**MAY 2014**
Undergraduate City and Regional Planning

**CRPLAN 5100: TECHNOLOGY IN DESIGN**
Cartwright

Planners are using many different types of media to communicate with their audiences. By the end of this class, students will know how to craft a video as well as methods used to aid in telling a narrative.

3 credit hours

**SUMMER 2014**
Undergraduate City and Regional Planning

**CRPLAN 2110: CREATING INNOVATIVE CITIES AND REGIONS**
Kenitzer

Successful cities rely on innovation to keep them forward-moving. Emerging trends and unmet market needs are studied to generate innovative planning solutions.

3 credit hours

**CRPLAN 2600: DESIGNING COMMUNICATION FOR PLANNING**
Cartwright

Graphic tools and techniques used for effective visual communication in planning. Projects focus on creative problem solving to communicate planning to a mass audience.

4 credit hours

**CRPLAN 3500: THE SOCIALLY JUST CITY**
Reece

Too many cities are split between the haves and the have-nots. Explore how to reduce poverty, increase access to public services, and create a high quality of life for all residents.

3 credit hours

**CRPLAN 4597: THE GLOBAL ENVIRONMENT IN PLANNING**

A review of challenges in developed and developing countries, examining planning issues associated with economic development, social equity, growth and rural development.

3 credit hours
"A photograph is worth a thousand words!" and in the case of the built environment it is the simplest way to discuss problems and solutions for the future of a place. As planners work ever closer to their constituents and clients, the usage of imagery becomes a focus for many conversations that cannot take place on site. At the end of this class, students will be able to use photography techniques to engage more directly in these conversations. Students will also understand to use how photographs to persuade and enlighten their audiences.

CRPLAN 5100: TECHNOLOGY IN DESIGN

Cartwright

The need for planners to quickly preview urban designs is becoming more commonplace. 3D models can help people discussing topics of zoning, variances, aesthetics, and more while having a basic idea as to what the final product will look like. By the end of this course, students will have a hands-on experience using Trimble Sketchup to work through the basics of 3D modeling, rendering, and lighting.

1 credit hour