

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

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

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

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