

UC SAN DIEGO DEPARTMENT OF VISUAL ARTS

SPECULATIVE DESIGN

For Students Declared FA25 and Later

Major Code: VA30

The Speculative Design major teaches open-ended creative thinking, debating values, possibilities and outcomes, understanding human contexts and mobilizing interests, and exploring ambiguous problems in an unexpected way. Speculative Design is a 21st century mix of art, science, and emerging technology focused on aesthetic, entrepreneurial and activist intervention. Bringing together laboratory and field research in a creative studio setting, Speculative Design works from nano to urban scales to stimulate new ideas and solutions.

LOWER DIVISION	6 courses / 24 units
UPPER DIVISION	12 courses / 52 units
TOTAL COURSES REQUIRED	18 courses / 76 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.

♦- Indicates Practice Course, suggested not to exceed two per quarter

LOWER DIVISION

FOUNDATION LEVEL (6 courses/24 units)

VIS 11	Introduction to Visual Culture
VIS 30	Introduction to Speculative Design
VIS 41	Design Communication

Choose two Breadth Elective courses:

VIS 1 or 2 or 3	Introduction to Art Making
VIS 42	Introduction to Creative Coding
VIS 60	Introduction to Digital Photography
VIS 70N	Introduction to Media
VIS 80	Introduction to Studio
COGS 10	Cognitive Consequences of Technology
USP 1	History of US Urban Communities
USP 2	Urban World System
USP 3	The City and Social Theory

Choose one History course:

VIS 10	Computing in the Arts Lecture Series
VIS 22/22R	Formations of Modern Art
VIS 31	Undead Media: All Things Zombie
VIS 32	Art, Design and the Brain

UPPER DIVISION

INTERMEDIATE LEVEL (6 courses/24 units)

VIS 135♦	Design Research Methods
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Choose three Design Studies courses:

VIS 100	Introduction to Public Culture
VIS 101	Introduction to Urban Ecologies
VIS 102	Democratizing the City
VIS 133	Lecture Topics in Speculative Design
VIS 134	Introduction to 3D Asset Design
VIS 142	Practices in Computing Arts
VIS 163	Design Research & Criticism

Choose two Design Studio courses:

VIS 100A♦	Design of Public Culture
VIS 101A♦	Design of Urban Ecologies
VIS 133A♦	Studio Topics in Speculative Design
VIS 136A♦	Speculative Fiction Seminar
VIS 161♦	Systems and Networks at Scale
VIS 162♦	Speculative Science & Design Invention

HISTORY AND THEORY (2 courses/8 units)

Choose two History courses:

VIS 103	Architectural Practices
VIS 103A	Contemporary Arts in South Korea
VIS 103B	Architecture and Urbanism of Korea
VIS 103C	Silk Road
VIS 103D	History of Speculative Design
VIS 159	History of Art, Design, and Technology

ADVANCED LEVEL (3 courses/12 units)

Choose three Elective courses:

VIS 100A♦	Design of Public Culture
VIS 101A♦	Design of Urban Ecologies
VIS 133A♦	Studio Topics in Speculative Design
VIS 136A♦	Speculative Fiction Seminar
VIS 141A♦	Computer Programming in the Arts I
VIS 141B♦	Computer Programming in the Arts II
VIS 143A♦	Virtual Environments I
VIS 143B♦	Virtual Environments II
VIS 145A♦	Time & Process: Digital Media I
VIS 145B♦	Time & Process: Digital Media II
VIS 146A♦	Computer Controlled Fabrication in Art I
VIS 146B♦	Computer Controlled Fabrication in Art II
VIS 147A♦	Electronic Technologies I
VIS 147B♦	Electronic Technologies II
VIS 149♦	Contemporary Computing Topics
VIS 161♦	Systems and Networks at Scale
VIS 162♦	Speculative Science & Design Invention
VIS 174♦	Media Sketchbook
VIS 178♦	Sound: Theory & Practice

Note: Courses taken may fulfill one requirement within the major.

SENIOR PROJECT (1 Course/8 units)

VIS 190♦	Design Master Studio
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