- Strategize design solutions and effectively communicate them both visually and through client-centric presentation.
- Utilize a project-based approach that innovates design solutions for both community and industrial needs.
- Synthesize how to implement a design idea, through prototyping, manufacturing, and materials selection, taking into account evolutions and revolutions in manufacturing and production ecosystems.
- Demonstrate professionalism, leadership, and responsibility through critical thinking, self-evaluation, collaboration, and teamwork.
- Integrate an interdisciplinary approach to design that incorporates both global and multicultural concepts and perspectives.

CREDIT BREAKDOWN

Credits	% of Total	Area
54	30%	General Education
128	70%	Design Courses
182 Total Credits		

PROGRAM OUTLINE

FIRST Year			THIRD Year		
Quarter 1			Quarter 1		
DES101	Design Foundation	8	PD301	Product Design Studio IV: Experience Design	6
DES191	Design Foundation	8	PD311	Design for Sustainability II	3
ENG111	English Composition	3	PD312	Experience Design	3

HIS260	History of Pre-Modern Art & Design	3	SCI173	Environmental Biology	3
			BUS282	Principles of Management	3
Quarter 2			Quarter 2		
DES102	Design Foundation	4	PD302	Product Design Studio V: Interaction Design	6
DES102	Foundations Studio II	4	PD313	Design of Interactive Products	3
DES112	Design Studio II	4	PD314	Design Research	3
MTH171	Intermediate Algebra	3	SOC281	Introduction to Sociology	3
ENG112	Advanced English Composition	3			
Quarter 3			Quarter 3		
DES103	Design Foundations Studio III	4	At Domus Academy, Milan** (Study Abroad)		
DES103	Foundations Studio III		PD303	Product Design Studio VI	6
DES113	Design Studio III	4	PD315	Research: PD Methods, Materials, and Technology	3
COM113	Speech Communication	3	PD316	History of Italian Design	3
MTH172	Trigonometry	3	PD317	Furniture Design	2
PD111	Human Factors	3	PD317	Furniture Design	3
SECOND Year			Year Four		
Quarter 1			Quarter 1		
PD201	Design Foundations	6	PD401	Product Design Studio VII	6
PD211	Theory and History of Design	3	PD411	Professional Practice	2
PD210	Visualization & Storytelling	3	Internship		4
MTH174	Geometry	3		Gen Ed Elective1	3
			PHL161	Introduction to Philosophy	3
Quarter 2			Quarter 2		
PD202	Product Design Studio II	6	PD402	Product Design Studio VIII (Final Project)	6
PD213	CAD Rendering for Product	3		Gen Ed Elective	3
PD212	Manufacturing and Production Systems	3		Gen Ed Elective	3
PSY181	General Psychology	3		Elective	3
Quarter 3			Quarter 3		
PD203	Product Design Studio III	6	PD403	Product Design Studio IX (Thesis)	6

PD214	Design for Sustainability I	3	Gen Ed Elective	3
PD215	Design of Materials	3	Gen Ed Elective	3
RSH481	Introduction to Research	3	Elective	3

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Undergraduate Degree Graduation Requirements

Students qualify for graduation once the following requirements are met:

- Achieve a 2.0 cumulative GPA as an undergraduate student
- Fulfill residency requirements outlined for their degree (this requirement applies to all undergraduate programs)
- Meet financial obligations to the school including payment of the graduation fee
- Receive clearance from the librarian
- Successfully complete the program pertaining to their degree
- Complete a thesis or graduation project (if applicable)
- Submit the Petition to Graduate form to the Registrar's office by the applicable deadline
- Receive clearance from the Financial Aid Office (if applicable)
- Receive clearance from the Career Services Office

The degree will be officially conferred on the last date of the term in which the graduation requirements have been fully completed.

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Graduate Degree Graduation Requirements

Students qualify for graduation once the following requirements are met:

- Achieve a 3.0 cumulative GPA as a graduate student
- Fulfill residency requirements outlined for their degree (this requirement applies to all graduate programs)
- Meet financial obligations to the school including payment of the graduation fee
- Receive clearance from the librarian
- Successfully complete the program pertaining to their degree
- Complete a thesis or graduation project (if applicable)
- Submit the Petition to Graduate form to the Registrar's office by the applicable deadline
- Receive clearance from the Financial Aid Office (if applicable)
- Receive clearance from the Career Services Office

The degree will be officially conferred on the last date of the term in which the graduation requirements have been fully completed.

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SMALL COURSE COHORT DIRECTED STUDY

NewSchool may offer courses as Small Cohort Directed Study (SCDS). These courses are offered at the discretion of NewSchool when course enrollment is below five students. The SCDS modality allows the instructor to offer more flexible meeting times to students to achieve the same learning outcomes as would be achieved in the traditional lecture/lab modality. Courses offered as SCDS are not considered DIS courses.

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Course Descriptions

AR582 URBAN DESIGN

Credits: 2-3 *Prerequisites:* None

Schedule: 3 hours weekly: Lecture (3)

This course introduces urban design principles, theories, and concepts through readings, lectures, and images. Students then apply urban design principles and concepts in various assigned projects.

AR582B URBAN DESIGN

Credits: 2 *Prerequisites:* None

Schedule: 2 hours weekly: Lecture (2)

This course introduces urban design principles, theories, and concepts through readings, lectures, and images. Students then apply urban design principles and concepts in various assigned projects.

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AR652B NEUROSCIENCE FOR ARCHITECTURE

Credits: 2 *Prerequisites:* None

Schedule: 2 hours weekly: Lecture (2)

This course introduces the field of neuroscience and its potential application to architecture. An overview of human brain anatomy and function is explored, including sensory, motor, emotional, and cognitive responses. The principles of scientific methods are reviewed and related to the importance of building an evidence base that relates human responses to the built environment.

AR653B SEMINARS IN NEUROSCIENCE FOR ARCHITECTURE

Credits: 2 *Prerequisites:* None

Schedule: 2 hours weekly: Lecture (2)

This course continues the exploration of neuroscientific knowledge that informs how humans perceive and respond to the built environment and elements of architecture. Seminars convey how neural principles might inform built typologies such as health care, education, office, and spiritual environments. Students develop and improve research techniques and knowledge of specific neural systems. The potential application of this knowledge to architectural practice is considered.

AR686 LIVABLE COMMUNITIES DESIGN

Credits: 2-3 *Prerequisites:* None

Schedule: 2-3 hours weekly: Lecture (2-3)

The design of communities and neighborhoods is a critical element in the creation of the buildings that serve humanity. This course investigates the principles of smart growth, new urbanism, livable communities, and the relevance of those principles to the design of the built environment.

AR686B LIVABLE COMMUNITIES DESIGN

Credits: 2 *Prerequisites:* None

Schedule: 2 hours weekly: Lecture (2)

The design of communities and neighborhoods is a critical element in the creation of the buildings that serve humanity. This course investigates the principles of smart growth, new urbanism, livable communities, and the relevance of those principles to the design of the built environment.

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AR731 ENVIRONMENTAL PSYCHOLOGY

Credits: ~~2~~ 3 **Prerequisites:** None

Schedule: ~~2~~ 3 hours weekly: Lecture (2) (3)

This course explores the relationship among the environment, people, and their behavior as identified through environment-behavior research and their own observations. Students will learn how to use environment behavior research to create better functioning and more satisfying environments.

AR731B ENVIRONMENTAL PSYCHOLOGY

Credits: 2 **Prerequisites:** None

Schedule: 2 hours weekly: Lecture (2)

This course explores the relationship among the environment, people, and their behavior as identified through environment-behavior research and their own observations. Students will learn how to use environment behavior research to create better functioning and more satisfying environments.

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AR882 URBAN ISSUES

Credits: ~~2~~ 3 **Prerequisites:** None

Schedule: ~~2~~ 3 hours weekly: Lecture (2) (3)

This course covers the broad context of urban issues including regionalism, community, and public infrastructure. Addressing current issues involving the homeless, senior citizens, and demographic trends allows this class to provide an informational base relative to social, political, and economic issues associated with urban settings.

AR882B URBAN ISSUES

Credits: 2 **Prerequisites:** None

Schedule: 2 hours weekly: Lecture (2)

This course covers the broad context of urban issues including regionalism, community, and public infrastructure. Addressing current issues involving the homeless, senior citizens, and demographic trends allows this class to provide an informational base relative to social, political, and economic issues associated with urban settings.

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HIS261 HISTORY OF MODERN ART & POSTMODERN ART & DESIGN

Credits: 3 **Prerequisites:** None

Schedule: 3 hours weekly: Lecture (3)

This course provides an introduction to the history of modern and postmodern art and design. Some of the topics explored may include the relationship between the art and design disciplines (graphic design, product design, architecture, textile design, interior design, and fashion), as well as the dialogue between art and design history and art and design theory.

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ID316 FURNITURE DESIGN

Credits: 3 **Prerequisites:** None

Schedule: 4 hours weekly: Lecture (2), Lab (2)

Students will learn about the Italian system of design and production of world class furniture. They will visit factories, design studios, and showrooms to acquire first-hand knowledge of, and experience with, the Italian furniture industry. Students will be required to design a piece of furniture and present it to a panel of faculty

members and industry representatives. Students will learn about the furniture industry and manufacturing of world class furniture. Through lectures and visits to factories, design studios and showrooms, students acquire first-hand knowledge of the furniture industry. Students will be required to design a piece of furniture and present it to a panel of faculty members and industry representatives.

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PD317 FURNITURE DESIGN (MILAN)

Credits: 2-3 **Prerequisites:** None

Schedule: 4 hours weekly: Lecture (2), Lab (2)

Students will learn about the Italian system of design and production of world-class furniture. They will visit factories, design studios, and showrooms to acquire first-hand knowledge of and experience with the Italian furniture industry. Students will be required to develop design research assignments analyzing a specific piece of furniture and developing a review of the designer's and company's identity and historical and cultural insights, with a projection on today's perception and actual market positioning of the furniture design piece. Students will learn about the furniture industry and manufacturing of world class furniture. Through lectures and visits to factories, design studios and showrooms, students acquire first-hand knowledge of the furniture industry. Students will be required to design a piece of furniture and present it to a panel of faculty members and industry representatives.

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SOC482 ADVANCED SOCIOLOGY: URBAN STUDIES

Credits: 2-3 **Prerequisites:** None

Schedule: 2-3 hours weekly: Lecture (2)-(3)

This course focuses on the principal theoretical, empirical, analytical, and evaluative aspects in social change.

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Administration

STAFF

- Marvin Malecha, President and Provost
- Marcy Madix, Director of Human Resources
- Tiffany Rodriguez, Manager of Institutional Research
- Julie Codina, Finance Director
- Gloria Torres, Senior Manager, Operations
- Heli Frazier, Director of Marketing
- Lucy Campbell, Librarian
- Johntay Cokley, Admissions Manager
- Diondrae Collier, Director of Financial Aid
- Terre Cortez-Farah, ~~Student Accounts Coordinator~~ Business Office Manager
- Karen Gersten, Special Assistant to the President ~~and Interim Provost~~
- Julie Gonick, Director of Enrollment & Field Recruitment
- Kirk Neilson, Director of Enrollment & Field Recruitment
- Lisa Ganem, Director of Career Services & Alumni Relations
- John Jones, Facilities Manager
- Erik Luhtala, Materials Lab Manager
- Allen Mutchler, Registrar

- Virginia Phillips, Student Success Center Manager
- ~~Vivian Sanchez, Interim President~~
- Joseph Sosa, IT Manager
- Prisca Bermudez, Manager, Academic Advising and Disability Services
- Ashley Wagner, Student Life Manager

ACADEMICS

- Kurt C. Hunker, Director of Graduate Programs and Chair of Graduate Architecture Program
- Len Zegarski, Chair, Undergraduate Architecture
- George Welch, Chair, Construction Management
- Bruce Matthes, Director, General Education
- Elena Pacenti, Director of Domus Academy School of Design at NewSchool
- Fiona Scott-Milligan, Program Chair, Media Design & Game Art
- Chuck Crawford, Faculty Coordinator
- Gilbert D. Cooke, Dean Emeritus

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TITLE IX GRIEVANCE REPORTING POLICY AND PROCEDURES

The United States Department of Education (ED) mandates that institutions comply with specific requirements under Title IX of the Educational Amendments of 1972. Title IX is a federal civil rights law that prohibits discrimination on the basis of sex. NewSchool is committed to providing a safe educational and working environment for its students, faculty, staff, and other members of the university community.

1. Definitions

Sexual Misconduct, Sexual Harassment, and Sexual Discrimination are defined as follows:

Sexual Misconduct: NewSchool’s Code of Conduct prohibits sexually violent acts, which can be considered criminal offenses. Sexual misconduct includes nonconsensual sexual intercourse, nonconsensual sexual contact, sexual exploitation, interpersonal relationship violence, sex/gender-based stalking, sexual harassment, and sexual discrimination. While NewSchool may use different standards and definitions than state criminal codes, sexual misconduct often overlaps with crimes of rape, sexual assault, sexual harassment, stalking, dating violence, and domestic violence.

Sexual Harassment: NewSchool’s Code of Conduct prohibits sexual harassment, which is a form of misconduct that undermines the integrity of the academic environment. All members of the NewSchool community, especially officers, faculty members, and other individuals who exercise supervisory authority, have an obligation to promote an environment that is free of sexual harassment. Sexual harassment can include, but is not limited to, unwelcome sexual advances; requests for sexual favors; unwelcome physical contact of a sexual nature; e-mails containing inappropriate sexual content; obscene or harassing phone calls or jokes of a sexual nature; suggestive gestures, sounds, stares, or other verbal or physical conduct of a sexual nature when:

1. Submission to such conduct is made, either explicitly or implicitly, a term or condition of a student’s academic progress;
2. Submission to or rejection of such conduct by an individual is used as a basis for decisions affecting assessment of academic progress; or

3. Such conduct, by instructors, staff, or students, including between students, has the purpose or effect of interfering with academic performance or creating an intimidating, hostile, or offensive environment.

Sexual Discrimination: Sexual discrimination is a form of misconduct that undermines the integrity of the academic environment. NewSchool’s Code of Conduct prohibits sexual discrimination. Sexual discrimination for the purpose of this policy is defined as including, but not limited to, treating individuals differently because of their gender or sexual orientation, in connection with the terms and conditions of employment or educational opportunities. Discrimination does not occur, however, when an individual is treated differently than another individual for legitimate reasons.

For purposes of the NewSchool Title IX Reporting and Grievance Policy, Sexual Misconduct, Sexual Harassment, and Sexual Discrimination are considered “Sexual Misconduct.”

2. Procedural Overview

Reporting Procedures: Students, faculty, or staff members who believe that they are the victim of Sexual Misconduct, Sexual Harassment, or Sexual Discrimination (“Complainant”) should contact the Title IX Coordinator. The Title IX Coordinator is responsible for receiving and processing, in a timely manner, reports from students, faculty, staff, and administrators regarding rights and responsibilities concerning Sexual Misconduct in violation of Title IX.

Any questions or complaints regarding Title IX may be referred to the NewSchool Title IX Coordinator or Deputy Title IX Coordinator or to the Office of Civil Rights.

NewSchool’s Title IX Coordinator

Prisca Bermudez, Manager Academic Advising and Disability Services
619-684-8876
pbermudez@neschoolarch.edu

Filing a Report with the NewSchool Title IX Coordinator: Students, faculty, and staff members have the right to file both a criminal complaint and a Title IX complaint simultaneously. Students, faculty, and staff members must report an incident of alleged discrimination to a “Responsible Employee.” For the purposes of this policy, the responsible employees are the Title IX Coordinator or the Deputy Title IX Coordinator.

Initial Title IX Review and Assessment of Reports of Sexual Misconduct, Sexual Harassment, or Sexual Discrimination

NewSchool takes all reports of Sexual Misconduct seriously and, upon receiving notice of any alleged violation of this policy, shall take immediate steps to conduct a thorough, prompt, and appropriate investigation of the complaint. The following steps will be taken by the Title IX Coordinator (or Deputy) in the event of a complaint of sexual misconduct:

Step 1: Intake/reporting of complaint

A complainant who contacts the Title IX Coordinator or responsible employee with an allegation of sexual misconduct will be notified of his or her right to confidentiality and his or her right to remain anonymous and how that may affect NewSchool’s ability to conduct an investigation. Please note that there are certain situations where NewSchool may not be able to guarantee confidentiality or anonymity. If the complainant wishes to move forward with the process, he or she will be asked a series of questions to provide information. If the complainant prefers, he or she may complete the information from the Title IX Sexual Misconduct or Discrimination Compliant Report Form and submit it to the Title IX Coordinator. The form is available from the Title IX Coordinator or by download here: <http://newschoolarch.edu/student-life/campus-facilities/campus-safety/>

Step 2: Determination of interim measures

Upon notification of an incident of sexual misconduct, NewSchool shall take steps to ensure equal access to its education programs and activities and protect the complainant as necessary, including taking interim measures before the final outcome of an investigation. These measures are designed to protect the complainant and provide the complainant with options to avoid contact with the alleged perpetrator. These measures may include a change in academic activities, living, transportation, dining, and working situations as appropriate. The Title IX Coordinator shall work with the complainant to determine what, if any, interim measures shall be implemented.

Step 3: Determination of complainant's confidentiality request and desired outcome

NewSchool strongly supports the complainant's right to confidentiality in cases involving sexual misconduct. Complainants have the right to ask that their names not be disclosed to the alleged perpetrators. However, there are limited situations in which the university must override a complainant's request for confidentiality in order to meet the institution's legal obligations under Title IX. In these situations, the information will only be shared with individuals who are responsible for handling NewSchool's response to incidents of sexual violence. Given the sensitive nature of reports of sexual violence, NewSchool shall ensure that the information is maintained in a secure manner. If the complainant requests that his or her name not be revealed to the alleged perpetrator or if the complainant asks NewSchool not to investigate or seek action against the alleged perpetrator, NewSchool will be limited in its ability to respond fully to the incident, including taking disciplinary action against the alleged perpetrator. If the complainant still requests that his or her name not be disclosed to the alleged perpetrator, or that NewSchool not investigate or seek action against the alleged perpetrator, the Title IX Coordinator will need to determine whether or not the institution can honor such a request while providing a safe and nondiscriminatory environment for all students, faculty, and staff.

Step 4: Initiate investigation process

An investigation refers to the process NewSchool uses to resolve sexual misconduct complaints. The Title IX Coordinator shall determine, given the circumstances surrounding the complaint, the proper party to conduct the investigation. The proper party may or may not be the Title IX Coordinator and shall be the person best able to conduct an impartial and fair review of the complaint. The process will include the fact-finding investigation and any hearing and decision-making process NewSchool uses to determine whether or not the conduct occurred and, if the conduct occurred, what action NewSchool will take to end the sexual violence, eliminate the hostile environment, and prevent its recurrence, which may include imposing sanctions on the perpetrator and providing remedies for the complainant and broader student population. The investigation may, but not necessarily, include a hearing. The investigation may include, but is not limited to, conducting interviews of the complainant, the alleged perpetrator, and any witnesses; reviewing law enforcement investigation documents (if applicable); reviewing student and personnel files; and gathering and examining other relevant documents or evidence. During the process, NewSchool shall promote a fair process that provides the same opportunities to all parties.

Step 5: Recommendations of resolution to leadership

Upon the completion of the investigation, the Title IX Coordinator shall present the findings to NewSchool leadership, which may include, as appropriate, the Executive Director of Student Affairs, the Chief Academic Officer, or the Human Resources Director. NewSchool leadership shall then determine the appropriate resolution to the complaint, considering factors including the role of the party within the university community (student, faculty, or employee). Resolutions may include disciplinary action against the perpetrator or providing counseling for the perpetrator. Remedies for the complainant may include steps such as reassignment of a course section or residency, counseling services, as well as changes to the school's overall services or policies. Any remedies offered would be separate from, and in addition to, any interim measures that may have been provided prior to the conclusion of any investigation.

Step 6: Report/notification

NewSchool shall provide written notification to the complainant and the alleged perpetrator of the findings of the investigation.

Evidentiary Standard: In investigating a complaint under this policy, NewSchool shall use a *preponderance of the evidence* standard (more likely than not) when considering evidence presented by any party.

Retaliation: Title IX includes protections against retaliation. NewSchool will take immediate and appropriate steps to investigate or otherwise determine if retaliation due to the reporting of sexual misconduct or discrimination occurs.

Sources of Counseling, Advocacy, and Support: Victims of sexual misconduct can receive assistance immediately by calling the local police department (911, if emergency). Students may contact ComPsych Guidance Resources by calling 1-866-645-1762 or TDD: 1-800-697-0353. When you call, please reference NewSchool's ID, NewSchool. NewSchool employees may contact the Employee Assistance Program (EAP) by contacting Business Health Services (BHS) at 800-327-2251 or online: at www.bhsonline.com (user name: Laureate). Both the SAP and EAP are free, confidential resources at NewSchool, which means that all conversations will remain confidential and will not initiate any type of investigation into the incident. Sexual assault reports must be made by contacting the NewSchool Title IX Coordinator (or Deputy) who are the appropriate university officials for receiving reports of sexual assault.

Appeals: A student (either complainant or alleged perpetrator) may appeal the decision of the university in cases of sexual misconduct policy violations. (See the appeals process in the "Judicial Affairs" section of the catalog, <http://newschoolarch.edu/academics/academic-catalog/>, page 265). Faculty and other employees should review their applicable employee handbook for further information regarding their rights under this policy.

Time Frames for Process: While each situation is different and there can be no way to determine how long an investigation will take, the Title IX Coordinator shall use her best efforts to reach resolution within 60 days from the time the complaint is reported to notice of resolution.

STATEMENT OF RIGHTS AND OPTIONS FOR STUDENTS REPORTING CLAIMS OF SEXUAL MISCONDUCT

You have reported to NewSchool of Architecture and Design's Title IX Coordinator that you have been subjected to sexual misconduct, which may include sexual harassment, sexual discrimination, sexual violence, dating violence, domestic violence, or stalking ("sexual misconduct"). NewSchool takes reports of sexual misconduct seriously and we provide the following information relating to your rights and options as a victim of sexual misconduct. If you have any further questions or would like to discuss these rights and options, please contact the Title IX Coordinator who will assist you with available resources or provide help with filing a formal grievance.

IF I AM A VICTIM OF SEXUAL MISCONDUCT, WHAT SHOULD I DO?

Call the Police

To report sexual misconduct or other criminal offenses or emergencies, individuals should dial 911. It is the policy of NewSchool to encourage anyone who is the victim or witness to any crime to promptly report the incident to the local police and, if applicable, to the security personnel on campus. However, you are not required to file a police report. Filing a police report will not obligate you to seek prosecution, nor will it subject you to scrutiny or judgmental opinions from officers. Although, filing a police report will

- ensure that you receive the necessary medical treatment and tests;
- provide the opportunity for collection of evidence helpful in prosecution, which cannot be obtained later; and

- provide you access to free confidential counseling from counselors specifically trained in the area of sexual assault crisis intervention.

If you need assistance in contacting the police, contact the Title IX Coordinator or other NewSchool staff member who will connect you with the appropriate university representative. Please note that police reports are public records under state law and cannot be held in confidence.

Preserve Evidence

Time is a critical factor for evidence collection and preservation. Ideally, you should not wash, douche, use the toilet, or change clothing prior to calling the police or seeking medical treatment.

Seek Treatment

You should then obtain necessary medical treatment. If you need assistance in contacting the medical treatment resources, contact your Title IX Coordinator who will connect you with the appropriate university representative.

Consult Counseling Resources

You may contact NewSchool's Student Assistance Program 24/7:

ComPsych Guidance Resources

Phone: **1-866-645-1762** Online: www.guidanceresources.com enter ID NewSchool

You may also consult community resources specializing in sexual assault crisis intervention. If you need assistance identifying counseling resources, contact your Title IX Coordinator who will connect you with the appropriate university representative.

WHAT CAN NewSchool DO TO HELP?

NewSchool will use its best efforts to inform you of your rights and support you in relation to orders of protection, no contact orders, restraining orders, or similar lawful orders issued by criminal, civil, or tribal courts.

Right to Confidentiality

NewSchool does not have a policy of limited confidential reporting. Any information received by the Title IX Coordinator or other responsible employee regarding criminal activity, sexual misconduct, or any other violation of NewSchool's Code of Conduct will be investigated and a record of the incident will be taken along with all relevant information including the name of the alleged victim. However, there are certain circumstances where NewSchool will protect the identity of alleged victims: any accommodations or protective measures provided to a victim of sexual misconduct will be kept confidential to the extent that maintaining such confidentiality will not impair the ability of the university to provide the accommodations or protective measures. Additionally, NewSchool will only reveal confidential information to the extent necessary to conduct an appropriate investigation. In situations where the university is required by law to make recordkeeping publically available it will be accomplished, to the extent possible by law, without including identifying information about the victim.

Interim Measures

If applicable and requested, the Title IX Coordinator will provide you with immediate options for a change in your accommodations or academic situations.

Disciplinary Procedures

NewSchool's processes and procedures for institutional disciplinary action in cases of sexual misconduct will provide a prompt, fair, and impartial investigation and resolution. You are encouraged to have a support person/advisor included in the proceedings. Any investigation and hearing shall be conducted by university officials who receive annual training on issues related to domestic violence, dating violence, sexual assault, and stalking, as well as how to conduct an investigation and hearing process that protects the safety of victims and promotes accountability. You will be informed of the outcome and the procedure for appealing the results of any proceedings. The alleged perpetrator will be afforded all of the same rights as you, including the right to make a statement, present witnesses and evidence, and to have a support person/advisor included in the proceedings. If applicable, disciplinary action will be taken in accordance with the NewSchool Code of Conduct. NewSchool will disclose simultaneously to all parties the results of any disciplinary hearing conducted by the university, procedures for appealing the results of the proceeding, any change to the results that occurs prior to the time that such results become final, and when such results become final. If the alleged victim is deceased as a result of the crime or offense, the information will be provided to his or her next of kin, if so requested. Following a determination of disciplinary action relating to sexual misconduct, the university may impose sanctions up to and including dismissal from the university.

In conducting disciplinary proceedings, NewSchool will use a preponderance of evidence as its evidentiary standard. The university will institute appropriate measures in order to protect confidentiality and the crime victim relating to the investigative and disciplinary proceedings.

Retaliation

NewSchool does not tolerate any conduct that may be seen as retaliation directed against any person involved in a sexual misconduct investigation, including alleged victims, witnesses, or third parties.

Timeliness

NewSchool is committed to conducting a thorough and prompt investigation into any complaint of sexual misconduct. While each situation is different and may require a different level of resources, the university will attempt to have the investigation and disciplinary process completed in a reasonable timeframe, with the goal being to complete the entire process within 60 days.

Right to Appeal

At the conclusion of the investigation and disciplinary process, both parties have the right to appeal any findings. The appeals process is described in the Code of Conduct.