UC SAN DIEGO DEPARTMENT OF VISUAL ARTS
SPECULATIVE DESIGN
For Students Declared Fall 2016 to Spring 2021

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	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.

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◆Indicates Production Course, enrollment in production courses is limited to two per quarter

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** course from the 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 102◆	Cross-Border Urbanization
VIS 109◆	Advanced Projects in Media
VIS 141A◆	Intro to Computer Programming in the Arts
VIS 141B◆	Advanced Computer Programming in the Arts
VIS 143◆	Virtual Environments
VIS 145A◆	Time & Process: Digital Media I
VIS 145B◆	Time & Process: Digital Media II
VIS 147A◆	Electronic Technologies I
VIS 147B◆	Electronica Technologies 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

Note: Courses may not overlap with emphasis.

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

SPECULATIVE DESIGN HISTORY & THEORY LIST

VIS 103	Architectural Practices		COGS 102A	Distributed Cognition
VIS 103A	Contemporary Arts in South Korea		COGS 102B	Cognitive Ethnography
VIS 103B	Architecture and Urbanism of Korea		COGS 102C	Cognitive Design Studio
VIS 120A	Greek Arts		COGS 109	Modeling and Data Analysis
VIS 120B	Roman Arts		COGS 118A	Natural Computation I
VIS 120C	Late Antique Art		COGS 118B	Natural Computation II
VIS 121AN	Art and Experience in the Middle Ages		COGS 120	Interaction Design
VIS 121B	Church & Mosque: Medieval Art & Architecture between Christianity and Islam		COGS 187A	Usability & Information Architecture
			COGS 187B	Practicum in Pro Web Design
VIS 121C	Art& Bible in Middle Ages		COMM 111D	Critical Design Intermediate
VIS 121H	Medieval Multiculturalism		COMM 124	Critical Design Advanced
VIS 122AN	Renaissance Art		COMM 146	Advanced Studies in Cultural Production
VIS 122CN	Leonardo da Vinci in Context		ETHN 101	Ethnic Images in Film
VIS 122D	Michelangelo		ETHN 102	Science and Technology in Society: Race/Gender/Class
VIS 122F	Leonardo's La Gioconda		ETHN 103	Environmental Racism
VIS 122GS	The City in Italy		ETHN 104	Race, Space, and Segregation
VIS 123AN	Between Spirit & Flesh: Northern Art of the Early Renaissance		ETHN 105	Ethnic Diversity and the City
VIS 124BN	Art and the Enlightenment		ETHN 106	Life, Death, and the Human
VIS 124CN	Nineteenth-Century Art		ETHN 108	Race, Culture, and Social Change
VIS 124D	Paris, Capital 19th Century		ETHN 109	Race and Social Movements
VIS 124E	The Production of Nature		LIGN 155	Evolution of Language
VIS 125A	Twentieth-Century Art		LIGN 165	Computational Linguistics
VIS 125BN	Contemporary Art		LIGN 176	Language of Politics and Advertising
VIS 125C	Modern Art in the West 1850-1950		LTCS 110	Popular Culture
VIS 125DN	Marcel Duchamp		LTCS 120	Historical Perspectives on Culture
VIS 125F	Latin American Film		LTCS 130	Gender, Race/Ethnicity, Class, and Culture
VIS 126AN	Pre-Columbian Art of Ancient Mexico & Central America		LTCS 131	Topics in Queer Cultures
VIS 126BN	The Art and Civilization of the Ancient Maya		LTCS 132	Topics in Social Identities and the Media
VIS 126C	Problems in Mesoamerican Art History		LTCS 133	Globalization and Culture
VIS 126D	Problems in Ancient Maya Iconography and Inscriptions		LTCS 170	Visual Culture
VIS 126E	Indigenisms I		POLI 102E	Urban Politics
VIS 126F	Indigenisms II		POLI 120F	Mass Media and Politics
VIS 126HN	Pacific Coast American Indian Art		TDGE 130	Let There Be Light!
VIS 126I	Southwest American Indian Art			
VIS 126J	African and Afro-American Art			
VIS 126K	Oceanic Art			
VIS 126P	Latin American Art: 1890-1950			
VIS 126Q	Latin American Art: 1950-Present			
VIS 127B	Arts of China			
VIS 127C	Arts of Modern China			
VIS 127D	Early Chinese Painting			
VIS 127E	Later Chinese Painting			
VIS 127F	Japanese Buddhist Art			
VIS 127G	20th Century Chinese Art			
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 128B	Topic/Early Modern 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			
VIS 150A	Seminar in Film History/Theory			
VIS 151	History of the Experimental Film			
VIS 151A	Seminar in Media History/Theory			
VIS 152	Film in Social Context			
VIS 152D	Identity Through Transnational Cinemas			
VIS 153	The Genre Series			
VIS 154	Hard Look at the Movies			
VIS 155	The Director Series			
VIS 156	Latino American Cinema			
VIS 158	Histories of Photography			
VIS 194S	Fantasy in Film			