



**VISION:**

We seek to change the world through innovative architectural and urban design pedagogies, research, and practice that transforms place at all scales and improves the quality of life.

**MISSION:**

We instigate change through teaching, experience, and scholarly activity, which prepares the next generation of broadly educated, highly-skilled architects and designers to be problem seekers/solvers in collaborative learning and professional environments.

**In our scholarship, research, teaching, and creative practice, WE VALUE:**

- **Design excellence** and inquiry that embraces the craft of building and urban design at all scales;
- **Stewardship**, responsibility and sustainable design through the study of diverse cultures and environments;
- **Innovation** and its ability to address contemporary issues;
- **Action-based**, critical and speculative learning as a model for integrated design thinking;
- **History and theory** of architecture and urbanism as a way to understand the past, illuminate design concepts and principles, and inspire the future;
- **Civic engagement** that promotes social justice through design and design thinking.

**GOALS:**

Build a community of scholars and professionals that:

**Goal 1: Value design** grounded in collaboration, inclusivity, curiosity, and experimentation.

**Strategy 1.1:** Commit to community-based, action learning, and public scholarship venues;

**Strategy 1.2:** Expand collaborations in pedagogy, research, scholarship, and creative activities both within and outside of the University of Maryland;

**Strategy 1.3:** Initiate regular colloquia, symposia, lectures, exhibitions, and public events to foster open dialogue and debate on design topics;

**Strategy 1.4:** Enhance the architecture program's presence in diverse and interdisciplinary academic and professional organizations, regionally, nationally, and globally;

**Strategy 1.5:** Nurture an open and flexible culture of inquiry, speculative work, tradition and experimentation.

**Goal 2: Advocate for a culture of design**, design research, scholarship, and creative practice

**Strategy 2.1:** Make the culture of design visible by organizing collaborative topical groups;

**Strategy 2.2:** Work collaboratively within academia and industry to increase resources for research, scholarly and creative activities;

**Strategy 2.3:** Devote resources to broadly disseminate the work by faculty, students, and alumni;

**Strategy 2.4:** Explore critical issues of our time, discipline and profession throughout the curriculum.

**Goal 3: Integrate cultural, aesthetic, historical, environmental, technological knowledge** and understanding through trans-disciplinary research, scholarship, and design.

**Strategy 3.1:** Embrace disciplinary bodies of knowledge and practices;

**Strategy 3.2:** Advance integrated design and collaborative pedagogies throughout the curriculum;

**Strategy 3.3:** Promote trans-disciplinary initiatives of students and faculty through design competitions, public interest design and related activities;

**Strategy 3.4:** Develop progressive and innovative design-build offerings that demonstrate and advance our longstanding commitment to integrated/comprehensive design;

**Strategy 3.5:** Support innovative and progressive trans-disciplinary initiatives (courses, design research, scholarship and creative work) that build relationships on and off the University of Maryland campus.