

Minor in Design

Minor Advisor:

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The Minor in Design provides undergraduates with a cohesive program of study that exposes them to the cross-disciplinary field of design. The minor provides a rigorous conceptual foundation in design along with strong design skills. Students will be introduced to design from concept to completion through contextual critical thinking, experimentation, representation, and physical production techniques, critique, iteration and reflection. The minor prepares students to pursue diverse career paths or further education in multiple areas of design, from product design to 3D design to visual communication, and enables them to take advantage of emerging opportunities in industry and academia.

The minor consists of six subjects. Take three subjects from Group 1 and three subjects from Group 2. The three subjects in Group 2 can be taken from any of the three categories: Objects, Information, Art & Experience.

Group 1

- 4.021 Design Studio: How to Design
- or 4.02A Design Studio: How to Design Intensive

- 4.022 Design Studio: Introduction to Design Techniques and Technologies
 (prereq: 4.021)
- 4.031 Design Studio: Objects and Interaction
- or 4.032 Design Studio: Information and Visualization

Group 2

Objects

- 2.00A Fundamentals of Engineering Design: Explore Space, Sea and Earth
- 2.00 Introduction to Design (*1/2 term*)
- 2.00B Toy Product Design
- 2.007 Design and Manufacturing
- 2.009 The Product Engineering Process
- 4.031 Design Studio: Objects and Interaction (if not used above)
- 4.041 Design Studio: Advanced Product Design
- 4.043 Design Studio: Advanced Interactions
- 4.110 Design Across Scales and Disciplines
- 4.118 Creative Computing
- 4.451 Computational Structural Design & Optimization
- 4.501 Design and Fabrication of Tiny Homes
- 4.657 Design: The History of Making Things
- EC.720J D-Lab: Design

Information

4.032	Design Studio: Information and Visualization (if not used above)
4.051	The Human Factor in Innovation and Design Strategy
4.053	Visual Communication Fundamentals
4.500	Introduction to Design Computing
4.502	Advanced Visualization: Architecture in Motion Graphics
4.520	Visual Computing
6.1040	Software Design
6.4400	Computer Graphics
6.8371	Digital and Computational Photography
6.9101	Introduction to Design Thinking and Innovation in Engineering
6.C35	Interactive Data Visualization and Society
CMS.405	Visual Design
CMS.631	Data Storytelling Studio
CMS.633	Digital Humanities: Topics, Techniques, and Technologies

Art & Experience

4.301	Introduction to Artistic Experimentation
4.302	Foundations in Art, Design, and Spatial Practices
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.601	Drawing for Designers
21M.603	Fundamentals of Theater Design
21M.737	Interactive Design and Projection for Live Performance
CMS. 362	Civic Media Collaborative Design Studio