### 2023 – 2024: 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>Fall</td>
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<td>Spring</td>
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<tr>
<td>4.021 Design Studio: How to Design (GIR/HASS-A; 12 units)</td>
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<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 Design Computing: Art, Objects and Space (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>4.110 Design Across Scales and Disciplines (HASS-A, 12 units):</td>
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<td>4.657 Design: The History of Making Things (CI-H; HASS-A; 12 units)</td>
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<td>Junior Year</td>
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<tr>
<td>Take either 4.031 or 4.032:</td>
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<td>Take either 4.031 or 4.032:</td>
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<tr>
<td>4.031 Design Studio: Objects and Interaction (12 units)</td>
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<td>4.032 Design Studio: Information and Visualization (12 units)</td>
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<tr>
<td>Two restricted electives from list below</td>
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<td>4.302 Foundations in Art, Design and Spatial Practice (CI-M; 12 units)</td>
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<tr>
<td>Senior Year</td>
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<td>One restricted elective from list below</td>
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<tr>
<td>4.031 Design Studio: Objects and Interaction (12 units)</td>
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<td>4.032 Design Studio: Information and Visualization (12 units)</td>
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<tr>
<td>4.033 Design Studio: Advanced Product Design (12 units, prerequisite 4.031, SP)</td>
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<td>4.302 Foundations in Art, Design and Spatial Practice (CI-M; 12 units)</td>
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<tr>
<td>4.118 Creative Computing (12 units, prerequisite 4.500, SP)</td>
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<td>One restricted elective from list below</td>
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<tr>
<td>4.250J Intro to Urban Design and Development (12 units, FA, SP)</td>
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<tr>
<td>4.451 Computational Structural Design &amp; Optimization (12 units, prerequisite 1.000 or 6.00 and 1.050, 2.001 or 4.440, FA)</td>
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<tr>
<td>4.501 Advanced Design Projects in Digital Fabrication (12 units, prerequisite 4.500, SP)</td>
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<tr>
<td>2.00 Introduction to Design (6 units, FA H1)</td>
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<tr>
<td>2.00A Designing for the Future: Earth, Sea, and Space (9 units, SP)</td>
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<tr>
<td>2.00B Toy Product Design (9 units, SP)</td>
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<tr>
<td>2.007 Design and Manufacturing 1 (12 units, prerequisites 2.001 and 2.670; coreq 2.086, SP)</td>
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<tr>
<td>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)</td>
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<tr>
<td>EC.720 / 2.722 D-Lab: Design (12 units, prereq 2.670, SP)</td>
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### Restricted Electives (select 4 subjects (45-48 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)
- 4.250J Intro to Urban Design and Development (12 units, FA, SP)
- 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)
- 2.00 Introduction to Design (6 units, FA H1)
- 2.00A Designing for the Future: Earth, Sea, and Space (9 units, SP)
- 2.00B Toy Product Design (9 units, SP)
- 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

June 2023
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4.032 Design Studio: Information and Visualization (12 units, 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)
6.1040 Software Design (18 units, FA)
6.4400 Computer Graphics (12 units, FA)
6.8371 Digital and Computational Photography (12 units, FA)
6.9101J Introduction to Design Thinking and Innovation in Engineering (3 units, SP H3)
6.C35J Interactive Data Visualization and Society (12 units, SP)
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)

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, SP)
4.314 Advanced Photography and Related Media (12 units, FA)
4.320 Introduction to Sound Creations (12 units, SP)
4.322 Introduction to Three-Dimensional Art Work (12 units, SP)
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)
4.356 Cinematic Migrations (12 units, )
4.602 Modern Art and Mass Culture (12 units, FA, CI-H)
21M.601 Drawing for Designers (12 units, FA + SP)
21M.603 Fundamentals of Theater Design (12 units, SP)
21M.737 Interactive Design and Projection for Live Performance (12 units, FA)
CMS.362 Civic Media Collaborative Design Studio (12 units, prerequisite of on CMS or MAS subject, 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-A
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