

ART AND DESIGN (COURSE 4-B)

Department of Architecture (<http://catalog.mit.edu/schools/architecture-planning/architecture/#undergraduatetext>)

Bachelor of Science in Art and Design

General Institute Requirements (GIRs)

The General Institute Requirements include a Communication Requirement that is integrated into both the HASS Requirement and the requirements of each major; see details below.

Summary of Subject Requirements	Subjects
Science Requirement	6
Humanities, Arts, and Social Sciences (HASS) Requirement [three subjects can be satisfied by subjects in the Departmental Program]; at least two of these subjects must be designated as communication-intensive (CI-H) to fulfill the Communication Requirement.	8
Restricted Electives in Science and Technology (REST) Requirement	2
Laboratory Requirement (12 units)	1
Total GIR Subjects Required for SB Degree	17

Physical Education Requirement

Swimming requirement, plus four physical education courses for eight points.

Departmental Program

Choose at least two subjects in the major that are designated as communication-intensive (CI-M) to fulfill the Communication Requirement.

Design Studios	Units
4.021 Design Studio: How to Design or 4.02A Design Studio: How to Design Intensive	9-12
4.022 Design Studio: Introduction to Design Techniques and Technologies	12
4.031 Design Studio: Objects and Interaction ¹ or 4.032 Design Studio: Information Design and Visualization	12
Foundational Subjects	
4.110 Design Across Scales and Disciplines	12
4.302 Foundations in Art, Design, and Spatial Practices (CI-M)	12
4.500 Design Computation: Art, Objects and Space	12
4.657 Design: The History of Making Things	12

Thesis Subjects

4.THT[J]	Thesis Research Design Seminar (CI-M)	12
4.THU	Undergraduate Thesis	12

Restricted Electives

Select 48 units from among any of the three categories below: 48

Objects

2.00A	Designing for the Future: Earth, Sea, and Space
2.00B	Toy Product Design
2.00	Introduction to Design
2.007	Design and Manufacturing I ²
2.009	The Product Engineering Process ²
4.031	Design Studio: Objects and Interaction ¹
4.041	Design Studio: Advanced Product Design
4.043	Design Studio: Interaction Intelligence
4.118	Creative Computation
4.125	Furniture Making Workshop
4.451	Computational Structural Design and Optimization ²
4.501	Tiny Fab: Advancements in Rapid Design and Fabrication of Small Homes
EC.720[J]	D-Lab: Design ²

Information

4.032	Design Studio: Information Design and Visualization ¹
4.051	The Human Factor in Innovation and Design Strategy
4.053	Visual Communication Fundamentals
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[J]	Introduction to Design Thinking and Innovation in Engineering
6.C35[J]	Interactive Data Visualization and Society
CMS.405	Visual Design ²
CMS.631	Data Storytelling Studio

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CMS.633	Digital Humanities: Topics, Techniques, and Technologies
Art and Experience	
4.301	Introduction to Artistic Experimentation
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
21M.601	Drawing for Designers
21M.603	Fundamentals of Theater Design
21M.737	Interactive Design and Projection for Live Performance
CMS.362	Civic Media Collaborative Design Studio
Units in Major	153-156
Unrestricted Electives	60-63
Units in Major That Also Satisfy the GIRs	(36)
Total Units Beyond the GIRs Required for SB Degree	180

The units for any subject that counts as one of the 17 GIR subjects cannot also be counted as units required beyond the GIRs.

¹ Either 4.031 or 4.032 may be used as a restricted elective if not selected as part of the design studio requirement.

² Subject has prerequisites that are outside of the program.