Design HASS Concentration

Concentration Advisor: Paul Pettigrew, paulpett@mit.edu

The HASS design concentration provides an introductory program of study in which students learn the fundamental principles of design as a process, design as a historic development over time and place, and design as an iterative problem-solving process that places the needs, behaviors, and experiences of people at the core of developing solutions, products, services, and experiences. The three subject curriculum is strongly rooted in MIT's "mens et manus," or mind and hand, ethos and offers a rigorous conceptual foundation along with strong intellectual, digital, and maker skills that can be applied across diverse design domains.

In the two studio subjects, students are introduced to the design process from concept to completion — through critical thinking, experimentation, representation, physical and digital production techniques. Studio-based learning is complemented with a lecture subject that situates design within diverse historical, cultural, social, and technological contexts. Design is taught as context dependent, beyond the narrow requirements of the artifacts to be designed, and as a means for interrogating the dynamics of society and culture in relation to the user/humans.

Three subjects are required from two groups of study; two from Group 1 and one from Group 2.

Group 1: (two subjects)

4.021 Design Studio: How to Design (FA&SP, 12 units, HASS-A) ~or~ 4.02A Design Studio: How to Design Intensive (IAP, 9 units, HASS-A)

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4.053 Visual Communications Fundamentals (FA, 12 units, HASS-A)

Group 2: (one subject)

- 4.110 Design Across Scales and Disciplines (SP, 12 units, HASS-A)
- 4.301 Introduction to Artistic Experimentation (FA & SP, 12 units, HASS-A)
- 4.302 Foundations in Art, Design, and Spatial Practices (SP, 12 units, HASS-A)
- 4.341 Introduction to Photography and Related Media (FA, 12 units HASS-A)
- 4.354 Introduction to Video and Related Media (FA, 12 units, HASS-A)
- 4.657 Design: The History of Making Things (SP, 12 units, HASS-A, CI-H)