The Fine Arts department is committed to cultivating global thought leaders in the fields of Art and Design. The Major in Design addresses a need for innovative pedagogy exploring the expansive nature of contemporary design and its relationship to the humanities, the sciences, and emerging technologies. The curriculum emphasizes an integrated understanding of design that brings together different disciplinary approaches that respond to complex social, cultural, and environmental challenges. Students will acquire contemporary representation, prototyping, and fabrication skills and engage with theoretical frameworks yielding advanced research and knowledge production.

Students begin the Design Major with two required core studios that introduce fundamental design methodologies, computational literacy, technological fabrication, and the study of contemporary digital culture. Majors then select from a series of theoretical and historical seminars that contextualize and expand their understanding of design practices including data-driven, speculative, and inquiry-based design. Majors also have the freedom to select from an expansive list of art and design electives that further their interdisciplinary expertise. The Design Major culminates in a year-long design project, researched design brief, public exhibition, and panel review with leading experts in the field.

A goal for students entering the major is to develop the ability to critically and resourcefully synthesize the expansive potentialities of design. These skill sets are gained through exposure to diverse approaches to design methodologies, histories, and theories. Learning outcomes are evident in the individual and collaborative conceptual, technological, and speculative projects that emerge from the core and integrative studios. Design electives and seminars enrich, complicate, and expand disciplinary modalities, while engaging in deeper explorations of positionality within a global climate. Ultimately, the Design Major seeks to guide students through a process of learning to independently question, interpret, and analyze integrative design.

For information about the General Education requirements, please visit the College of Arts & Sciences Curriculum (https://www.college.upenn.edu/curriculum/) page.

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**Design, BA**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Course Units</th>
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<tbody>
<tr>
<td>DSGN 378</td>
<td>Interfacing Cultures: Designing for Mobile, Web and Public Media</td>
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**Art History and Theory Requirements**

- Art History- select one of the following:
  - ARTH 101 World Art and Civilization Before 1400
  - ARTH 102 World Art: 1400 to Now
  - ARTH 106 Architect and History
  - ARTH 300 Undergraduate Methods Seminar

**Theory- select three of the following:**

- ARCH 411 Geometric Design
- DSGN 300 Contemporary Theories of Design
- DSGN 343 Language of Design
- URBS 205 People and Design
- VLST 101 Eye, Mind, and Image

**Design Seminar Requirements**

- DSGN 488 Senior Seminar Project (Fall) (Fall)
- DSGN 489 Senior Seminar Project (Spring) (Spring)

**Art and Design Electives**

Select any combination of four FNAR and DSGN courses to fulfill this requirement

**Total Course Units** 36

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1. You may count no more than one course toward both a Major and a Sector requirement. For Exceptions, check the Policy Statement (http://www.college.upenn.edu/sectors-policy/).
2. Core studio requirements may be taken as early as freshman year and in any order as long as prerequisites are met.
3. Majors must take the Senior Seminar Project in consecutive semesters of their senior year.
4. Art and Design Electives can be taken in any order as long as prerequisites are met.
5. Fine Arts and Design courses can be found on the department website (https://www.design.upenn.edu/fine-arts/undergraduate/courses/).

The degree and major requirements displayed are intended as a guide for students entering in the Fall of 2021 and later. Students should consult with their academic program regarding final certifications and requirements for graduation.