PROGRAM DESCRIPTION: Fifteen years ago, Nobel Prize-winning atmospheric chemist Paul Crutzen announced that the world had entered a new geological age, what he termed the Anthropocene, a period characterized by the long-term effects of industrialization on planet Earth. As such, this period marks a fundamental shift in human-nonhuman relations; whether manifest in the form of coastal flooding or mega-droughts, we have entered a new period of environmental uncertainty in which the conventional boundaries between nature and culture have been rendered ambiguous. Geofutures seeks to engage such uncertainty by posing the following two questions: Should architecture, along with the disciplines of landscape architecture and urban design, embark on establishing new affiliations beyond the human? And in doing so, might we convert crisis into opportunity by harnessing the pressures of a planet at risk to generate a broad spectrum of possible, if not probable, urban and architectural futures for the twenty-first century?

DEGREE DESCRIPTION: The Geofutures Master of Science in Architecture is a one-year postgraduate program intended for students who already hold a professional undergraduate degree in architecture (B.Arch or equivalent) and would like to obtain a masters degree. The program is also open to students interested in advanced graduate study who hold an undergraduate non-professional degree in a related field of study in the arts, sciences, or humanities.

The MArch (or MS Architecture) program is designated as a STEM program in Architectural and Building Sciences/Technology (CIP code 04.0902) making international graduates eligible to extend their F-1 visas for up to three years in order to work in the United States.

INTRODUCTION TO DIGITAL CONSTRUCTS: The School of Architecture offers an optional two-week Digital Workshop for all incoming students in both the Master of Science in Architecture program. This important preparatory workshop, which takes place prior to the fall semester, is instrumental in helping new students develop the software and fabrication skills necessary to excel in each respective program. The workshop provides a comprehensive introduction to a wide range of software, including Rhino, Grasshopper, V-Ray, Pepakura Designer, Adobe programs such as Illustrator, Photoshop, and InDesign, as well as a working knowledge of digital fabrication technologies including 3D-printing, CNC-milling, and laser-cutting.

ADDITIONAL INFORMATION: Please visit http://geofutures.arch.rpi.edu for more information about the program, including examples of student work and faculty bios, as well as online application instructions. The GRE General Test is NOT required. Merit scholarships valued at 40% of the annual tuition are available to qualified applicants.

Deadline to apply is January 1. First consideration will be given to applications received by this date. Rolling Application Deadline is March 15.

View current curriculum here: http://geofutures.arch.rpi.edu/academic/curriculum/

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