

Minor in Design

Minor Advisors:

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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.

*Other subjects classes can be requested as substitutes for the electives below, subject to approval by D-Minor advisor.

Group 1

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

- 4.053 Visual Communication Fundamentals
- 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
- 2.008 Design and Manufacturing II
- 2.009 The Product Engineering Process
- 2.729 D-Lab: Design for Scale
- 2.739 Product Design and Development
- 2.744 Product Design

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| 2.75 | Medical Device Design |
| 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 |
| 4.451J/1.575J | 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

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| 4.032 | Design Studio: Information and Visualization (if not used above) |
| 4.051 | The Human Factor in Innovation and Design Strategy |
| 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

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| 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 |
| 21T.121 | Drawing for Designers |
| 21T.120 | Fundamentals of Theater Design |
| 21T.320 | Interactive Design and Projection for Live Performance |