UC SAN DIEGO DEPARTMENT OF VISUAL ARTS

SPECULATIVE DESIGN

Current Students Declared Prior to FA16

Major Code: VA30

The major structure includes required and elective courses at both the lower and upper division levels. It is designed to give Speculative Design majors within the Department of Visual Arts (1) a broad foundation in the historical and disciplinary issues within the Arts and Humanities, (2) rigorous history, theory, and methodology courses in Speculative Design, (3) unique studio-based courses in which studios develop original projects, both individually and in groups, and (4) the opportunity to customize their emphasis within the major to best suit their professional goals.

LOWER DIVISION

UPPER DIVISION

13 courses / 24-30 units

13 courses / 56-58 units

TOTAL COURSES REQUIRED

19-20 courses / 80-88 units

ALL COURSES TAKEN FOR MAJOR REQUIREMENTS MUST BE TAKEN FOR A **LETTER GRADE**, AND ONLY GRADES OF **C-OR BETTER** WILL BE ACCEPTED. REFER TO COURSE DESCRIPTIONS FOR ENFORCED PREREQUISITES.

Enrollment in production courses is limited to two per quarter. Production courses are numbered VIS 109, 141A-B, 145A-B, 147A, 174, 178.

♦Indicates Production Course

◆Indicates Production Course					
LOWER DIVISION		Media Design Emphasis			
	EO WER DIVIDION	VIS 145A•	Time & Process: Digital Media I		
FOUNDATION LEVEL (4 courses/16 units)		VIS 149	Contemporary Computer Topics		
VIS 1 or 2 or 3	Introduction to Art Making: 2-D Practices	VIS 174◆	Media Sketchbook		
VIS 22	Formations of Modern Art	, 10 17 .			
VIS 30	Introduction to Speculative Design	Design/Compu	ting Emphasis		
VIS 41	Design Communication	VIS 141A◆	Intro to Computer Programming in the Arts		
, 10 .1	2 to gii Communication	VIS 147A+	Electronic Technologies for Art I		
BREADTH ELECTIVES (2 courses/8-14 units)		VIS 149	Contemporary Computer Topics		
VIS 60	Introduction to Digital Photography		r i i r i j i i r r r i r i i r i i r i i r i i r i i r i i r i i r i i r i i r i i r		
VIS 70N*	Introduction to Media	Public Culture/Urban Ecologies Emphasis			
VIS 80	Introduction to Studio	VIS 100A	Design of Public Culture		
COGS 1	Introduction to Cognitive Science	VIS 101	Introduction to Urban Ecologies		
COGS 10	Cognitive Consequences of Technology	VIS 101A	Design of Urban Ecologies		
COGS 14A	Introduction to Research Methods				
COGS 17	Neurobiology of Cognition	HISTORY AND THEORY (3 courses/12-14 units)			
COMM 10	Introduction to Communication	VIS 159	History of Art, Design, and Technology		
CSE 11**	Introduction to Computer Science: Java	ICAM 110	Computing in the Arts: Current Practice		
CSE 12	Basic Data Structures & Object Oriented Design		AND		
USP 1	History of US Urban Communities	Choose one of the courses from the Speculative Design History and			
USP 2	Urban World System	Theory List (See back).			
USP 3	The City and Social Theory				
*Note: VIS 70N is required for the Media Design Emphasis. **Note: CSE 11 is required for the Design/Computing Emphasis, and can be taken as the two course sequence CSE 8A and CSE 8B.			VANCED ELECTIVES (2 courses/8 units)		
		VIS 100A	Design of Public Culture		
		VIS 101	Introduction to Urban Ecologies		
		VIS 101A	Design of Urban Ecologies		
UPPER DIVISION		VIS 109◆	Advanced Projects in Media		
		VIS 141A◆	Intro to Computer Programming in the Arts		
INTERMEDIATE LEVEL (4 courses/16 units)		VIS 141B◆	Advanced Computer Programming in the Arts		
VIS 100	Introduction to Public Culture	VIS 145A◆	Time & Process: Digital Media I		
VIS 111	Structure of Art	VIS 145B◆	Time & Process: Digital Media II		
VIS 135	Collaborative Research, Methodologies and Management	VIS 149	Contemporary Computing Topics		
VIS 142	Practices in Computing Arts	VIS 161	Systems and Networks at Scale		
		VIS 162	Speculative Science & Design Invention		
	EMPHASIS (3 courses/12 units)	VIS 163	Systems & Synthesis: Topics in Design Research & Criticism		
CI.		VIS 174◆	Media Sketchbook		
Choose one emphasis:		VIS 178◆	Sound: Theory & Production		
Design Systems Emphasis		TDGE 126	Storytelling and Design in Animation		
Choose three:		TDDE 141	Theater Process (Sound Design)		
VIS 149	Contemporary Computer Topics	TDDE 142	Advanced Sound Design		
VIS 161	Systems and Networks at Scale	Note: Courses	Note: Courses may not overlap with emphasis.		
VIS 162	Speculative Science & Design Invention				
VIS 163	Design Research & Criticism	DESIGN MASTER STUDIO (1 Course/8 units)			
		VIC 100	Dagian Master Studio		

VIS 190

Design Master Studio

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SPECULATIVE DESIGN HISTORY & THEORY LIST

	SI ECULATIVE DESIGN II	iistoki (X IIIEONI LISI
VIS 120A	Greek Arts	COGS 102A	Distributed Cognition
VIS 120B	Roman Arts	COGS 102B	Cognitive Ethnography
VIS 120C	Late Antique Art	COGS 102C	Cognitive Design Studio
VIS 121AN	Art and Experience in the Middle Ages	COGS 109	Modeling and Data Analysis
VIS 121B	Church & Mosque: Medieval Art & Architecture	COGS 118A	Natural Computation I
	between Christianity and Islam	COGS 118B	Natural Computation II
VIS 122AN	Renaissance Art	COGS 120	Interaction Design
VIS 122CN	Leonardo da Vinci in Context	COGS 187A	Usability & Information Architecture
VIS 122D	Michelangelo	COGS 187B	Practicum in Pro Web Design
VIS 122F	Leonardo's La Gioconda	COMM 111D	Critical Design Intermediate
VIS 122GS	The City in Italy	COMM 124	Critical Design Advanced
VIS 123AN	Between Spirit & Flesh: Northern Art of the Early Renaissance	COMM 146	Advanced Studies in Cultural Production
VIS 124BN	Art and the Enlightenment	ETHN 101	Ethnic Images in Film
VIS 124CN	Nineteenth-Century Art	ETHN 102	Science and Technology in Society: Race/Gender/Class
VIS 125A	Twentieth-Century Art	ETHN 103	Environmental Racism
VIS 125BN	Contemporary Art	ETHN 104	Race, Space, and Segregation
VIS 125DN	Marcel Duchamp	ETHN 105	Ethnic Diversity and the City
VIS 125F	Latin American Film	ETHN 106	Life, Death, and the Human
VIS 126AN	Pre-Columbian Art of Ancient Mexico & Central America	ETHN 108	Race, Culture, and Social Change
VIS 126BN	The Art and Civilization of the Ancient Maya	ETHN 109	Race and Social Movements
VIS 126C	Problems in Mesoamerican Art History	LIGN 155	Evolution of Language
VIS 126D	Problems in Ancient Maya Iconography and Inscriptions	LIGN 165	Computational Linguistics
VIS 126HN	Pacific Coast American Indian Art	LIGN 176	Language of Politics and Advertising
VIS 126I	Southwest American Indian Art	LTCS 110	Popular Culture
VIS 126J	African and Afro-American Art	LTCS 120	Historical Perspectives on Culture
VIS 126K	Oceanic Art	LTCS 130	Gender, Race/Ethnicity, Class, and Culture
VIS 126P	Latin American Art: 1890-1950	LTCS 131	Topics in Queer Cultures
VIS 126Q	Latin American Art: 1950-Present	LTCS 132	Topics in Social Identities and the Media
VIS 127B	Arts of China	LTCS 133	Globalization and Culture
VIS 127C	Arts of Modern China	LTCS 170	Visual Culture
VIS 127D	Early Chinese Painting	POLI 102E	Urban Politics
VIS 127E	Later Chinese Painting	POLI 120F	Mass Media and Politics
VIS 127F	Japanese Buddhist Art	TDGE 130	Let There Be Light!
VIS 127GS	Issues in Modern and Contemporary Chinese Art		
VIS 127N	Twentieth-Century Art in China and Japan		
VIS 127P	Arts of Japan		
VIS127Q	Japanese Painting and Prints		
VIS 128A	Topics in Premodern Art History		
VIS 128C	Topics in Modern Art History		
VIS 128D	Topics in Art History of the Americas		
VIS 128E	Topics in Art History of Asia		
VIC 151	III at a man a field a Francisco and all Films		

VIS 151

VIS 152

VIS 153

VIS 154

VIS 155

VIS 156

VIS 158

VIS 194S

VIS 152D

History of the Experimental Film

Identity Through Transnational Cinemas

Film in Social Context

Hard Look at the Movies

Latino American Cinema

Histories of Photography

The Genre Series

The Director Series

Fantasy in Film