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
8 courses / 32-34 units
UPPER DIVISION
12 courses / 48 units
TOTAL COURSES REQUIRED
20 courses / 80-82 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**

LOWER DIVISION

FOUNDATION LEVEL (8 courses/32 units)
VIS 1 or 2 or 3 Introduction to Art Making: 2-D Practices
VIS 10 Computing in the Arts Lecture Series
VIS 11 Introduction to Visual Arts
VIS 22 Formations of Modern Art
VIS 30 Introduction to Speculative Design
VIS 41 Design Communication

Choose two Breadth Electives:
VIS 60 Introduction to Digital Photography
VIS 70N* Introduction to Media
VIS 80 Introduction to Studio
COGS 1 Introduction to Cognitive Science
COGS 10 Cognitive Consequences of Technology
COGS 14A Introduction to Research Methods
COGS 17 Neurobiology of Cognition
COMM 10 Introduction to Communication
CSE 11** Introduction to Computer Science: Java
CSE 12 Basic Data Structures & Object Oriented Design
USP 1 History of US Urban Communities
USP 2 Urban World System
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.

UPPER DIVISION

INTERMEDIATE LEVEL (6 courses/24 units)
VIS 100 Introduction to Public Culture
VIS 135 Collaborative Research, Methodologies and Management
VIS 142 Practices in Computing Arts

Choose one emphasis:

Design Systems Emphasis
VIS 161 Systems and Networks at Scale
VIS 162 Speculative Science & Design Invention
VIS 163 Design Research & Criticism

Media Design Emphasis
VIS 145A* Time & Process: Digital Media I
VIS 174* Media Sketchbook
VIS 178* Sound: Theory and Production

Design/Computing Emphasis
VIS 141A* Intro to Computer Programming in the Arts
VIS 145A* Time & Process: Digital Media I
VIS 147A* Electronic Technologies for Art I

Public Culture/Urban Ecologies Emphasis (choose three courses)
VIS 100A Design of Public Culture
VIS 101 Introduction to Urban Ecologies
VIS 101A Design of Urban Ecologies
VIS 102 Cross-Border Urbanizations

HISTORY AND THEORY (2 courses/8 units)
VIS 159 History of Art, Design, and Technology
AND Choose one of the courses from the Speculative Design History and Theory List (See back).

ADVANCED ELECTIVES (3 courses/12 units)
VIS 100A Design of Public Culture
VIS 101 Introduction to Urban Ecologies
VIS 101A Design of Urban Ecologies
VIS 109* Advanced Projects in Media
VIS 141A* Intro to Computer Programming in the Arts
VIS 141B* Advanced Computer Programming in the Arts
VIS 145A* Time & Process: Digital Media I
VIS 145B* Time & Process: Digital Media II
VIS 149 Contemporary Computing Topics
VIS 161 Systems and Networks at Scale
VIS 162 Speculative Science & Design Invention
VIS 163 Systems & Synthesis: Topics in Design Research & Criticism
VIS 174* Media Sketchbook
VIS 178* Sound: Theory & Production
TDGE 126 Storytelling and Design in Animation
TDDE 141 Theater Process (Sound Design)
TDDE 142 Advanced Sound Design

Note: Courses may not overlap with emphasis.

DESIGN MASTER STUDIO (1 Course/8 units)
VIS 190 Design Master Studio

Major Code: VA30
| 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 between Christianity and Islam | COGS 118A | Natural Computation I         |
| VIS 121D | Renaissance Art          | COGS 118B | Natural Computation II        |
| VIS 122AN | Leonardo da Vinci in Context | COGS 120 | Interaction Design            |
| VIS 122B | Church & Mosque: Medieval Art & Architecture between Christianity and Islam | COGS 187A | Usability & Information Architecture |
| VIS 122C | Michelangelo             | COGS 187B | Practicum in Pro Web Design   |
| VIS 122D | Leonardo’s La Gioconda   | COMM 111D | Critical Design Intermediate  |
| VIS 122F | The City in Italy        | COMM 124  | Critical Design Advanced      |
| VIS 122GS | Between Spirit & Flesh: Northern Art of the Early Renaissance | COMM 146 | Advanced Studies in Cultural Production |
| VIS 123AN | Art and the Enlightenment | ETHN 101 | Ethnic Images in Film         |
| VIS 124BN | Nineteenth-Century Art   | ETHN 102  | Science and Technology in Society: Race/Gender/Class |
| VIS 125A | Twentieth-Century Art    | ETHN 103  | Environmental Racism          |
| VIS 125B | 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 | | |