

## 2018 – 2019: Course 4B – Bachelor of Science in Art & Design (BSAD)

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

- \*4.021 is taken in the fall or spring terms. It is a prerequisite for 4.022 also taught fall and spring. 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 may be used to fulfill both Departmental requirements and GIR requirements.

**Restricted Electives** (select 48 units from among any of the three categories below)

### Objects

4.041	Design Studio: Advanced Product Design
4.043	Design Studios: Advanced Interaction
4.118	Creative Computing
4.125	Furniture Making Workshop
4.451	Computational Structural Design & Optimization
4.501	Design and Fabrication of Tiny Homes
2.00A	Fundamentals of Engineering Design: Explore Space, Sea and Earth
2.00	Introduction to Design
2.007	Design and Manufacturing 1
2.009	The Product Engineering Process
EC.720 / 2.722	D-Lab: Design
MAS.377	Objectifications: How to Write (and Talk, and Think) about Objects

## 2018 – 2019: Course 4B – Bachelor of Science in Art & Design (BSAD)

### Information

4.051	The Human Factor in Innovation and Design Strategy
4.053	Visual Communications Fundamentals
4.502	Advanced Visualization: Architecture in Motion Graphics
4.504	Design Scripting
4.520	Visual Computing 1
CMS.405	Visual Design
CMS.622	Applying Media Technologies in the Arts and Humanities
CMS.633	Digital Humanities I: Topics, Techniques, and Technologies
MAS.110	Fundamentals of Computational Media Design

### Art & Experience

4.301	Introduction to Artistic Experimentation
4.307	Art, Architecture and Urbanism in Dialogue
4.320	Introduction to Sound Creations
4.322	Introduction to Three-Dimensional Art Work
4.341	Introduction to Photography and Related Media
4.354	Introduction to Video and Related Media
4.602	Modern Art and Mass Culture
21M.603	Introduction to Design for the Theatre
CMS.362	Civic Media Collaborative Design Studio
CMS.634	Designing Interactions

### ***Freshman Exploratory Subjects:***

Fall —	4.021, Design Studio: How to Design, 12 units, HASS-A
January IAP—	4.02A, Design Studio: How to Design Intensive, 9 units 4.100, Design Workshop: Fabricating Function, 3 units
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