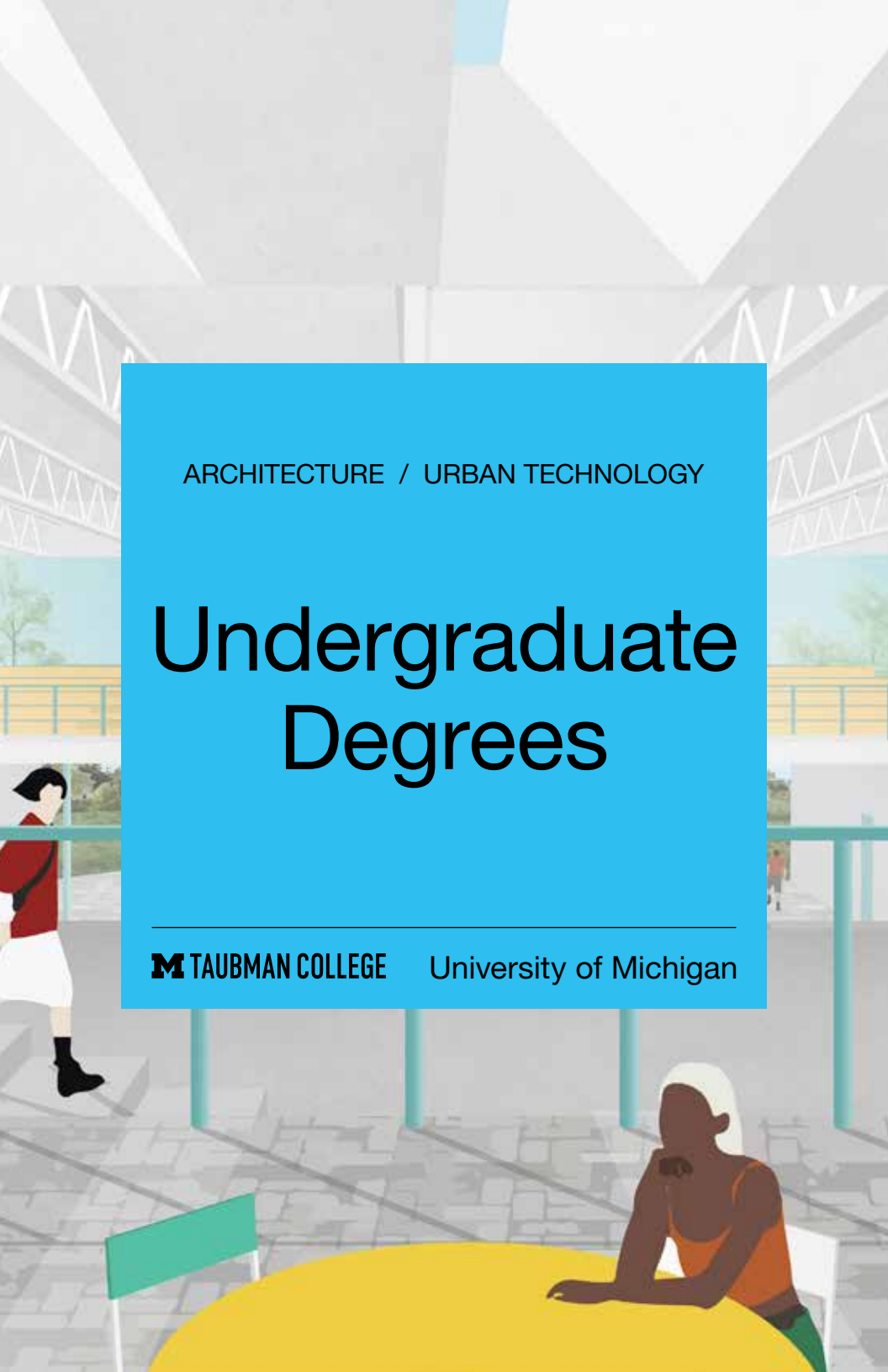




ARCHITECTURE / URBAN TECHNOLOGY

Undergraduate Degrees

M TAUBMAN COLLEGE

University of Michigan



Why Choose the University of Michigan?

The Michigan Difference

At the University of Michigan, you'll discover exceptional opportunities, expansive resources, and a community driven to make an impact. As one of the nation's top-ranked public universities, U-M offers a world-class education in Ann Arbor, a college town consistently recognized as one of the best in the United States.

As a Wolverine, you'll join a community that values academic excellence, innovative research, and a shared commitment to advancing the public good.

Interdisciplinary Opportunities

Michigan's strength lies in its commitment to interdisciplinary education and research. At Taubman College, you'll build a strong foundation in architecture or urban technology while also exploring coursework in the humanities, social sciences, and other fields through the College of Literature, Science, and the Arts.

Your curriculum also includes elective space, giving you the flexibility to pursue a minor, explore new interests, and shape your education around your goals.

Personalized Support and Career Outcomes

Taubman College has a full-time career and professional development team dedicated to intensive career preparation leading to student success. Our team helps you make the most of connections so you can innovate, experiment, and lead in careers around the world. You'll receive support through tailored resources, one-on-one advising, networking opportunities in both small events and large career fairs, and more.

Alumni Network: 700,000 Strong

When you join Michigan, you become part of a global alumni network of over 700,000 strong. Taubman College alone has more than 10,000 alumni making an impact across the globe — so you can connect with alumni around the world for mentoring, networking, and career guidance.

Application Options

↳ B.S. ARCHITECTURE

	Early Action*	Early Decision*	Regular Decision
Status of plan	Non-Binding	Binding	Non-Binding
Application Deadline	November 1	November 1	February 1
Portfolio Deadline	November 1	November 1	February 1
Financial Aid Applications	December 15 (suggested) March 1 (required)	November 15	December 15 (suggested) March 1 (required)
Taubman College Decision	By end of January	By end of December	By early April
Dual Degree Application	Possible with: LSA** Stamps*** Engineering	Not possible at time of application	Possible with: LSA** Stamps*** Engineering
Dual Degree Application: Other College Decision	By end of January	N/A	By early April
Enrollment Confirmation Deadline	May 1	Early/Mid-January	May 1

*Early Action / Early Decision: The decision received could be admit, deny, or postpone decision to the next application round.

**College of Literature, Science, and the Arts

***Stamps School of Art and Design: Applicants to Stamps School and Taubman College must submit two separate portfolios. Follow the instructions on the Stamps website on submitting your Stamps portfolio.

↳ B.S. URBAN TECHNOLOGY

	Early Action*	Early Decision*	Regular Decision
Status of plan	Non-Binding	Binding	Non-Binding
Application Deadline	November 1	November 1	February 1
Portfolio Deadline	No portfolio submission	No portfolio submission	No portfolio submission
Financial Aid Applications	December 15 (suggested) March 1 (required)	November 15	December 15 (suggested) March 1 (required)
Taubman College Decision	By end of January	By end of December	By early April
Dual Degree Application	Not possible at time of application	Not possible at time of application	Not possible at time of application
Dual Degree Application: Other College Decision	N/A	N/A	N/A
Enrollment Confirmation Deadline	May 1	Early/Mid-January	May 1

*Early Action / Early Decision: The decision received could be admit, deny, or postpone decision to the next application round.



Architecture Studio Final Review (UG2)

Bachelor of Science in Architecture

Taubman College's Bachelor of Science in Architecture is one of the nation's leading undergraduate design programs. The program combines a rigorous and collaborative studio culture with advanced technology, global perspectives, and a strong commitment to design innovation. You'll learn from celebrated practitioners and dedicated educators who challenge you to think critically, collaborate across disciplines, and experiment with new architectural ideas. Through hands-on studio work, you'll explore sustainable design and consider how architecture can contribute to a more equitable built environment.

As a graduate, you will leave with a strong foundation in design thinking, technical skills, and creative problem-solving, and you will be prepared for advanced study or meaningful careers that help shape the future of architecture.

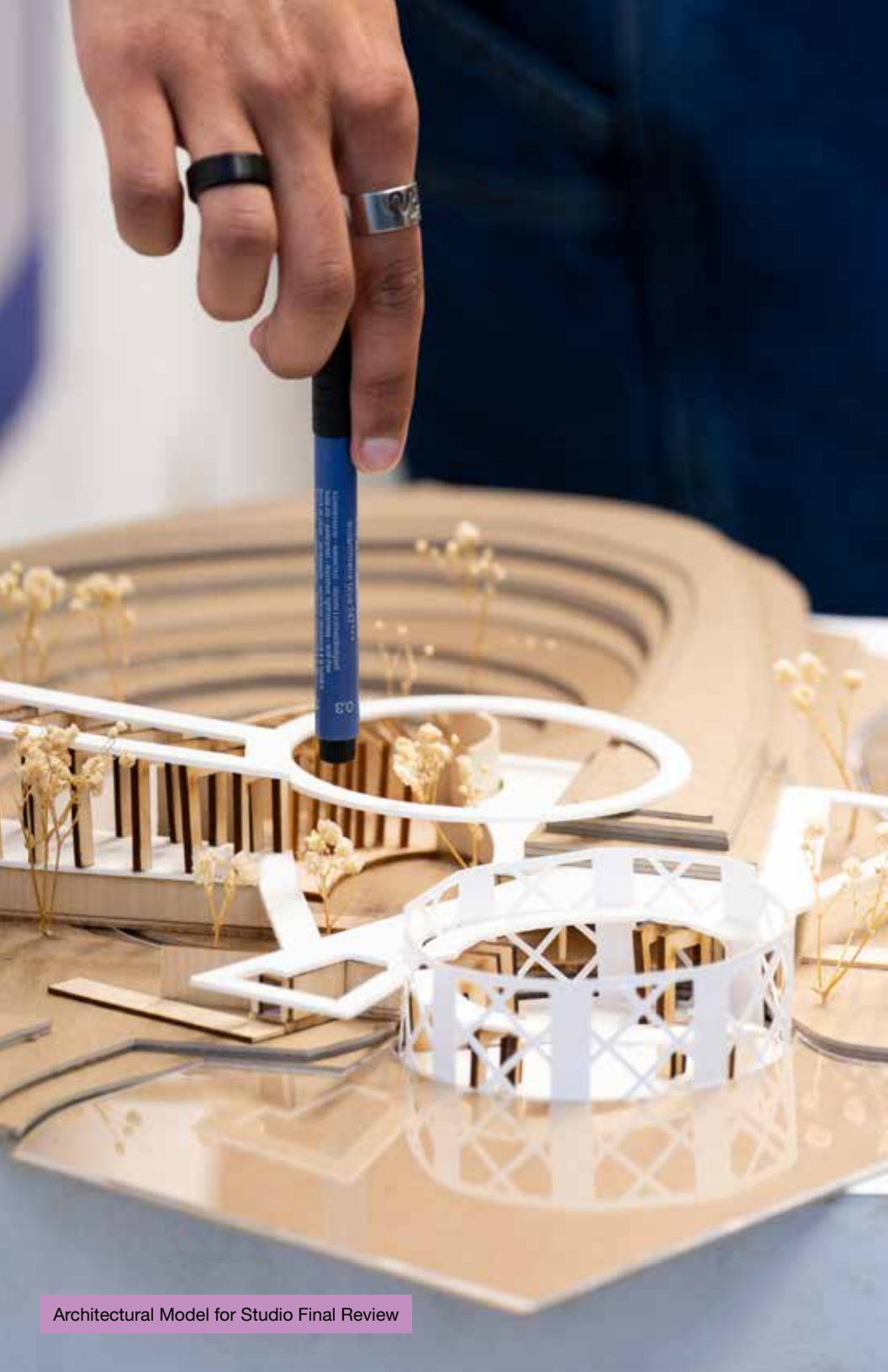
“Taubman College is a place that encourages curiosity and exploration, so take advantage of every opportunity to shape your own education and engage with the broader architectural discourse.”

— Rowan Freeman, B.S. Arch '27



“The faculty make this program what it is. They truly care about their students and the projects their students produce.”

— Valentina Valencia, B.S. Arch '27

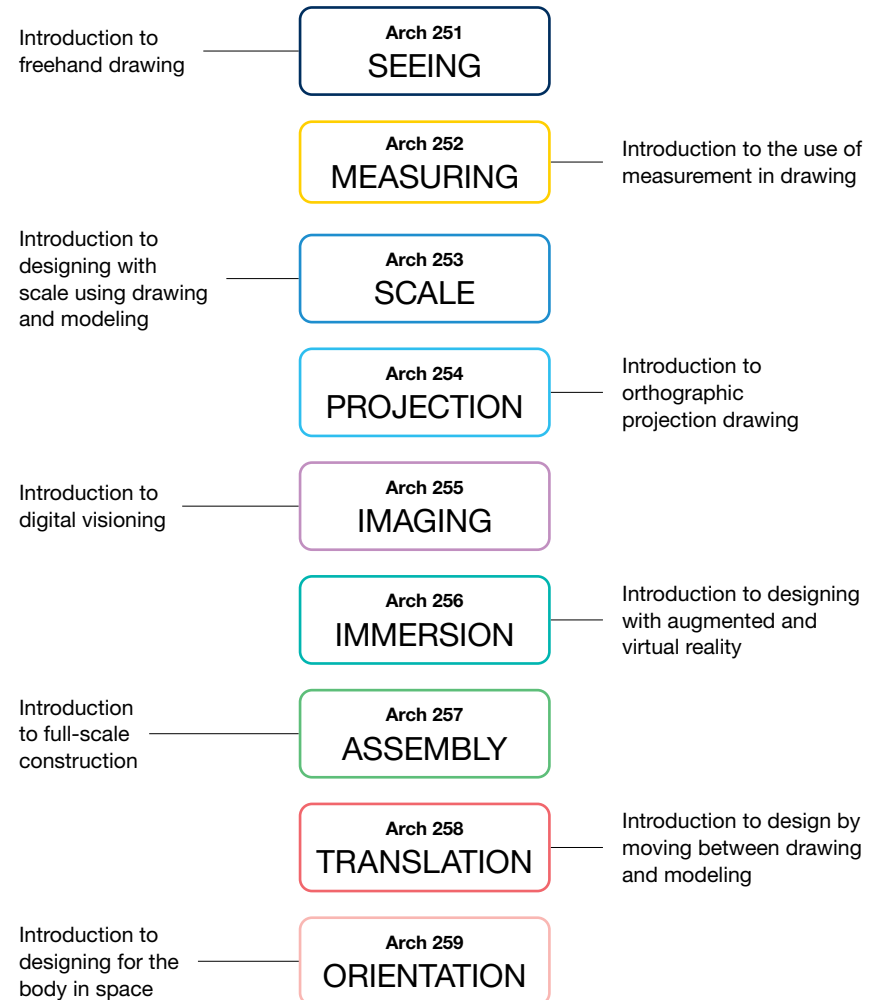


Architectural Model for Studio Final Review

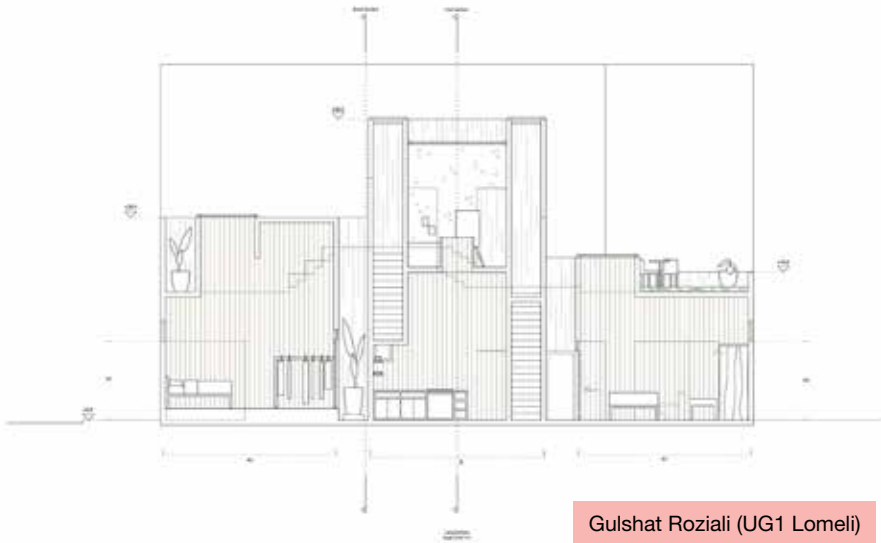
Foundational Studio Modules

In your first two years, rather than following a preset course sequence, you will select any six project-based modules from nine offerings.

Widely spanning in content from digital to analog, and from 2D to 3D, these modules offer a format that combines students with varying levels of experience, encouraging peer-to-peer learning, dialogue, and mentorship. The B.S. Architecture studio module classes are half-semester courses, taken in any order, for two credits each. *(The curriculum is subject to change.)*



Student Show



At the end of each studio course, students present their final work to their peers and a panel of reviewers composed of Taubman College faculty, practitioners, and leading faculty from other institutions. Top projects are exhibited at the annual Student Show, competing for awards at each studio level.



➤ View more
2026 Student Show work

B.S. Architecture Curriculum

Lower Division (Years 1 and 2) Schedule

FALL / 1	WINTER / 1	FALL / 2	WINTER / 2
[NOTE: This is a sample schedule. Classes in LOWER DIVISION may be taken in a different order.]			
Foundational Studio Modules (2cr each) 6 of 9 required			
Arch 208 (3cr) Design Foundations			
		Arch 313 (3cr) Architectural History	Arch 323 (3cr) Architectural History
General Education requirements			
English 125* (4cr) (FYWR)	Humanities Elective (3cr)	Humanities Elective (3cr)	Physics 121** (5cr) Physics for Architects
Natural Science Elective (3cr)	Social Science Elective (3cr)	Math 115 (4cr) Calculus I or AP credit	Social Science Elective (3cr)
Elective (3cr)	Elective (3cr)	Elective (3cr)	Elective (3cr)

General Education requirements	28 credits
Pre-Arch requirements	21 credits
Total Lower Division	49 + 12 elective credits
55-61 credits needed to enter upper division courses	

*Alternative first-year writing requirement courses are also accepted
**or General Physics I and II

Upper Division (Years 3 and 4) Schedule

FALL / 3		WINTER / 3		FALL / 4		WINTER / 4	
Arch 312 (6cr) Architectural Design UG1		Arch 322 (6cr) Architectural Design UG2		Arch 432 (6cr) Architectural Design UG3		Arch 442 (6cr) Architectural Design UG4	
Arch 317 (3cr) Construction		Arch 425 (3cr) Environmental Systems		Arch 314 (3cr) Structures I		Arch 324 (3cr) Structures II	
				Elective (3cr)		Elective (3cr)	
				Elective (3cr)		Elective (3cr)	
Possible Travel Course (3cr)				PATH 2			
				Arch 432 (6cr) Architectural Design UG3		Arch 442 (6cr) Architectural Design UG4	
Arch 316 (3cr) Theories and Methods I		Arch 326 (3cr) Theories and Methods II		Theories and Methods Seminar (3cr)		Theories and Methods Seminar (3cr)	
Arch Elective (3cr)		Elective (3cr)		Elective (3cr)		Elective (3cr)	
				Elective (3cr)		Elective (3cr)	

Total Lower Division	61 credits
Total Upper Division	60 credits
Total required for graduation	121 credits

(The curriculum is subject to change.)

Career Outcomes (2025 Grads)

Baumann Consulting

Chicago, IL
Building Enclosure Consultant

BDT & MSD Partners

New York, NY
Real Estate Private Equity Analyst

Center Design + Build

Ypsilanti, MI
Architectural Designer

Cole Valley Partners

Portland, OR
Real Estate Development Analyst

Creative Artists Agency

New York, NY
Experiential Designer

DeRoché Strohmayr

Accra, Ghana
Intern

DLZ Detroit

Detroit, MI
Architectural Associate I

Eastbrook Homes

Grand Rapids, MI
Architectural Drafter

Fieldgate Construction Management

Toronto, Canada
Construction Project Coordinator

Ghafari Associates

Riyadh, Saudi Arabia
Architectural Designer

GoodMart

New York, NY
Junior Lighting Estimator / Quotation Specialist

Goring and Straja Architects

Berkeley, CA
Architectural Designer

HKS

Singapore, Singapore
Architectural Designer

Ibanez Shaw Architects

Fort Worth, TX
Contract Designer

JP Architects

Chicago, IL
Architectural Associate

Loom+Ten Gallery

San Francisco, CA
Gallery Manager

MKB Architects

Clybourn, IL
Architectural Associate

MVE + Partners, Inc

Irvine, CA
Emerging Professional

Nike

Portland, OR (remote)
Junior Retail Store Designer

Oak Leaf Design Build

Ann Arbor, MI
Design Intern

OBP

Honolulu, HI
Urban Planning Drafter

Paradis and Associates

Rochester, MI
Project Engineer

Platinum Pool

Chicago, IL
Designer

Pool Architekten

Zurich, Switzerland
Architecture Intern

Progressive Companies

Detroit, MI
Architectural Staff

Seven Generations Architecture & Engineering

Kalamazoo, MI
Architecture Associate

Stantec

Washington, D.C.
Architectural Designer

stu/D/O Architects

Bangkok, Thailand
Architectural Intern

Suk Design Studio

New York, NY
Intern Architect

TMP Architecture

Bloomfield Hills, MI
Architectural Designer

96%

Success Rate

(Employed or Continuing Education)

2025 graduates continued their education at the following schools:

Columbia University
Harvard University
Princeton University
University of Oregon
University of California, Berkeley
University of Michigan
University of Southern California
University of Texas at Austin
Yale University

At one-year survey, 61% response rate, 80% knowledge rate.

Wallenberg Studio



Wallenberg Studio Travel, Kofa National Wildlife Refuge, AZ (Halquist)

The Wallenberg Studio is the final senior year studio with a distinctive humanitarian focus and a domestic travel component. The studio course is named after Raoul Wallenberg, a 1935 U-M graduate who has been called one of the 20th century's most outstanding heroes.



Architecture Studio



"COAL (1748-2025)" Ranya Liu and Ella Pelican (Reichert)



Wallenberg Studio Travel, James Turrell's "Air Apparent" (Robinson)

Architecture Portfolio Checklist

Portfolio Submission Deadlines:

Early Decision Applicants: November 1

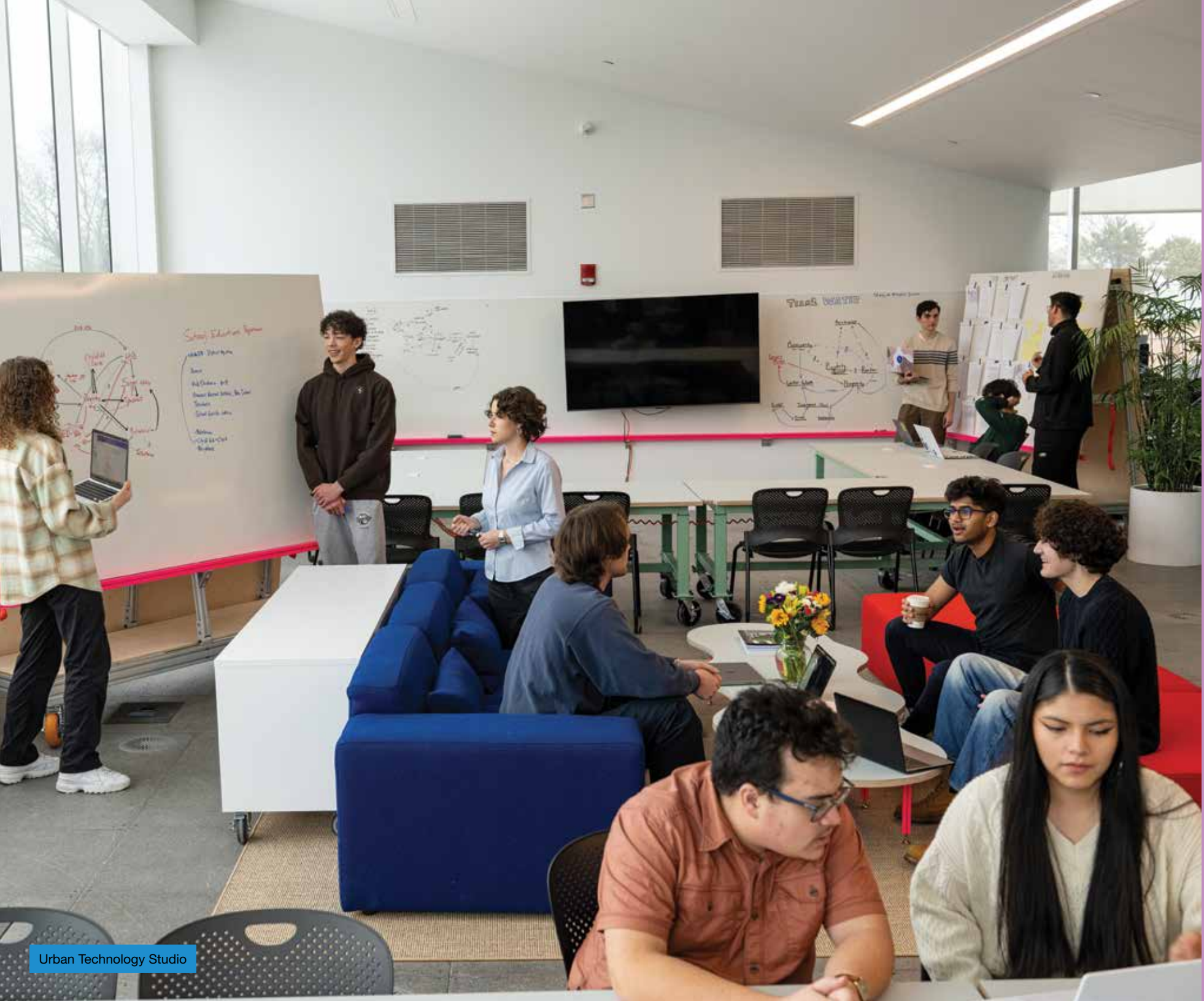
Early Action Applicants: November 1

Regular Decision Applicants: February 1

- ☐ 8 ½" x 11" size max (portrait or landscape)
- ☐ Page 1/Cover Page (does not count toward 8-10 pages):
 - ☐ Last Name, First Name
 - ☐ Street address, city, state, postal code, country
 - ☐ Email address
- ☐ Page 2: Artist/Maker Statement. 125 words maximum. Please provide a brief biographical statement about yourself as a creative maker. Information about your background, including your artistic training (if any) should be included. You may also write on your general artistic interests, themes, mediums, or motivations. As we are trying to know our applicants better, use this statement, in your voice, to introduce yourself personally to the review committee.
- ☐ 8-10 pages of your work. Each item included contains this information:
 - ☐ Title of the work
 - ☐ Medium used
 - ☐ Year it was produced
 - ☐ Whether the work was undertaken independently or as part of a group effort (for group projects, the label should indicate the type and extent of the applicant's personal involvement).
 - ☐ Context in which it was produced (a class, in an office, etc.)
 - ☐ (Optional) Brief Description. 50 words maximum (per piece). Many works are enhanced by adding a small amount of background, detail, or description.
- ☐ Adhere to our Generative AI Policy (taubmancollege.umich.edu/genai-policy)
- ☐ Single PDF file no larger than 20 MB (max of 12 pages, inclusive of cover page and Artist/Maker Statement page)
- ☐ Uploaded at Slideroom.com (and paid \$6 fee) by the deadline (see dates above)

Portfolio content may include, but is not limited to:

Architectural design or building (technical drafting is discouraged), ceramics, costume design, digital media, fashion design, freehand drawing, graphic design, industrial design, interior design, mechanical drawing, other crafts, painting, photography, printmaking, sculpture, sewing, stage design, two- and three-dimensional pieces, and woodworking.





Urban Technology trip to Detroit, MI

Bachelor of Science in Urban Technology

The Bachelor of Science in Urban Technology is a pioneering program that brings together technology, design, and planning policy to prepare you to shape the future of cities.

Through project-based, collaborative coursework, you'll explore how cities work, from the systems and structures that shape daily life to the data and technologies that help us understand and improve urban environments. Courses such as Data-Oriented Programming and Anatomy of the City will help you build skills in coding, big data, design methods, and urban analysis.

You'll learn how to use technology and design to address real-world challenges and create cities that are more sustainable, equitable, vibrant, and joyful.

Who Studies Urban Technology?

Urban Technology is a strong fit for students who are both analytical and creative. If you want to use technology, data, and design to improve daily life and strengthen the vitality of urban spaces, this program can help you turn those interests into impact.

Cities	Design
Technology	Collaboration



Application Deadlines:

- Early Decision: Apply by November 1
- Early Action: Apply by November 1
- Regular Decision: Apply by February 1

Urban Technology does not require a portfolio.

Questions?

Reach us at TaubmanCollegeAdmissions@umich.edu



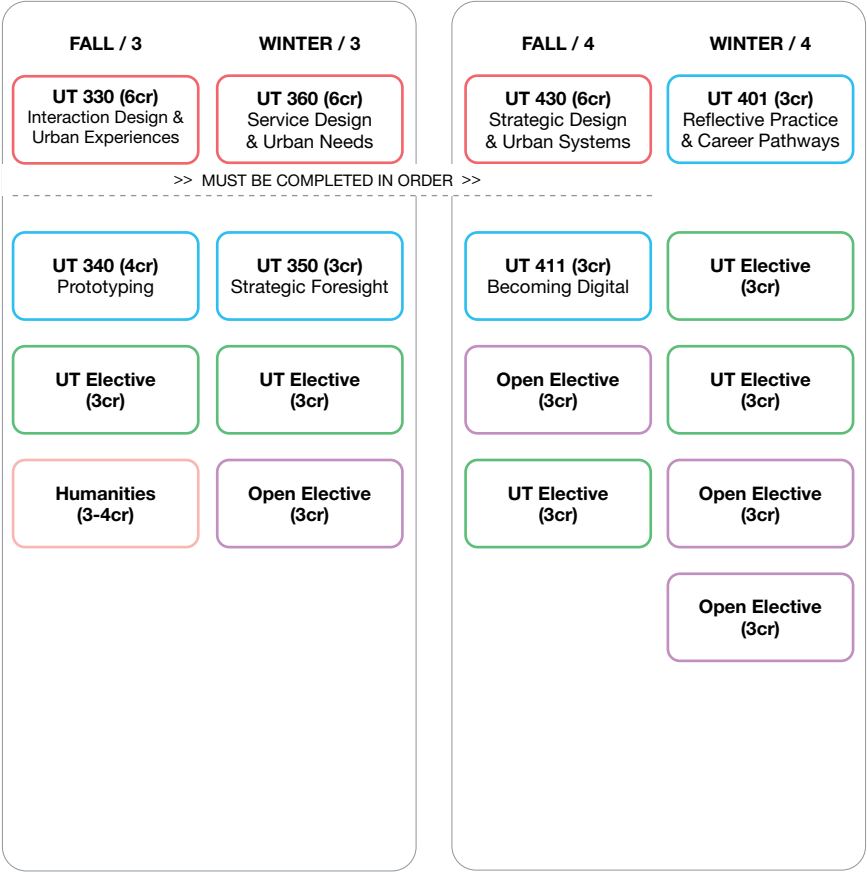
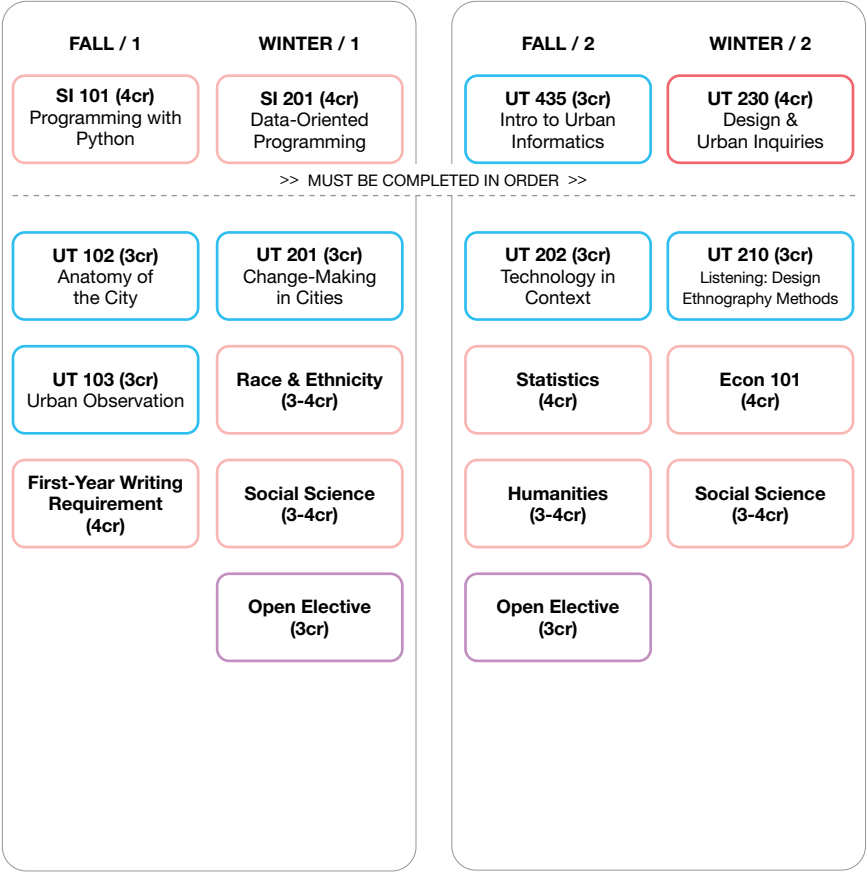
Students were challenged to enhance the sustainability, justice, and humanity of everyday life in an emerging cultural district of Detroit. Play Paths examines the systems necessary to foster child independence and safety in the city. By transforming underutilized alleyways into a mobility network of play spaces that provide real-time safety data on local conditions, the project enables a community of neighbors to collectively maintain safe spaces for kids. By combining physical, digital, and cultural interventions, Play Paths expands parental comfort thresholds, leading to greater autonomy for neighborhood children.



University of Michigan Taubman College 25

Urban Technology Curriculum

Student projects include systems that project data into physical spaces, like offices and homes, as well as interactive systems powered by AI that change how the built environment is experienced.



- UT Core
- UT Studios
- UT Electives
- Gen. Ed. Requirements

Prototyping



Internships & Careers

Due to the breadth of the Urban Technology education, students may choose to pursue summer and post-graduation options that include built environment roles in the public and private sector, as well as tech startups.

Urban Technology students take jobs in a diverse range of industries, from government, to real estate, to big tech. Over the past two years, our students and alumni have held internships and jobs at the following companies:

Built Environment Roles:

- AECOM
- Fehr and Peers
- Gensler
- KPMG
- Sasaki
- Toll Brothers
- Xcel Energy

Tech Roles:

- Autodesk
- KodeLabs
- LightBox
- General Motors
- Microsoft
- Coinbase
- Rocket

Devin Vowels, B.S. Urban Tech '25 / Gensler, Design, Strategy & Technology Intern

"My work was helping them think through projects, doing diagramming work, interviews with people, brainstorming, and building documents. They were really shocked that I had experience with [user research] and was able to set that up in a formal way. The UT classes put me in a position to think through problems graphically and collaboratively, and also interview people and document the insights responsibly."

94%

Success Rate
(Employed or Continuing Education)

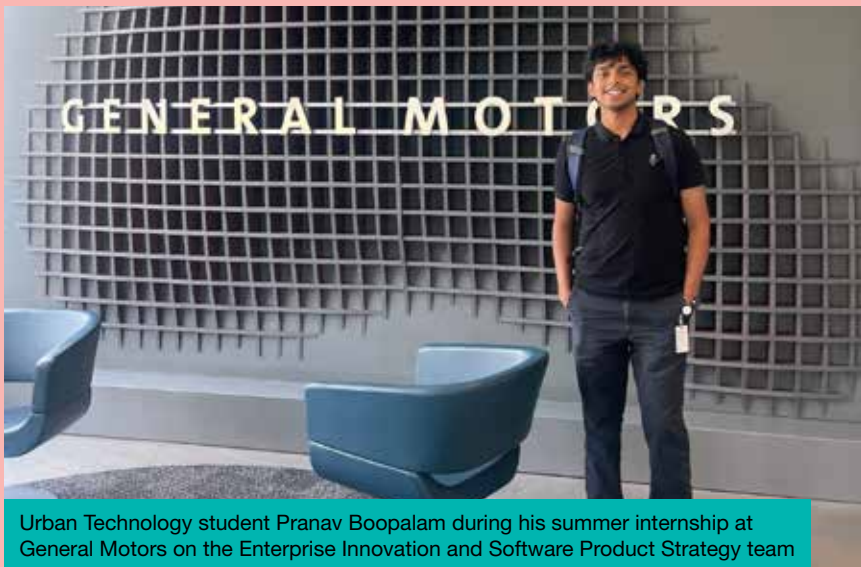
2025 graduates continued their education at the following schools:

Carnegie Mellon
Columbia
NYU
Northwestern
UC Berkeley
U-M
UPenn
USC
UT Austin
University of Washington

At one-year survey,
100% response rate,
100% knowledge rate.



Urban Technology student Devin Vowels (bottom right) and colleagues from her Gensler summer internship at a Figma conference in San Francisco, CA



Urban Technology student Pranav Boopalam during his summer internship at General Motors on the Enterprise Innovation and Software Product Strategy team

Architecture Minor

The Architecture Minor at Taubman College offers undergraduate students an accessible and interdisciplinary opportunity to explore the built environment as a lens for understanding the world. Designed for students from any major, the minor introduces architectural thinking as a way to engage critically and creatively with space, culture, history, sustainability, and design.

Through a required core course and guided electives in architectural humanities, design studies, and environmental sustainability, students will develop spatial literacy and gain insight into how buildings reflect and shape societal values. Whether students are curious about architecture's cultural impact or considering graduate study in design, this minor equips them to participate more thoughtfully in the creation and interpretation of our shared environments.

- 15 credit-hour minor

- 4 Concentrations:
Architectural Humanities,
Design Studies, Environmental
Sustainability, designate your
own concentration

Required Courses

- ARCH 212:
Understanding Architecture
- Your choice of 12 remaining
credit hours with over 50 choices
- No prerequisites required



Architecture Studio



➤ OPEN TO ALL UNDERGRADUATE STUDENTS AT TAUBMAN COLLEGE

Real Estate Development Minor

Pursuing a Real Estate Development minor allows you to supplement your primary studies with broad knowledge about improving metropolitan developments. Drawing on faculty expertise from Taubman College, the Ross School of Business, and the School of Kinesiology, you'll gain the skills and experience to incorporate real estate and market fundamentals in addressing issues in the built environment.

- 15 credit-hour minor
- The minor offers a progressive approach to developing real estate and the built environment in the U.S. and worldwide.
- We focus on creating places that offer alternatives to auto-oriented development and that reduce environmental impact, enhance choices for people of all incomes, and have many uses within walking distance of one another.
- We teach you about building sustainable places that minimize

the ecological footprint of the built environment.

- We explore how to build a sense of place that also encourages housing for all income levels while creating long-term wealth to motivate investors to care about the quality of the built environment.

Required Courses

- 1 Economics course (4 credits) (prerequisite for minor)
- Foundational courses (6 credits) – choose from a list of 3 courses
- Electives (9 credits)

Connect with Us ↘

taubmancollege.umich.edu/instagram



Check out our student-run
Instagram accounts:

@umich.bs.arch.taubman

@umich.urbantechnology.taubman

[/youtube](#)

[/linkedin](#)

[/flickr](#)



Questions?

Email us at taubmancollegeadmissions@umich.edu



Architecture



Urban
Technology



In-State Go Blue
Guarantee



Architecture Pre-College
Program offered in person
every summer at U-M

MARCSTART



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