

## 2023 – 2024: Course 4B – Bachelor of Science in Art & Design (BSAD)

Fall	IAP	Spring
<b>Sophomore Year</b>		
4.021 Design Studio: How to Design (GIR/HASS-A; 12 units) 4.500 Design Computing: Art, Objects and Space (12 units)	*4.02A Design Studio: How to Design Intensive (GIR/HASS-A, 9 units – intended for those who were unable to take 4.021 fall term and need to take 4.022 in spring)	4.022 Design Studio: Introduction to Design Techniques and Technologies (12 units, prerequisite 4.021) 4.110 Design Across Scales and Disciplines (HASS-A, 12 units): 4.657 Design: The History of Making Things (CI-H; HASS-A; 12 units)
<b>Junior Year</b>		
Take either 4.031 or 4.032: 4.031 Design Studio: Objects and Interaction (12 units) Two restricted electives from list below		Take either 4.031 or 4.032: 4.032 Design Studio: Information and Visualization (12 units) 4.302 Foundations in Art, Design and Spatial Practice (CI-M; 12 units) One restricted elective from list below
<b>Senior Year</b>		
4.THT Thesis Research Design Seminar (CI-M; 12 units) One restricted elective from list below		4.THU Undergraduate Thesis (12 units, prerequisite 4.THT)

- \*4.021 is taken in the fall or spring terms. It is a prerequisite for 4.022, which is also taught fall and spring. If 4.021 is not taken in the fall, 4.02A can be taken in January in order to facilitate the studio sequence without interruption.
- Keep in mind that only three subjects (36 units) may be used to fulfill both Departmental requirements and GIR requirements.

### **Restricted Electives** (select 4 subjects (45-48 units) from among any of the three categories below)

#### **Objects**

- 4.031 Design Studio: Objects and Interaction (12 units, prerequisite 4.022, FA – can be used as restricted elective if 4.032 is chosen for requirement)
- 4.041 Design Studio: Advanced Product Design (12 units, prerequisite 4.031, SP)
- 4.043 Design Studios: Advanced Interaction (12 units, prerequisite 4.031, SP)
- 4.118 Creative Computing (12 units, prerequisite 4.500, SP)
- 4.250J Intro to Urban Design and Development (12 units, FA, SP)
- 4.451 Computational Structural Design & Optimization (12 units, prerequisite 1.000 or 6.00 and 1.050, 2.001 or 4.440, FA)
- 4.501 Advanced Design Projects in Digital Fabrication (12 units, prerequisite 4.500, SP)
- 2.00 Introduction to Design (6 units, FA H1)
- 2.00A Designing for the Future: Earth, Sea, and Space (9 units, SP)
- 2.00B Toy Product Design (9 units, SP)
- 2.007 Design and Manufacturing 1 (12 units, prerequisites 2.001 and 2.670; coreq 2.086, SP)
- 2.009 The Product Engineering Process (units 12, prerequisites 2.001, 2.003, (2.005 or 2.051), and (2.00B, 2.670, or 2.678), FA)
- EC.720 / 2.722 D-Lab: Design (12 units, prereq 2.670, SP)

#### **Information**

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4.032	Design Studio: Information and Visualization (12 units, SP – can be used as restricted elective if 4.031 is chosen for requirement)
4.051	The Human Factor in Innovation and Design Strategy (12 units, FA)
4.053	Visual Communications Fundamentals (12 units, FA)
4.502	Advanced Visualization: Architecture in Motion Graphics (12 units, prerequisite 4.500, FA)
4.520	Visual Computing (12 units, SP)
6.1040	Software Design (18 units, FA)
6.4400	Computer Graphics (12 units, FA)
6.8371	Digital and Computational Photography (12 units, FA)
6.9101J	Introduction to Design Thinking and Innovation in Engineering (3 units, SP H3)
6.C35J	Interactive Data Visualization and Society (12 units, SP)
CMS.405	Visual Design (12 units, prerequisite 21L.011 or CMS.100, FA)
CMS.631	Data Storytelling Studio (12 units, SP)
CMS.633	Digital Humanities I: Topics, Techniques, and Technologies (12 units, FA)

### Art & Experience

4.301	Introduction to Artistic Experimentation (12 units, FA + SP)
4.307	Art, Architecture and Urbanism in Dialogue (12 units, prerequisite 4.301 or 4.302, SP)
4.314	Advanced Photography and Related Media (12 units, FA)
4.320	Introduction to Sound Creations (12 units, SP)
4.322	Introduction to Three-Dimensional Art Work (12 units, SP)
4.341	Introduction to Photography and Related Media (12 units, FA + SP)
4.344	Advanced Photography and Related Media (12 units, FA)
4.354	Introduction to Video and Related Media (12 units, FA)
4.356	Cinematic Migrations (12 units, )
4.602	Modern Art and Mass Culture (12 units, FA, CI-H)
21M.601	Drawing for Designers (12 units, FA + SP)
21M.603	Fundamentals of Theater Design (12 units, SP)
21M.737	Interactive Design and Projection for Live Performance (12 units, FA)
CMS.362	Civic Media Collaborative Design Studio (12 units, prerequisite of on CMS or MAS subject, SP)

### **Freshman Exploratory Subjects:**

Fall —	4.021, Design Studio: How to Design, 12 units, HASS-Art
January IAP—	4.02A, Design Studio: How to Design Intensive, 9 units, HASS-Art
Spring—	4.021, Design Studio: How to Design, 12 units, HASS-A 4.110, Design Across Scales and Disciplines, 12 units, HASS-Art 4.605, A Global History of Architecture, 12 units, HASS-Art 4.657, Design: The History of Making Things, 12 units, HASS-Art, CI-H