PhD-CD

Doctor of Philosophy in Computational Design

Computational Design is the discipline concerned with computational approaches to problems in design — whether these relate to creation, presentation, analysis, evaluation, interaction, embodiment, making or just aesthetic expression, albeit for real or imagined application, both perceived and conceived.

Requirements	Year 1		Year 2 onwards
English Language Demonstrable proficiency in the English language	Research 48-727 Inquiry into Computation, Architecture and Design (9)	Research 48-746 Shape Machine (9)	Every doctoral student is required to demonstrate ability for research prior to candidacy by completing
Residency The minimum required full-time residency for the PhD program in the School of Architecture is two years.	Students who have previously and successfully taken either of these courses can claim a waiver of this requirement. Should either of these courses not be offered, students may select a suitable alternative, e.g., 48-711 Research Methods and Paradigms in Architecture.		48 units minimum of satisfactory independent research Students who enter the program after completing the MS-CD program may consider their Master thesis to be
Students who have graduated from the MS-CD program can count one year towards the minimum residency period.	Computation 15-122 Principles of Imperative Computation (10)	Computation Advanced computation course based on student's area of research (9-12)	equivalent to 36 units of satisfactory research provided that they attained a grade of B+ or better \downarrow
Full-time Enrollment Students are required to be enrolled full-time up to the successful completion of the qualifier phase (including all required coursework). Some students are legally required to maintain full-time status for the entire duration of the program, for example, international students on a visa. See Graduate Handbook for rules and regulations.	Students who have previously and successfully taken 15-122 can claim a waiver from this requirement. Each student in the PhD-CD Program must take an advanced computation course. No waiver will be granted.		Game Plan The game plan specifies the student's chosen area of concentration and an abstract of scope of work within that area and the list of courses taken.
	Core Selectives (24) Selective core courses provide stud computation that might relate to des of courses offered by School of Arc elsewhere, for example, from the S Environmental Engineering, Departr Computer Science, Human Computer See the Master of Science in Comput	Core Selectives (24) ents with proficiency in various aspects of ign. These are selections from a combination hitecture Computational Design faculty and School of Design, Department of Civil and nent of Mechanical Engineering, School of Interaction Institute, Robotics Institute, etc.	Each member of the student's advisory committee signs off on the game plan. ↓ Qualifier ↓ Proposal ↓ Thesis Defense

