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**

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

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<th>Course Code</th>
<th>Course Title</th>
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<tr>
<td>VIS 11</td>
<td>Introduction to Visual Culture</td>
</tr>
<tr>
<td>VIS 30</td>
<td>Introduction to Speculative Design</td>
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<tr>
<td>VIS 41</td>
<td>Design Communication</td>
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</tbody>
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Choose two Breadth Elective courses:

- VIS 1 or 2 or 3 Introduction to Art Making
- 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 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)

Choose three Lecture 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 142 Practices in Computing Arts
- VIS 163 Design Research & Criticism

- VIS 135 Design Research Methods

Choose two 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 161A Systems and Networks at Scale
- VIS 162A 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 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 143 Virtual Environments
- VIS 145A Time & Process: Digital Media I
- VIS 145B Time & Process: Digital Media II
- VIS 147A Electronic Technologies I
- VIS 147B Electronic Technologies II
- VIS 149 Contemporary Computing Topics
- VIS 161A Systems and Networks at Scale
- VIS 162A Speculative Science & Design Invention
- VIS 174 Media Sketchbook
- VIS 178 Sound: Theory & Practice

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)

- VIS 190 Design Master Studio