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

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

| **Senior Year**   |                                   |                                  |                                               |
| 4.THT            | Thesis Research Design Seminar    | One restricted electives from list below | 4.THU Undergraduate Thesis (12 units) |
| (CI-M; 12 units)  |                                  |                                  |                                               |

- *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
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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