

Recommended Electives at SEAS

Environment and Chemistry

ES163, Pollution Control in Aquatic Ecosystems (Fall 2016)
ES165, Water Engineering (Fall 2016)
ES264, Environmental Chemistry (TBD)

Heat and Energy

ES181, Engineering Thermodynamics (Fall 2016)
ES183, Introduction to Heat Transfer (Spring 2017)
ES229, Survey of Energy Technology (Spring 2017)

Materials

ES190, Intro to Material Science and Engineering (Fall 2016)
Applied Physics 225, Intro to Soft Matter (TBD)
Applied Physics 235, Chemistry in Material Science and Engineering (Spring 2017)
Applied Computation 274, Computational Modeling of Fluids and Soft Materials (Fall 2016)
Applied Computation 275, Computational Design of Materials (TBD)

Biomedical

ES222, Advanced Cellular Engineering (Fall 2016)
ES228, Biomaterials (Spring 2017)
ES253, Advanced Bioelectromagnetics (TBD)
ES291, (joint with GSD) Adaptive Materials Lab (Fall 2016)

Recommended Electives at GSD

Materials, Construction and Fabrication

2322, Digital design and making - landscape and ecological approaches (Fall 2016)
6317, Material Practice as Research: Digital Design and Fabrication (Fall 2016)
6423, (Re)fabricating Tectonic Prototypes (Fall 2016)
6477, Nano, Micro, Nano - Adaptive Material Library (Fall 2016)
6311, Innovative Construction in Japan (Spring 2017)
6327, Material Ecology Workshop (Spring 2017)
6478, Informal Robotics / New Paradigms for Design & Construction (Spring 2017)
6XXX, Adaptive Architecture (Spring 2017)

Digital Media, Representation and Analysis

2129, Spatial Analytics of the Built Environment (Fall 2016) 2224, Digital Media (Fall 2016)
2481, Projection/Installation/Intervention (Fall 2016)
6459, Mechatronic Optics (Fall 2016)
2314, Responsive Environments (Spring 2017)
2449, Immersive Landscape, Representation through Gaming Technology (Spring 2017)
6322, Mapping: Geographic Representation (Spring 2017) 9140, REAL: Genome of the Built Environment: Measuring the Unseen (Spring 2017)

Mechanical Systems and Robotics

ES202, Estimation and Control of Dynamic Systems (Fall 2016)
ES227, Medical Device Design (Spring 2017)
ES252r, Advanced Topics in Robotics Research (Spring 2017)
ES256, Informal Robotics (TBD) (joint with GSD)
ES259, Advanced Intro to Robotics (Fall 2016)
ES276, Intro to MicroElectroMechanical System (Fall 2016)
ES277, Microfabrication Laboratory (Spring 2017)

Computer Science and Applications

CS109, Data Science (Spring 2017)
CS171, Visualization (Fall 2016)
CS179, Design of Usable Interactive Systems (TBD)
CS181, Machine Learning (Spring 2017)
CS186, Economics and Computation (TBD)
CS277, Geometric Modeling in Computer Graphics (Spring 2017)
CS279, Research Topics in Human-Computer Interactions (TBD)
CS282r, Decision-Making under Uncertainty (TBD)
CS283, Computer Vision (TBD)
CS284r, Topics on Computation in Networks and Crowds (TBD)
ES250, Information Theory (Fall 2016)
Applied Computation 209, Data Science (Fall 2016)

Other

ES238, Intro to Innovation and Entrepreneurship (joint with HBS) (TBD)

Environmental Technologies, Sustainability and Ecology

6452, Building Simulation (Fall 2016)
6470, Energy Simulation for Design (Fall 2016)
6318, Urban and Town Ecology (Spring 2017)
6347, The Thermal Allometry of Massive Breathing Buildings (Spring 2017)
6XXX, Energetics of Urbanization (Spring 2017)
6450, High Performance Buildings and Systems Integration (TBD)

Design Computation

6338, Introduction to Computational Design (Fall 2016)
6425, Digital Structures and Material Distribution (Spring 2017)
6349, Mapping II: Geosimulation (Fall 2016)

Other

3452, Philosophy of Technology (Spring 2017)
6328, Interdisciplinary Design in Practice (Spring 2017)
4491, Narratives of Design Science (Spring 2017)