### 2023 – 2024: Course 4 – Bachelor of Science in Architecture (BSA)

<table>
<thead>
<tr>
<th>Year</th>
<th>Fall</th>
<th>IAP</th>
<th>Spring</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sophomore Year</strong></td>
<td>4.021 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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<td></td>
<td>4.401 Environmental Technologies in Buildings (12 units)</td>
<td></td>
<td>4.440J Building Structural Systems 1 (GIR/REST; 12 units, prerequisites 8.02)</td>
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<td></td>
<td>4.500 Design Computing: Art, Objects and Space (12 units)</td>
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<td><em>One Computation subject: either 4.501 or 4.502:</em></td>
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<td></td>
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<td>4.501 Adv Design Projects in Digital Fab (12 units, prerequisite 4.500)</td>
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<td><strong>Junior Year</strong></td>
<td>4.023 Architecture Design Studio 1 (CI-M; 24 units, prerequisite 4.022)</td>
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<td>4.024 Architecture Design Studio 2 (24 units, prerequisite 4.023, 4.401, 4.500)</td>
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<td></td>
<td>4.603 Understanding Modern Architecture (GIR/HASS-A, 12 units)</td>
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<td>4.302 Foundations in Arts, Design and Spatial Practice (CI-M; 12 units)</td>
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<td><em>One Computation subject: either 4.501 or 4.502:</em></td>
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<td>4.502 Advanced Visualization: Architecture in Motion Graphics (12 units, prerequisite 4.500)</td>
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<td><strong>Senior Year</strong></td>
<td>4.025 Architecture Design Studio 3 (24 units, prerequisite 4.024, 4.440) OR</td>
<td></td>
<td>4.THU Undergraduate Thesis (12 units, prerequisite 4.119 or 4.THT)</td>
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<td>2 subjects from the list of restricted electives on pg. 2</td>
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<td><em>One HTC subject: either 4.605, 4.614 or 4.635:</em></td>
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<tr>
<td></td>
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<td></td>
<td>4.635 Early Modern Architecture and Art (GIR/HASS-A, 12 units)</td>
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<td><em>4.THTJ Thesis Research Design Seminar (12 units)</em></td>
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- *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.
- It is possible to substitute 4.025 with two subjects from the restricted elective options below. This option is primarily for students who enter the department late, but still wish to graduate on time. Most will choose to take thesis prep & thesis, but two other restricted electives may be chosen instead.
- Keep in mind that only three subjects (36 units) may be used to fulfill both Departmental requirements and GIR requirements. Generally, those three subjects are 4.021 (HASS-A); plus either 4.603, 4.605, 4.614 or 4.635 (HASS electives); and 4.440 (REST).
- **Notes in red:** Not required subjects for the BSA but are suggested to round out the program and provide opportunity for developing skills.
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Restricted Electives

Architecture Design and Studies
4.041 Design Studio: Advanced Product Design (12 units, SP)
4.053 Visual Communication Fundamentals (12 units, FA)
4.250J Introduction to Urban Design and Development (12 units, SP)

Art, Culture and Technology (ACT)
4.307 Art, Architecture and Urbanism in Dialogue (12 units, prerequisite 4.301 or 4.302, FA)
4.314 Advanced Photography and Related Media (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)
4.344 Advanced Photography and Related Media (12 units, FA)
4.354 Introduction to Video and Related Media (12 units, FA + SP)
4.356 Cinematic Migrations (12 units, FA)
4.368 Studio Seminar in Public Art and the Public Sphere (12 units, prerequisite 4.301 or 4.302, SP)
4.373 Advanced Projects in Art, Culture, and Technology (12 units, FA)

Building Technology (BT)
4.411J D-Lab Schools: Building Technology Laboratory (12 units, prerequisites Calculus 1 + Physics 1, FA)
4.432 Modeling Urban Energy Flows for Sustainable Cites and Neighborhoods (12 units, prerequisite POI, SP)
4.451 Computational Structural Design and Optimization (12 units, prereq: 1.000 or 6.0001+ 6.0002 and 4.440J, 2.001 or 1.050, FA)

Computation (Comp)
4.501 Advanced Design Projects in Digital Fabrication (12 units; Preq. 4.500, SP)
4.502 Advanced Visualization: Architecture in Motion Graphics (12 units; prereq: 4.500, FA)
4.507 Introduction to Building Information Modeling in Architecture (12 units, SP)
4.520 Visual Computing (12 units, SP)
6.1040 Software Design (18 units, FA)
6.4400 Computer Graphics (12 units, FA)
6.8371 Digital and Computational Photography (12 units, FA)
CMS.405 Visual Design (12 units, prerequisite 21L.011 or CMS.100, FA)
CMS.631 Data Storytelling Studio (12 units, SP)
CMS.633 Digital Humanities I: Topics, Techniques, and Technologies (12 units, FA)

History, Theory and Criticism of Architecture (HTC)
4.601 Introduction to Art History (12 units, FA)
4.602 Modern Art and Mass Culture (12 units, SP)
4.605 The Global History of Architecture (12 units, HASS-A, SP)
4.614 Building Islam (12 units, HASS-A, FA)
4.635 Early Modern Architecture and Art (12 units, HASS-A, FA)
4.636 Topics in European Medieval Architecture and Art (12 units, HASS-A, FA)
4.651 Art Since 1940 (12 units, HASS-A, SP)
4.657 Design: The History of Making Things (12 units, HASS-A, CI-H, SP)

Freshman Exploratory Subjects:
Fall — 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

June 2023