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

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Science Requirement</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Humanities, Arts, and Social Sciences (HASS)</td>
<td>8</td>
</tr>
<tr>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Restricted Electives in Science and Technology (REST) Requirement</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Laboratory Requirement (12 units)</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Total GIR Subjects Required for SB Degree</td>
<td>17</td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>9-12</td>
</tr>
<tr>
<td>12</td>
</tr>
<tr>
<td>12</td>
</tr>
</tbody>
</table>

or 4.02A

or 4.032

Foundation Subjects

<table>
<thead>
<tr>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
</tr>
<tr>
<td>12</td>
</tr>
<tr>
<td>12</td>
</tr>
</tbody>
</table>

4.110

4.302

4.500

4.657

Thesis Subjects


4.THU Undergraduate Thesis 12

Restricted Electives

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

Objects

2.00A Fundamentals of Engineering Design: Explore Space, Sea and Earth

2.00 Introduction to Design

2.007 Design and Manufacturing I

2.009 The Product Engineering Process

4.031 Design Studio: Objects and Interaction

4.041 Design Studio: Advanced Product Design

4.043 Design Studio: Advanced Interactions

4.118 Creative Computation

4.125 Furniture Making Workshop

4.451 Computational Structural Design and Optimization

4.501 Tiny Fab: Advancements in Rapid Design and Fabrication of Small Homes

EC.720[J] D-Lab: Design

Information

4.032 Design Studio: Information and Visualization

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

CMS.405 Visual Design

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
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.354</td>
<td>Introduction to Video and Related Media</td>
</tr>
<tr>
<td>4.602</td>
<td>Modern Art and Mass Culture</td>
</tr>
<tr>
<td>21M.603</td>
<td>Introduction to Design for the Theater</td>
</tr>
<tr>
<td>CMS.362</td>
<td>Civic Media Collaborative Design Studio</td>
</tr>
<tr>
<td>CMS.634</td>
<td>Designing Interactions</td>
</tr>
</tbody>
</table>

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.