



AUREA

**School** of Art, Design  
And Architecture

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## 5: Environmental Design

Environmental Design is a dynamic and interdisciplinary field that integrates creativity, sustainability, and human-centered problem solving to shape built and natural environments that improve quality of life. From traditional architectural and landscape practices to advanced ecological planning, sustainable materials, and smart environmental systems, Environmental Design develops solutions that balance aesthetics, functionality, and long-term social and ecological impact. The discipline emphasizes research-driven design, spatial and material experimentation, and critical thinking, enabling students to cultivate a distinctive design language while responding to cultural, environmental, and technological contexts.

In Pakistan and South Asia, the expanding urban development, housing, infrastructure, and cultural projects, alongside artisan networks and community-driven initiatives, present significant opportunities for designers to address pressing challenges such as sustainability, climate adaptation, and ecological resilience. Internationally, environmental designers contribute to urban design, landscape architecture, sustainable architecture, heritage conservation, community development, and innovative ecological practices that connect human environments with natural systems. Graduates can pursue careers as environmental designers, urban and spatial planners, sustainable development consultants, landscape and public space designers, or creative leaders in architecture, planning, and environmental industries.

# Environmental Design Education in Pakistan

Environmental Design is a vibrant and interdisciplinary field that merges creativity, spatial innovation, and human-centered problem solving to shape sustainable, functional, and experiential environments. From traditional architectural and landscape practices to advanced ecological planning, sustainable materials, and smart environmental systems, Environmental Design cultivates innovative solutions that balance ecological responsibility, functionality, and social impact.

The discipline emphasizes research-driven design, prototyping, and critical thinking, enabling students to develop a distinctive design language while responding to cultural, environmental, and technological contexts. In Pakistan and South Asia, the rapid growth of urban development, housing, infrastructure, cultural projects, and community-based initiatives presents significant opportunities for designers to address sustainability, climate resilience, and urban transformation. Internationally, environmental designers contribute to urban design, landscape architecture, sustainable architecture, heritage conservation, cultural and public space design, as well as innovative ecological and community-focused projects.

Graduates can pursue careers as environmental designers, urban and community planners, sustainable development consultants, landscape and public space designers, or creative consultants in architecture, planning, and environmental industries. Emerging tools, including GIS-based spatial analysis, VR/AR-driven environmental visualization, parametric modeling, and AI-assisted planning platforms, are expanding possibilities for immersive prototyping, resilient design strategies, and interactive ecological experiences. The Environmental Design program is closely aligned with interdisciplinary practices, connecting spatial and ecological innovation with sustainability, cultural heritage, and technological experimentation. By combining rigorous conceptual frameworks with hands-on environmental and spatial design skills, students are prepared to create meaningful, socially responsible, and globally relevant environmental design solutions.

## 5: Bachelor of Design (B. Des) in Environmental Design

The Bachelor of Design (B. Des) in Environmental Design offers a comprehensive and interdisciplinary curriculum that integrates studio practice, research, ecological awareness, and human-centered innovation. Students develop strong creative, analytical, and problem-solving skills, enabling them to design sustainable, functional, and contextually relevant environments that respond to both human and ecological needs. The program emphasizes socially responsible, environmentally sustainable, and culturally informed approaches, encouraging students to address urban, spatial, and ecological challenges through thoughtful and experimental design solutions.

The curriculum combines research-driven inquiry with hands-on studio practice, fostering design experimentation, collaboration, and interdisciplinary problem-solving. Students engage in urban and community design, ecological planning, sustainable material exploration, landscape interventions, prototyping, and digital visualization, while also exploring emerging areas such as climate-responsive design, smart environmental systems, immersive simulations, and AI-assisted ecological technologies. By balancing technical mastery with conceptual innovation, students are encouraged to create projects that are aesthetically compelling, environmentally resilient, and aligned with principles of sustainability, ethics, and critical awareness.

The Environmental Design program is associated with and aligned with other creative programs, including Architecture, Interior Design, Product Design, Visual Communication Design, and Cultural Innovation & Heritage. This interdisciplinary framework enables students to collaborate across fields, experiment with diverse materials and technologies, and integrate insights from other design disciplines into their practice. Graduates gain the versatility to navigate diverse creative and professional landscapes—from urban design, sustainable architecture, and landscape development, to heritage conservation, environmental consulting, community-based projects, entrepreneurial ventures, and design-driven cultural initiatives.

With its emphasis on cultural engagement, ecological sustainability, and global design standards, the Environmental Design program equips students to thrive as environmental designers, urban innovators, and creative leaders, both in Pakistan and internationally.

# Program Aims & Objectives

1. To prepare students for careers in environmental design, urban and community planning, sustainable architecture, landscape and public space design, heritage conservation, and related creative and ecological industries.
2. To provide a balanced curriculum that integrates environmental design theory, research, and studio-based hands-on practice.
3. To build a strong multidisciplinary foundation in ecological planning, urban design, sustainable materials and systems, landscape interventions, heritage studies, and digital design and visualization tools.
4. To encourage critical thinking, experimentation, and creative problem-solving in environmental, cultural, and social contexts.
5. To equip students to apply design research, human-centered principles, and innovative practices to real-world sustainability, resilience, and community challenges.
6. To develop technical and creative skills across traditional practices, advanced environmental systems, digital platforms, and emerging ecological technologies.
7. To emphasize storytelling, cultural narratives, community engagement, and user experience in contemporary environmental design practices.
8. To foster collaboration, independent inquiry, and teamwork in studio-based and cross-disciplinary learning environments.
9. To integrate innovative methods, sustainable materials, ecological principles, and technologies into environmental design practice, from site analysis and analog modeling to digital simulation and smart planning systems.
10. To promote innovation, adaptability, and professional readiness for local and global environmental, architectural, planning, and creative sectors.

# Program Learning Outcomes

1. To prepare students for global careers in environmental design, urban and community planning, sustainable architecture, landscape and public space design, heritage conservation, and related creative industries.
2. To balance studio practice, environmental design theory, and research-driven innovation.
3. To build strong foundations in ecological planning, urban and regional design, sustainable materials and systems, landscape interventions, heritage studies, and digital visualization tools.
4. To foster creative problem-solving, human-centered thinking, and cultural and ecological awareness in environmental design.
5. To train students in environmental strategy, sustainable development planning, and resilience-focused project management.
6. To engage with contemporary environmental trends, sustainability frameworks, and industry practices.
7. To develop skills in spatial communication, environmental representation, and critical analysis.
8. To encourage experimentation across traditional practices, ecological modeling, digital platforms, immersive media, and smart environmental systems.
9. To nurture leadership in sustainable innovation, material development, ecological resilience, and design entrepreneurship.
10. To integrate global and local perspectives in environmental design research and practice.
11. To connect students with professional networks, industry collaborations, community projects, and international residencies.
12. To align the curriculum with international standards of environmental and sustainable design education.
13. To prepare graduates to become environmental designers, urban and community planners, sustainability consultants, landscape and public space designers, heritage conservationists, and creative entrepreneurs.

# Career Prospects

The program aims to equip students with advanced theoretical knowledge and practical expertise in environmental design, preparing them to address complex ecological and spatial challenges, engage critically with cultural, technological, and sustainable practices, and build careers as environmental designers, urban and landscape innovators, sustainability consultants, design strategists, and creative leaders shaping resilient built and natural environments.

1. Environmental Designer
2. Urban & Community Designer
3. Landscape & Open Space Planner
4. Sustainability Consultant
5. Climate-Responsive Design Specialist
6. Environmental Design Entrepreneur / Studio Founder
7. Cultural & Heritage Environment Designer
8. Environmental Policy & Advocacy Specialist
9. Green Materials & Product Innovator
10. Resilient Infrastructure & Disaster Risk Planner
11. Sustainable Workplace & Hospitality Designer
12. Independent Researcher / Academic

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The Bachelor of Design (B. Des) in Environmental Design has been developed in accordance with the Higher Education Commission's Undergraduate Education Policy V-1.1 (2023), which is mandatory for all Higher Education Institutions in Pakistan from Fall 2023 onwards.

### Semester 1 (Foundation Year)

#### Integrated Foundation Year

	Course Title	Credit Hours	Course Category	Code
1	History of Art, Design & Architecture	3(3+0)	Major	ART-101
2	Design in Urban Spaces	3(1+2)	Major	ENV-102
3	Foundational Theory Elective – I	3(3+0)	General Education	GEN-103
4	Technical writing	3(3+0)	General Education	GEN-161
5	Digital Studio: Tools & Techniques	3(0+3)	Interdisciplinary	IDS-105
6	Foundational Studio Elective – I	3(1+2)	Interdisciplinary	IDS-106
Total Credit Hours		11(Theory)+7(Studio) = 18		

## 5: Bachelor of Design (B. Des) in Environmental Design

### Semester 2 (Foundation Year)

#### Integrated Foundation Year

	Course Title	Credit Hours	Course Category	Code
1	History of Modern Art, Design & Architecture	3(3+0)	Major	ART-107
2	Culture & Human Environments	3(0+3)	Major	ENV-108
3	Foundational Theory Elective - II	3(3+0)	General Education	GEN-109
4	AI & Prompting in Creative Practice	3(1+2)	General Education	GEN-110
5	Pakistan Studies	2(2+0)	General Education	GEN-111
6	Fehm-e-Quran – I	1(1+0)	General Education	GEN-112
7	Foundational Studio Elective – II	3(1+2)	Interdisciplinary	IDS-113
Total Credit Hours		11(Theory)+7(Studio) = 18		

### Semester 3 - 2<sup>nd</sup> Year

	Course Title	Credit Hours	Course Category	Code
1	Theory Elective – I	3(3+0)	Major	ENV-201
2	Soundscapes in Design Practice	3(0+3)	Major	SND-202
3	Introduction to Environmental Design Lab	3(1+2)	Major	ENV-203
4	Islamiyat	2(2+0)	General Education	GEN-204
5	Colonial & Postcolonial Visual Culture	3(3+0)	General Education	GEN-205
6	Fehm-e-Quran – II	1(1+0)	General Education	GEN-206
7	Design, Modeling & Prototyping	3(1+2)	Interdisciplinary	IDS-207
Total Credit Hours		11(Theory)+7(Studio) = 18		

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Semester 4 – 2 <sup>nd</sup> Year				
	Course Title	Credit Hours	Course Category	Code
1	Introduction to Research Methodologies	3(3+0)	Major	RSD-208
2	Environmental Design Lab	3(1+2)	Major	ENV-209
3	Studio Elective – I	3(1+2)	General Education	GEN-210
4	Ethics & AI in Creative Practice	3(0+3)	General Education	GEN-211
5	Theory Elective - II	3(3+0)	General Education	GEN-212
6	Sustainable Materials & Production	3(1+2)	Interdisciplinary	IDS-213
Total Credit Hours		9(Theory)+9(Studio) = 18		

Semester 5 – 3 <sup>rd</sup> Year				
	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design - I	3(3+0)	Major	RSD-301
2	Global Internship Studio	3(0+3)	Major/Internship	GIS-302
3	Market Driven Certificate – I	1(0+1)	Major	ENV-303
4	Market Driven Certificate – II	1(0+1)	Major	ENV-304
5	Market Driven Certificate – III	1(0+1)	Major	ENV-305
6	Site Planning & Landscape Systems	3(1+2)	Major	ENV-306
7	Specialization Studio – I	3(0+3)	Major	ENV-307
8	Theory Elective – IV	3(0+3)	Interdisciplinary	IDS-308
Total Credit Hours		4(Theory) +14(Studio) = 18		

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### Semester 6 - 3<sup>rd</sup> Year

	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design - II	3(3+0)	Major	RSD-309
2	Specialization Studio – II	3(0+3)	Major	ENV-310
3	Environmental Design Project (Mini Thesis)	6(2+4)	Major	ENV-311
4	Creative Entrepreneurship	3(0+3)	General Education	GEN-312
5	Studio Elective - II	3(1+2)	Interdisciplinary	IDS-313
Total Credit Hours		6(Theory) +12(Studio) = 18		

### Semester 7 – 3<sup>4th</sup> Year

	Course Title	Credit Hours	Course Category	Code
1	Research Methodologies for Design – III	6(6+0)	Major	RSD-401
2	Designing Displays: Curatorial Thinking	3(0+3)	Major	CUR-402
3	Specialization Studio - III	6(2+4)	Major	ENV-403
Total Credit Hours		8(Theory) +7(Studio) = 15		

### Semester 8 – 4<sup>th</sup> Year

	Course Title	Credit Hours	Course Category	Code
1	Research Display and Integration	3(3+0)	Major	RSD-404
2	Final Project (Thesis Display)	12(0+12)	Major	ENV-405
Total Credit Hours		3(Theory) +12(Studio) = 15		

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Program Duration: Minimum: 4 Years | Maximum: 6 Years

### Degree Requirements

- General Education (GE): 13 courses | 33 credit hours
- Interdisciplinary: 7 Courses | 21 Credit Hours
- Major (Core + Electives + Mandatory): 24 courses | 84 credit hours
- Capstone (Thesis + Internship) Along with Research Paper
- Total: 44 courses | 138 credit hours

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### Pool of Electives

#### Theory Electives

	Course Title	Credit Hours	Course Category	Code
1	Histories of Technology, Media and AI	3(3+0)	General Education	
2	Semiotic Thinking in Visual Culture	3(3+0)	General Education	
3	Environmental Policy & Law	3(3+0)	General Education	
4	Nature, Environment & Society	3(3+0)	General Education	
5	South Asian Art & Visual Traditions	3(3+0)	General Education	
6	Politics of Representation	3(3+0)	Interdisciplinary	
7	Performance Documentation	3(3+0)	Interdisciplinary	
8	Sustainability, Culture & Policy	3(3+0)	Major	
9	Global Perspectives in Visuality (Theory)	3(3+0)	Major	

#### Studio Electives

	Course Title	Credit Hours	Course Category	Code
1	Experimental Drawing Studio	3(1+2)	Interdisciplinary	
2	Scientific Illustration	3(1+2)	Interdisciplinary	
3	Climate Responsive Design	3(1+2)	Interdisciplinary	
4	Digital Heritage & Archiving	3(1+2)	Interdisciplinary	
5	Visual Studies Portfolio	3(1+2)	Interdisciplinary	
6	3D Studio	3(1+2)	Interdisciplinary	
7	Zero Waste Studio	3(1+2)	General Education	
8	Workshop: Light, Space & Motion	3(1+2)	General Education	
9	Workshop: Designing with Nature	3(1+2)	General Education	

