GeoDesign

An interdisciplinary major that brings together science, policy and architecture, GeoDesign challenges students to use spatial information set in the context of the built environment and policy. Skills learned are particularly useful for sustainable planning, the design of healthy communities, and address the impact of population growth on the environment.

BACHELOR OF SCIENCE (BS) REQUIREMENTS OVERVIEW

Thirteen Core Courses:
- Principles of Microeconomics
- Mathematics for the Social Sciences
- Visualizing and Experiencing the Built Environment
- Principles of Spatial Design I and II
- Urban Planning and Development
- History of Planning and Development
- Designing Livable Communities
- Analyzing Social Statistics
- Maps and Spatial Reasoning
- Principles of Geographic Information Science
- Spatial Science Practicum
- GeoDesign Practicum

Six electives in the following two categories:
- Built Environment
- Design, Analysis, and Computation

EXPERIENTIAL OPPORTUNITIES

- GIS Research Laboratory: This lab seeks to develop cutting edge geographic analysis tools and to apply those tools in ways that increase our knowledge of the built and natural environments while training the next generation of geographic information scientists and promoting the utilization of geographic information science concepts and technologies throughout the academy.

- Study Abroad: Travel to Amsterdam to study the integration of land management, transportation systems, ecological conservation through USC Dornsife’s Problems Without Passports programs.

- Capstone Course: All students take four units of a capstone experience during their senior year, which requires them to use their knowledge and skills on a real project with a real client.

For additional information, including all major requirements, please consult the USC Catalogue or http://spatial.usc.edu/index.php/undergraduate/b-s-in-geodesign/