

Minor in Design

Advisor: Skylar Tibbits, N52-394, 324-6588, sjet@mit.edu

Take three subjects from Group 1 and three subjects from Group 2.

Group 1 – Take 3 subjects

- 4.021, Design Studio: How to Design (FA & SP, HASS-A, 12 units) or 4.02A, Design Studio: How to Design Intensive (IAP, HASS-A, 9 units)
- 4.022, Design Studio: Introduction to Design Techniques and Technologies (FA & SP, 12 units, prereq., 4.021)
- 4.031, Design Studio: Objects and Interaction (FA, 12 units, prereq., 4.022) or 4.032, Design Studio: Information and Visualization (SP, 12 unit, prereq., 4.022)

Group 2 – Take 3 subjects

Objects

- 2.00A Fundamentals of Engineering Design: Explore Space, Sea & Earth (9 units)
- 2.00 Introduction to Design (1/2 term, 6 units)
- 2.007 Design and Manufacturing (12 units)
- 2.009 The Product Engineering Process (12 units)
- 4.031 Design Studio: Objects and Interaction (if not used above) (FA, 12 units, prereq., 4.022)
- 4.041 Design Studio: Advanced Product Design (SP, 12 units, prereq., 4.031)
- 4.043 Design Studio: Advanced Interactions (SP, 12 units, prereq., 4.031)
- 4.110 Design Across Scales and Disciplines (SP, HASS-A, 12 units)
- 4.118 Creative Computing (SP, 12 units, prereq., 4.500)
- 4.125 Furniture Making Workshop (FA, 9 units)
- 4.451 Computational Structural Design & Optimization (FA, 12 units, prereq., 4.440 or 2.001 or 1.050 and 6.0001 & 6.0002 or 1.000)
- 4.501 Advanced Design Projects in Digital Fabrication (SP, 12 units, prereq., 4.500)
- 4.657 Design: The History of Making Thing (SP, HASS-A, CI-H, 12 units)
- EC.720J D-Lab: Design (12 units)
- MAS.377 Objectification: How to Write (and Talk, and think) About Objects (HASS-H, 9 units)

Information

- 4.032 Design Studio: Information and Visualization (if not used above) (SP, 12 units, prereq., 4.022)
- 4.051 The Human Factor in Innovation and Design Strategy (FA, 12 units)
- 4.053 Visual Communication Fundamentals (FA, 12 units)
- 4.500 Design Computing: Art, Objects and Space (FA, 12 units)
- 4.502 Advanced Visualization: Architecture in Motion Graphics (FA, 12 units, prereq: 4.500)
- 4.520 Visual Computing (FA, 12 units)
- CMS.405 Visual Design (HASS-H, 12 units)
- CMS.622 Applying Media Technologies in the Arts and Humanities (HASS-A, 12 units)
- CMS.633 Digital Humanities: Topics, Techniques, and Technologies (HASS-H, 12 units)
- MAS.110 Fundamentals of Computational Media Design (HASS-A, CI-H, 12 units)

Art and Experience

- 4.301 Introduction to Artistic Experimentation (FA/SP, HASS-A, 12 units)
- 4.302 Foundations in Art, Design, and Spatial Practices (SP, CI-M, 12 units)
- 4.307 Art, Architecture and Urbanism in Dialogue (FA, HASS-A, 12 units, prereq: 4.301 or 4.302)
- 4.320 Introduction to Sound Creations (FA, HASS-A, 12 units)
- 4.322 Introduction to 3-D Art Work (FA, HASS-A, 12 units)
- 4.341 Introduction to Photography & Related Media (FA, HASS-A, 12 units)
- 4.354 Intro to Video & Related Media (FA, HASS-A, 12 units)
- 4.602 Modern Art & Mass Culture (SP, HASS-A, 12 units)
- 21M.603 Intro to Design for the Theatre (HASS-A, 9 units)
- CMS. 362 Civic Media Collaborative Design Studio (HASS-S, 12 units)
- CMS.634J Designing Interactions (HASS-E, 12 units)

Total for Minor in Design = 6 subjects