

# CREATIVE PLACEMAKING MINOR (ARCH)

creativeplaceminor@umd.edu

<http://go.umd.edu/creativeplace> (<https://art.umd.edu/academic-programs/creative-placemaking-minor/>)

**Director:** Professor Ronit Eisenbach, RA

The Creative Placemaking minor is a joint program of the School of Architecture, Planning, and Preservation and the College of Arts and Humanities. This minor educates students to leverage the power of the arts, culture, and creativity for the support of vibrant communities, by engaging with local stakeholders and arts practitioners. This minor currently offers two concentrations, one focusing on architecture design and the other on the visual arts. The program is open to all majors, but priority admission will be given to students majoring in Architecture and Studio Art.

## Program Learning Outcomes

1. Students will have the opportunity to develop and demonstrate an understanding of the basic concepts of and approaches to Creative Placemaking, as well as the political, social, economic, and ethical dimensions involved in Placekeeping and Placesharing.
2. Students will be able to evaluate places through inquiry, observation, research, and the application of a critical lens to gain understanding of the complexity, richness, and character of places and our relationship(s) to them.
3. Students will be able to demonstrate an ability to analyze and consider how design choices and artistic representations shape experience and elevate particular ways of knowing and being that reflect specific cultural heritage and values.
4. Students will be able to demonstrate an appreciation of the roles that architects and artists can play in supporting the shaping of human landscapes as works in progress.
5. Students will be able to demonstrate a technical and/or artistic skill that advances the collaborative and creative process and placemaking through visual, performative, written, and/or oral means.
6. Students will be able to demonstrate an ability to envision, conceive, collaborate, and create responsive works for and with places and people.

## REQUIREMENTS

Course	Title	Credits
ARCH350	Intro to Creative Placemaking: Practices & Principles (Introduction to Creative Placemaking)	3
<b>Concentration (choose one of the following):</b>		<b>6</b>
Concentration in Architecture (6 credits):		
ARCH409	(Studio in Creative Placemaking)	
Concentration in the Visual Arts (6 credits):		
ARTT426	Advanced Painting: Painting on Site I	
ARTT427	Advanced Painting: Painting on Site II	
ARHU439	Interdisciplinary Studies in Arts and Humanities (ARHU439C Studio in Creative Placemaking) <sup>1</sup>	
<b>Electives (Choose at least 6 credits from the following list):</b> <sup>2</sup>		<b>6</b>

<http://art.umd.edu/academic-programs/creative-placemaking-minor/creative-placemaking-minor-electives> (<http://art.umd.edu/academic-programs/creative-placemaking-minor/creative-placemaking-minor-electives/>)

### Total Credits

15

- <sup>1</sup> ARHU439C Studio in Creative Placemaking may be repeated to 6 credits if content differs.
- <sup>2</sup> Students may take no more than 3 elective credits from the same department without special approval by CRPM director; Special topics and independent studies courses will require the permission of the director.