2023 – 2024: Course 4 – Bachelor of Science in Architecture (BSA)

Fall	IAP	Spring
Sophomore Year 4.021 Design Studio: How to Design (GIR/HASS-A; 12 units) 4.401 Environmental Technologies in Buildings (12 units) 4.500 Design Computing: Art, Objects and Space (12 units)	*4.02A Design Studio: How to Design Intensive (GIR/HASS-A, 9 units) – intended for those who were unable to take 4.021 fall term and need to take 4.022 in spring)	4.022 Design Studio: Introduction to Design Techniques and Technologies (12 units, prerequisite 4.021) 4.440J Building Structural Systems 1 (GIR/REST, 12 units, prerequisites 8.02) *One Computation subject: either 4.501 or 4.502:* 4.501 Adv Design Projects in Digital Fab (12 units, prerequisite 4.500)
Junior Year 4.023 Architecture Design Studio 1 (CI-M; 24 units, prerequisite 4.022) 4.603 Understanding Modern Architecture (GIR/HASS-A, 12 units) *One Computation subject: either 4.501 or 4.502:* 4.502 Advanced Visualization: Architecture in Motion Graphics (12 units, prerequisite 4.500)		4.024 Architecture Design Studio 2 (24 units, prerequisite 4.023, 4.401, 4.500) 4.302 Foundations in Arts, Design and Spatial Practice (CI-M; 12 units)
Senior Year 4.025 Architecture Design Studio 3 (24 units, prerequisite 4.024, 4.440) **OR** 2 subjects from the list of restricted electives on pg. 2 *One HTC subject: either 4.605, 4.614 or 4.635:* 4.614 Building Islam (GIR/HASS-A, 12 units) **OR** 4.635 Early Modern Architecture and Art (GIR/HASS-A, 12 units) *4.THTJ Thesis Research Design Seminar (12 units)*		*4.THU Undergraduate Thesis (12 units, prerequisite 4.119 or 4.THT)* *One HTC subject: either 4.605, 4.614 or 4.635:* 4.605 A Global History of Architecture (GIR/HASS-A, 12 units)

- *4.021 is taken in the fall or spring terms. It is a prerequisite for 4.022 also taught fall and spring. 4.021 is not taken in the fall, 4.02A can be taken in January in order to facilitate the studio sequence without interruption.
- It is possible to substitute 4.025 with two subjects from the restricted elective options below. This option is primarily for students who enter the department late, but still wish to graduate on time. Most will choose to take thesis prep & thesis, but two other restricted electives may be chosen instead.
- Keep in mind that only three subjects (36 units) may be used to fulfill both Departmental requirements and GIR requirements. Generally, those three subjects are 4.021 (HASS-A); plus either 4.603, 4.605, 4.614 or 4.635 (HASS electives); and 4.440 (REST).
- *Notes in red: Not required subjects for the BSA but are suggested to round out the program and provide opportunity for developing skills.*

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Restricted Electives

Architecture Design and Studies
4.041   Design Studio: Advanced Product Design (12 units, SP)
4.053   Visual Communication Fundamentals (12 units, FA)
4.250J Introduction to Urban Design and Development (12 units, SP)

Art, Culture and Technology (ACT)
4.307   Art, Architecture and Urbanism in Dialogue (12 units, prerequisite 4.301 or 4.302, FA)
4.314   Advanced Photography and Related Media (12 units, FA)

4.322   Introduction to Three-Dimensional Art Work (12 units, FA)
4.341   Introduction to Photography and Related Media (12 units, FA + SP)
4.344   Advanced Photography and Related Media (12 units, FA)
4.354   Introduction to Video and Related Media (12 units, FA + SP)
4.356   Cinematic Migrations (12 units, FA)
4.368   Studio Seminar in Public Art and the Public Sphere (12 units, prerequisite 4.301 or 4.302, SP)
4.373   Advanced Projects in Art, Culture, and Technology (12 units, FA)

Building Technology (BT)
4.411J D-Lab Schools: Building Technology Laboratory (12 units, prerequisites Calculus 1 + Physics 1, FA)
4.432   Modeling Urban Energy Flows for Sustainable Cites and Neighborhoods (12 units, prerequisite POI, SP)
4.451   Computational Structural Design and Optimization (12 units, prereq: 1.000 or 6.0001+ 6.0002 and 4.440J, 2.001 or 1.050, FA)

Computation (Comp)
4.501   Advanced Design Projects in Digital Fabrication (12 units; Preq. 4.500, SP)
4.502   Advanced Visualization: Architecture in Motion Graphics (12 units: prereq: 4.500, FA)
4.507   Introduction to Building Information Modeling in Architecture (12 units, SP)
4.520   Visual Computing (12 units, SP)
6.1040 Software Design (18 units, FA)
6.4400 Computer Graphics (12 units, FA)
6.8371 Digital and Computational Photography (12 units, FA)
CMS.405 Visual Design (12 units, prerequisite 21L.011 or CMS.100, FA)
CMS.631 Data Storytelling Studio (12 units, SP)
CMS.633 Digital Humanities I: Topics, Techniques, and Technologies (12 units, FA)

History, Theory and Criticism of Architecture (HTC)
4.601   Introduction to Art History (12 units, FA)
4.602   Modern Art and Mass Culture (12 units, SP)
4.605   The Global History of Architecture (12 units, HASS-A, SP)
4.614   Building Islam (12 units, HASS-A, FA)
4.635   Early Modern Architecture and Art (12 units, HASS-A, FA)
4.636   Topics in European Medieval Architecture and Art (12 units, HASS-A, FA)
4.651   Art Since 1940 (12 units, HASS-A, SP)
4.657   Design: The History of Making Things (12 units, HASS-A, CI-H, SP)

> **Freshman Exploratory Subjects:**
>
> Fall —   4.021, Design Studio: How to Design, 12 units, HASS-Art
>
> January IAP—   4.02A, Design Studio: How to Design Intensive, 9 units, HASS-Art
>
> Spring—   4.021, Design Studio: How to Design, 12 units, HASS-Art
>   4.110, Design Across Scales and Disciplines, 12 units, HASS-Art
>   4.605, A Global History of Architecture, 12 units, HASS-Art
>   4.657, Design: The History of Making Things, 12 units, HASS-Art, CI-H