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)
Ap Physics 235, Chemistry in Materials Science and Engineering (Spring 2017)
ApComp 274, Computational Physics (Fall 2016)
ApComp 275, Computational Design of Materials (TBD)

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

Recommended Electives at GSD

Materials, Construction and Fabrication
2454, Digital Media for Designers – Urban Environments (Fall 2016)
6317, Material Practice as Research: Digital Design and Fabrication (Fall 2016)
6463, Hybrid Formations: Interdisciplinary Design (Fall 2016)
6477, Nano, Micro, Nano - Adaptive Material Laboratory (Fall 2016)
6478, Informal Robotics / New Paradigms for Design & Construction (Spring 2017)
6355, Adaptive Architectures (Spring 2017)

Digital Media, Representation and Analysis
2129, Spatial Analysis and the Built Environment (Fall 2016)
2223, Digital Media I (Spring 2017)
2224, Digital Media II (Fall 2016)
2453, Graphic Narratives (Fall 2016)
2481, Projection/Installation/Intervention (Fall 2016)
6459, Mechatronic Optics (Spring 2017)
2314, Responsive Environments (Spring 2017)
6322, Mapping: Geographic Representation (Spring 2017)
6354, Advanced Spatial Analysis (Spring 2017)

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

Mechanical Systems and Robotics
[ES159, Introduction to Robotics]
ES202, Estimation and Control of Dynamic Systems (Fall 2016)
ES227, Medical Device Design (Spring 2017)
ES252r, Advanced Topics in Robotics (not offered 16-17)
ES256, Informal Robotics (TBD) [joint with GSD]
[ES259, Advanced Intro to Robotics]
ES276, Intro to MicroElectroMechanical System (Fall 2016)
ES277, Microfabrication Laboratory (Spring 2017)

Computer Science and Applications
CS109a, Data Science (Fall 2016)
CS109b, Data Science 2 (Spring 2017)
CS171, Visualization (Fall 2016)
CS179, Design of Usable Interactive Systems (Spring 2017)
CS181, Machine Learning (Spring 2017)
CS186, Economics and Computation (TBD)
CS277, Geometric Modeling in Graphics (not offered 16-17)
CS279, Research Topics in Human-Computer Interactions (TBD)
CS282r, Topics in Machine Learning (Spring 2017)
CS283, Computer Vision (TBD)
CS284r, Topics on Computation in Networks and Crowds (TBD)
ES250, Information Theory (Fall 2016)
ApComp 209a, Data Science 1: Intro (Fall 2016)

Other
ES250, Information Theory (Fall 2016)

Environmental Technologies, Sustainability and Ecology
6452, Building Simulation: performance prediction methods for design and CFD (Fall 2016)
6470, Energy Simulation (Fall 2016)
6318, Urban and Town Ecology (Spring 2017)
6464: Thermal Tectonics for the Next Billion People (S 2017)
6351, Restoration Ecology (Spring 2017)
5369: Resilience and Adaptation Science (Spring 2017)

Design Computation
6338, Introduction to Computational Design (Fall 2016)
6425, Digital Structures and Material Distribution (Spring 2017)
6349, Mapping II: Geosimulation (Fall 2016)
6350, Models, Prototypes, and Projections (Fall 2016)

Other
3353, Advanced Seminar in City Form (Fall 2016)
3452, Philosophy of Technology (Spring 2017)
4374, Cities, Infrastructures, and Politics (Spring 2017)
6328, Interdisciplinary Design in Practice (Spring 2017)
3350, Narratives of Design Science (Spring 2017)

Offerings subject to change
Offerings in brackets are not being offered in 16-17