

Minor in Architecture

Minor Advisor:

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The minor is a coherent program providing significant experience in the discipline of architecture. Students majoring outside of Course 4 whom successfully complete the minor will have architecture specified on their transcript, thus giving recognition of focused work in the discipline.

The requirements for the **Minor in Architecture** are as follows:

- 4.021 Design Studio: How to Design (FA + SP, 12 units)
OR 4.02A, How to Design Intensive (IAP, 9 units)
- 4.022 Design Studio: Intro to Design Techniques and Technologies (SP, 12 units, prereq: 4.021)

Plus either Option 1 or Option 2

Option 1

- 4.023 Architecture Design Studio 1 (FA, 24 units, prereq: 4.022)

Plus two subjects selected from the following list of electives

Option 2

Four subjects selected from the following list of electives

Architecture and Urbanism

- 4.041 Design Studio: Advanced Product Design (12 units)
- 4.053 Visual Communication Fundamentals (12 units)
- 4.250J Introduction to Urban Design and Development (12 units)

Art, Culture and Technology

- 4.301 Introduction to Artistic Experimentation (12 units)
- 4.302 Foundations in Art, Design, and Spatial Practices (12 units)
- 4.307 Art, Architecture, and Urbanism in Dialogue (12 units)
- 4.314 Advanced Photography and Related Media (12 units)
- 4.322 Introduction to Three-Dimensional Art Work (12 units)
- 4.341 Introduction to Photography and Related Media (12 units)
- 4.344 Advanced Photography and Related Media (12 units)
- 4.354 Introduction to Video and Related Media (12 units)

- 4.356 Cinematic Migrations (12 units)
- 4.368 Studio Seminar in Art and the Public Sphere (12 units)
- 4.373 Advanced Projects in Art, Culture, and Technology (12 units)

Building Technology

- 4.401 Environmental Technologies in Buildings (12 units)
- 4.411J D-Lab Schools: Building Technology Laboratory (12 units)
- 4.432 Modeling Urban Energy Flows for Sustainable Cities and Neighborhoods (12 units)
- 4.440J Introduction to Structural Design (12 units)
- 4.451 Computational Structural Design and Optimization (12 units)

Computation

- 4.500 Design Computation: Art, Objects and Space (12 units)
- 4.501 Adv. Design Projects in Digital Fabrication (12 units)
- 4.502 Advanced Visualization: Architecture in Motion Graphics (12 units)
- 4.507 Introduction to Building Information Modeling in Architecture (12 units)
- 4.520 Visual Computing (12 units)
- 6.1040 Software Design (18 units)
- 6.4400 Computer Graphics (12 units)
- 6.8371 Digital and Computational Photography (12 units)
- CMS.405 Visual Design (12 units)
- CMS.631 Data Storytelling Studio (12 units)
- CMS.633 Digital Humanities I: Topics, Techniques, and Technologies (12 units)

History and Theory of Architecture and Art

- 4.601 Introduction to Art History (12 units)
- 4.602 Modern Art and Mass Culture (12 units)
- 4.603 Understanding Modern Architecture (12 units)
- 4.605 A Global History of Architecture (12 units)
- 4.609 Seminar in the History of Art and Architecture (12 units)
- 4.614 Building Islam (12 units)
- 4.635 Early Modern Architecture and Art (12 units)
- 4.636 Topics in European Medieval Architecture and Art (12 units)
- 4.651 Art Since 1940 (12 units)
- 4.657 Design: The History of Making Things (12 units)