Minor in Architecture

Minor Advisor:

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The minor is a coherent program providing significant experience in the discipline of architecture. Students majoring outside of Course 4 whom successfully complete the minor will have architecture specified on their transcript, thus giving recognition of focused work in the discipline.

The requirements for the **Minor in Architecture** are as follows:

4.021　　Design Studio: How to Design (FA + SP, 12 units)

　　　　OR 4.02A, How to Design Intensive (IAP, 9 units)

4.022　　Design Studio: Intro to Design Techniques and Technologies (SP, 12 units, prereq: 4.021)

Plus either Option 1 or Option 2

Option 1

4.023　　Architecture Design Studio 1 (FA, 24 units, prereq: 4.022)

Plus two subjects selected from the following list of electives

Option 2

Four subjects selected from the following list of electives

Architecture and Urbanism

4.041　　Design Studio: Advanced Product Design (12 units)

4.053　　Visual Communication Fundamentals (12 units)

4.211J　The Once and Future City (12 units)

4.218　　Disaster Resilient Design (12 units)

4.231　　SIGUS Workshop (12 units)

4.250J　Introduction to Urban Design and Development (12 units)

Art, Culture and Technology

4.301　　Introduction to Artistic Experimentation (12 units)

4.302　　Foundations in Art, Design, and Spatial Practices (12 units)

4.307　　Art, Architecture, and Urbanism in Dialogue (12 units)

4.322　　Introduction to Three-Dimensional Art Work (12 units)

4.341　　Introduction to Photography and Related Media (12 units)

4.344	Advanced Photography and Related Media (12 units)
4.354	Introduction to Video and Related Media (12 units)
4.356	Cinematic Migrations (12 units)
4.368	Studio Seminar in Art and the Public Sphere (12 units)
4.373	Advanced Projects in Art, Culture, and Technology (12 units)

Building Technology

4.401	Environmental Technologies in Buildings (12 units)
4.411J	D-Lab Schools: Building Technology Laboratory (12 units)
4.432	Modeling Urban Energy Flows for Sustainable Cities and Neighborhoods (12 units)
4.440J	Introduction to Structural Design (12 units)
4.451	Computational Structural Design and Optimization (12 units)

Computation

4.500	Design Computation: Art, Objects and Space (12 units)
4.501	Adv. Design Projects in Digital Fabrication (12 units)
4.502	Advanced Visualization: Architecture in Motion Graphics (12 units)
4.507	Introduction to Building Information Modeling in Architecture (12 units)
4.520	Visual Computing (12 units)

History and Theory of Architecture and Art

4.601	Introduction to Art History (12 units)
4.602	Modern Art and Mass Culture (12 units)
4.603	Understanding Modern Architecture (12 units)
4.605	A Global History of Architecture (12 units)
4.609	Seminar in the History of Art and Architecture (12 units)
4.614	Building Islam (12 units)
4.635	Early Modern Architecture and Art (12 units)
4.636	Topics in European Medieval Architecture and Art (12 units)
4.651	Art Since 1940 (12 units)
4.657	Design: The History of Making Things (12 units)