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)  8
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.
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  9-12
or 4.02A  Design Studio: How to Design Intensive
4.022  Design Studio: Introduction to Design Techniques and Technologies  12
4.031  Design Studio: Objects and Interaction  12
or 4.032  Design Studio: Information and Visualization

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.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

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

2 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.