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></th>
</tr>
</thead>
<tbody>
<tr>
<td>Science Requirement</td>
<td>6</td>
</tr>
<tr>
<td>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.</td>
<td>8</td>
</tr>
<tr>
<td>Restricted Electives in Science and Technology (REST) Requirement</td>
<td>2</td>
</tr>
<tr>
<td>Laboratory Requirement (12 units)</td>
<td>1</td>
</tr>
<tr>
<td>Total GIR Subjects Required for SB Degree</td>
<td>17</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>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.021 or 4.02A</td>
<td>Design Studio: How to Design 9-12</td>
</tr>
<tr>
<td>4.022</td>
<td>Design Studio: How to Design Intensive 12</td>
</tr>
<tr>
<td>4.031 or 4.032</td>
<td>Design Studio: Objects and Interaction 1 12</td>
</tr>
</tbody>
</table>

Foundational Subjects

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.110</td>
<td>Design Across Scales and Disciplines 12</td>
</tr>
<tr>
<td>4.302</td>
<td>Foundations in Art, Design, and Spatial Practices (CI-M) 12</td>
</tr>
<tr>
<td>4.500</td>
<td>Design Computation: Art, Objects and Space 12</td>
</tr>
<tr>
<td>4.657</td>
<td>Design: The History of Making Things 12</td>
</tr>
</tbody>
</table>

Thesis Subjects

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.THU</td>
<td>Undergraduate Thesis 12</td>
</tr>
</tbody>
</table>

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

Objects

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.00A</td>
<td>Fundamentals of Engineering Design: Explore Space, Sea and Earth</td>
</tr>
<tr>
<td>2.00</td>
<td>Introduction to Design</td>
</tr>
<tr>
<td>2.007</td>
<td>Design and Manufacturing 1 2</td>
</tr>
<tr>
<td>2.009</td>
<td>The Product Engineering Process 2</td>
</tr>
<tr>
<td>4.031</td>
<td>Design Studio: Objects and Interaction 1</td>
</tr>
<tr>
<td>4.041</td>
<td>Design Studio: Advanced Product Design</td>
</tr>
<tr>
<td>4.043</td>
<td>Design Studio: Advanced Interactions</td>
</tr>
<tr>
<td>4.118</td>
<td>Creative Computation</td>
</tr>
<tr>
<td>4.125</td>
<td>Furniture Making Workshop</td>
</tr>
<tr>
<td>4.451</td>
<td>Computational Structural Design and Optimization 2</td>
</tr>
<tr>
<td>4.501</td>
<td>Tiny Fab: Advancements in Rapid Design and Fabrication of Small Homes</td>
</tr>
<tr>
<td>EC.720[J]</td>
<td>D-Lab: Design 2</td>
</tr>
</tbody>
</table>

Information

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.032</td>
<td>Design Studio: Information and Visualization 1</td>
</tr>
<tr>
<td>4.051</td>
<td>The Human Factor in Innovation and Design Strategy</td>
</tr>
<tr>
<td>4.053</td>
<td>Visual Communication Fundamentals</td>
</tr>
<tr>
<td>4.502</td>
<td>Advanced Visualization: Architecture in Motion Graphics</td>
</tr>
<tr>
<td>4.520</td>
<td>Visual Computing</td>
</tr>
<tr>
<td>CMS.405</td>
<td>Visual Design 2</td>
</tr>
<tr>
<td>CMS.633</td>
<td>Digital Humanities: Topics, Techniques, and Technologies</td>
</tr>
</tbody>
</table>

Art and Experience

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.301</td>
<td>Introduction to Artistic Experimentation</td>
</tr>
<tr>
<td>4.307</td>
<td>Art, Architecture, and Urbanism in Dialogue</td>
</tr>
<tr>
<td>4.320</td>
<td>Introduction to Sound Creations</td>
</tr>
<tr>
<td>4.322</td>
<td>Introduction to Three-Dimensional Art Work</td>
</tr>
<tr>
<td>4.341</td>
<td>Introduction to Photography and Related Media</td>
</tr>
<tr>
<td>Units</td>
<td>Course</td>
</tr>
<tr>
<td>-------</td>
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</tr>
<tr>
<td>153-156</td>
<td>4.354</td>
</tr>
<tr>
<td>60-63</td>
<td>4.602</td>
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<tr>
<td></td>
<td>21M.603</td>
</tr>
<tr>
<td></td>
<td>CMS.362</td>
</tr>
<tr>
<td>36</td>
<td>CMS.634</td>
</tr>
<tr>
<td>180</td>
<td></td>
</tr>
</tbody>
</table>

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.