ART AND DESIGN (COURSE 4-B)

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>Subjects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Science Requirement \n6</td>
<td></td>
</tr>
<tr>
<td>Humanities, Arts, and Social Sciences (HASS) \n8</td>
<td></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>
</tr>
<tr>
<td>Restricted Electives in Science and Technology (REST) \n2</td>
<td></td>
</tr>
<tr>
<td>Laboratory Requirement (12 units) \n1</td>
<td></td>
</tr>
<tr>
<td>Total GIR Subjects Required for SB Degree \n17</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.

Thesis Subjects

<table>
<thead>
<tr>
<th>Thesis Subjects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.THT[J] \nThesis Research Design Seminar (CI-M)</td>
<td></td>
</tr>
<tr>
<td>4.THU \nUndergraduate Thesis</td>
<td></td>
</tr>
</tbody>
</table>

Restricted Electives

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

Objects

<table>
<thead>
<tr>
<th>Objects</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.00A \nFundamentals of Engineering Design: Explore Space, Sea and Earth</td>
<td></td>
</tr>
<tr>
<td>2.00 \nIntroduction to Design</td>
<td></td>
</tr>
<tr>
<td>2.007 \nDesign and Manufacturing I ²</td>
<td></td>
</tr>
<tr>
<td>2.009 \nThe Product Engineering Process ²</td>
<td></td>
</tr>
<tr>
<td>4.031 \nDesign Studio: Objects and Interaction ¹</td>
<td></td>
</tr>
<tr>
<td>4.041 \nDesign Studio: Advanced Product Design</td>
<td></td>
</tr>
<tr>
<td>4.043 \nDesign Studio: Advanced Interactions</td>
<td></td>
</tr>
<tr>
<td>4.118 \nCreative Computation</td>
<td></td>
</tr>
<tr>
<td>4.125 \nFurniture Making Workshop</td>
<td></td>
</tr>
<tr>
<td>4.451 \nComputational Structural Design and Optimization ²</td>
<td></td>
</tr>
<tr>
<td>4.501 \nTiny Fab: Advancements in Rapid Design and Fabrication of Small Homes</td>
<td></td>
</tr>
<tr>
<td>EC.720[J] \nD-Lab: Design ²</td>
<td></td>
</tr>
</tbody>
</table>

Information

<table>
<thead>
<tr>
<th>Information</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.032 \nDesign Studio: Information Design and Visualization ³</td>
<td></td>
</tr>
<tr>
<td>4.051 \nThe Human Factor in Innovation and Design Strategy</td>
<td></td>
</tr>
<tr>
<td>4.053 \nVisual Communication Fundamentals</td>
<td></td>
</tr>
<tr>
<td>4.502 \nAdvanced Visualization: Architecture in Motion Graphics</td>
<td></td>
</tr>
<tr>
<td>4.520 \nVisual Computing</td>
<td></td>
</tr>
<tr>
<td>CMS.405 \nVisual Design ²</td>
<td></td>
</tr>
<tr>
<td>CMS.633 \nDigital Humanities: Topics, Techniques, and Technologies</td>
<td></td>
</tr>
</tbody>
</table>

Art and Experience

<table>
<thead>
<tr>
<th>Art and Experience</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.301 \nIntroduction to Artistic Experimentation</td>
<td></td>
</tr>
<tr>
<td>4.307 \nArt, Architecture, and Urbanism in Dialogue</td>
<td></td>
</tr>
<tr>
<td>4.320 \nIntroduction to Sound Creations</td>
<td></td>
</tr>
<tr>
<td>4.322 \nIntroduction to Three-Dimensional Art Work</td>
<td></td>
</tr>
</tbody>
</table>

Art and Design (Course 4-B) | 3
### ART AND DESIGN (COURSE 4-B)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.341</td>
<td>Introduction to Photography and Related Media</td>
</tr>
<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>Fundamentals of Theater Design</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

<table>
<thead>
<tr>
<th>Units in Major</th>
<th>153-156</th>
</tr>
</thead>
</table>

#### Unrestricted Electives

<table>
<thead>
<tr>
<th>Units in Major That Also Satisfy the GIRs</th>
<th>(36)</th>
</tr>
</thead>
</table>

#### Total Units Beyond the GIRs Required for SB Degree

<table>
<thead>
<tr>
<th>Total Units Beyond the GIRs Required for SB Degree</th>
<th>180</th>
</tr>
</thead>
</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.