## 2022 – 2023: Course 4B – Bachelor of Science in Art & Design (BSAD)

<table>
<thead>
<tr>
<th>Sophomore Year</th>
<th>IAP</th>
<th>Spring</th>
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<tbody>
<tr>
<td><strong>Fall</strong></td>
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<tr>
<td>4.021</td>
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<td>4.022</td>
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<tr>
<td>Design Studio: How to Design (GIR/HASS-A; 12 units)</td>
<td>*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)</td>
<td>4.022 Design Studio: Introduction to Design Techniques and Technologies (12 units, prerequisite 4.021)</td>
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<tr>
<td>4.500</td>
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<td>4.110</td>
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<tr>
<td>Design Computing: Art, Objects and Space (12 units)</td>
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<td>Design Across Scales and Disciplines (HASS-A, 12 units):</td>
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<td>4.657</td>
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<td></td>
<td>Design: The History of Making Things (CI-H; HASS-A; 12 units)</td>
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<tr>
<td><strong>Senior Year</strong></td>
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<tr>
<td>4.031</td>
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<td>Take either 4.031 or 4.032:</td>
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<tr>
<td>Design Studio: Objects and Interaction (12 units, prerequisite 4.022)</td>
<td>4.032</td>
<td>Design Studio: Information and Visualization (12 units, prerequisite 4.022)</td>
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<td><strong>Junior Year</strong></td>
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<td>4.302</td>
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<tr>
<td>Take either 4.031 or 4.032:</td>
<td></td>
<td>Foundations in Art, Design and Spatial Practice (CI-M; 12 units)</td>
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<tr>
<td>4.031</td>
<td></td>
<td>One restricted elective from list below</td>
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<tr>
<td>Design Studio: Objects and Interaction (12 units, prerequisite 4.022)</td>
<td>4.302</td>
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<tr>
<td>Two restricted electives from list below</td>
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<tr>
<td><strong>Senior Year</strong></td>
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<tr>
<td>4.031</td>
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<td>One restricted elective from list below</td>
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<tr>
<td>Design Studio: Objects and Interaction (12 units, prerequisite 4.022)</td>
<td>4.302</td>
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</table>

- *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 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**

- 4.031 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)
- 4.125 Furniture Making Workshop (9 units, FA)
- 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)
- 2.00A Fundamentals of Engineering Design: Explore Space, Sea and Earth (9 units, SP)
- 2.00 Introduction to Design (6 units, FA ½ term subject)
- 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, prerequisite 4.022, 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)
CMS.405 Visual Design (12 units, prerequisite 21L.011 or CMS.100, 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, FA)
4.320 Introduction to Sound Creations (12 units, FA)
4.322 Introduction to Three-Dimensional Art Work (12 units, FA)
4.341 Introduction to Photography and Related Media (12 units, FA + SP)
4.354 Introduction to Video and Related Media (12 units, FA)
4.602 Modern Art and Mass Culture (12 units, SP)
21M.603 Introduction to Design for the Theatre (9 units, FA)
CMS.362 Civic Media Collaborative Design Studio (12 units, prerequisite of on CMS or MAS subject, SP)
CMS.634 Designing Interactions (12 units, SP)

Freshman Exploratory Subjects:

Fall —
  4.001, Where Is and What Is Architecture and Design?, 3 units
  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-Art
  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