# UC SAN DIEGO DEPARTMENT OF VISUAL ARTS
## SPECULATIVE DESIGN
### For Students Declared FA21 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.

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| LOWER DIVISION | 6 courses / 24-26 units |
| UPPER DIVISION | 12 courses / 52 units |
| **TOTAL COURSES REQUIRED** | **18 courses / 76-78 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 Production Course, enrollment in production courses is limited to two per quarter

## LOWER DIVISION

### FOUNDATION LEVEL (6 courses/24-26 units)

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

*Choose two Breadth Elective courses:*

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| VIS 1 or 2 or 3 | Introduction to Art Making: 2-D Practices |
| 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:*

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| VIS 10 | Computing in the Arts Lecture Series |
| VIS 22 | 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)

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| VIS 135 | Collaborative Research, Methodologies and Management |

*Choose three Lecture courses:*

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| VIS 100 | Introduction to Public Culture |
| VIS 101 | Introduction to Urban Ecologies |
| VIS 102 | Cross-Border Urbanization |
| VIS 133 | Lecture Topics in Speculative Design |
| VIS 142◆ | Practices in Computing Arts |
| VIS 163 | Design Research & Criticism |

*Choose two Studio courses:*

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

### HISTORY AND THEORY (2 courses/8 units)

*Choose two History courses:*

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

### ADVANCED LEVEL (3 courses/12 units)

*Choose three Elective courses:*

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|---|---|
| VIS 100A◆ | Design of Public Culture |
| VIS 101A◆ | Design of Urban Ecologies |
| VIS 133A◆ | Studio Topics in Speculative Design |
| VIS 136A◆ | Speculative Fiction |
| 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 174◆ | Media Sketchbook |
| VIS 178◆ | Sound: Theory & Production |

*Note: Courses may not overlap between Intermediate and Advanced requirements.. CSE 8B or CSE 11 is a required prerequisite for VIS 141A.*

### SENIOR PROJECT (1 Course/8 units)

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| VIS 190◆ | Design Master Studio |