2025 – 2026: Course 4B – Bachelor of Science in Art & Design (BSAD)

Fall	IAP	Spring
Sophomore Year 4.021 Design Studio: How to Design (GIR/HASS-A; 12 units) 4.053 Visual Communication Fundamentals (12 units, CI-H) 4.500 Design Computing: Art, Objects and Space (12 units)	*4.02A Design Studio: How to Design Intensive (GIR/HASS-A, 9 units – intended for those who were unable to take 4.021 fall)	4.110 Design Across Scales and Disciplines (HASS-A, 12 units): 4.657 Design: The History of Making Things (CI-H; HASS-A; 12 units)
Junior Year *Take either 4.031 or 4.032:* 4.031 Design Studio: Objects and Interaction (12 units) Two restricted electives from list below		*Take either 4.031 or 4.032:* 4.032 Design Studio: Information and Visualization (12 units) 4.302 Foundations in Art, Design and Spatial Practice (CI-M; 12 units) One restricted elective from list below
Senior Year 4.THT Thesis Research Design Seminar (CI-M; 12 units) One restricted elective from list below		4.THU Undergraduate Thesis (12 units, prerequisite 4.THT)

- *4.021 is taken in the fall or spring terms. If 4.021 is not taken in the fall, 4.02A can be taken in January or in the spring term.
- Keep in mind that only three subjects (36 units) may be used to fulfill both Departmental requirements and GIR requirements.

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, FA – can be used as restricted elective if 4.032 is chosen for requirement)
4.032	Design Studio: Information and Visualization (12 units, SP – can be used as restricted elective if 4.031 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)
2.008	Design and Manufacturing II (12 units, prerequisite 2.007 or coreq 2.017 and 2.005 or 2.051; FA, 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)
2.729	D-Lab: Design for Scale (12 units, coreq 2.008 or permission of instructor; FA)
2.739	Product Design and Development (12 units, prereuisites 2.009, 15.761, 15.778, 15.814, or permission of instructor; SP)

2.744	Product Design (12 units, prerequisites 2.009; SP)
2.75	Medical Device Design (12 units, prerequisites 2.008, 6.2040, 6.2050, 6.2060, 22.071 or permission of instructor; SP)
EC.720 / 2.722	D-Lab: Design (12 units, prerequisite 2.670, SP)

Information

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)
4.502	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, FA)
4.602	Modern Art and Mass Culture (12 units, FA, CI-H)
21T.121	Drawing for Designers (12 units, SP)
21T.120	Fundamentals of Theater Design (12 units, SP)
21T.320	Interactive Design and Projection for Live Performance (12 units, FA)

First Year 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