

<b>Urban Technology Core</b>	<b>Cities</b>	Why Cities?	UT 101
		Anatomy of the City	UT 102
		The Incomplete City: Design Workshop	UT 103
		Change-Making in Cities	UT 201
	<b>Technology</b>	Programs, Information and People (Introduction to Programming)	SI 106
		Data-Oriented Programming	SI 206
		Data Manipulation	SI 330
		Becoming Digital	ARCH 411
	<b>Design</b>	Seeing - Freehand Drawing	ARCH 251
		Listening - Design Ethnography Methods	UT 210
		Studio: Design and Urban Inquiries	UT 230
		Studio: Interaction Design and Urban Experiences	UT 330
		Advanced Studio: Service Design and Urban Needs	UT 360
		Advanced Studio: Strategic Design and Urban Systems	UT 430
Reflective Practice & Career Pathways	UT 401		
<b>Urban Technology Electives</b>	Taubman College course focusing on a specific area of policy or technology	Choose 1	
	Academic Minor (see below)	Choose 1	
	Half-semester Design and Technology Modules (examples include: Sensors, Displays, Actuators, Inputs, Foresight, Facilitation)	Choose 4	
<b>General Education Requirements</b>	First-Year Writing requirement	Choose 1	
	Race & Ethnicity	Choose 1	
	Humanities	Choose 2	
	Social Science	Choose 2	
	Introduction to Data Science	STATS 206	
	Principles of Economics I (Microeconomics)	ECON 101	

All Urban Technology students must complete a **minor** to complement their primary studies. On the right is a list of pre-approved minors. Students may propose alternatives in discussion with their academic advisor and the degree Director.

- Anthropology
- Applied Statistics
- Art & Design
- Business
- Community Action & Social Change
- Complex Systems
- Computer Science
- Digital Studies
- Earth Sciences
- Economics
- Electrical Engineering
- Entrepreneurship
- Environment
- Global Media Studies
- History
- Law, Justice, and Social Change
- Political Science
- Public Policy
- Real Estate Development
- Science & Technology Studies
- Social Class & Inequality
- Sustainability
- Water and the Environment

<b>YEAR 1</b>	<b>FALL</b>	Gap Semester: volunteer, work, travel, or self-directed learning
	<b>WINTER</b>	Why Cities?
		First-Year Writing Requirement
		Flex (general education, electives, minor, etc.)
<b>SPRING</b>	Anatomy of the City	
<b>YEAR 2</b>	<b>FALL</b>	The Incomplete City: Design Workshop
		Change-Making in Cities
		Programs, Information and People
		Flex
<b>WINTER</b>	Flex	
	Flex	
	Flex	
<b>YEAR 3</b>	<b>FALL</b>	Studio: Design and Urban Inquiries
		Data-Oriented Programming
		Module: Seeing - Freehand Drawing
		Module: Listening - Design Ethnography Methods
<b>WINTER</b>	Flex	
	Studio: Interaction Design and Urban Experiences	
	Data Manipulation	
<b>YEAR 4</b>	<b>FALL</b>	Flex
		Flex
		Flex
		Flex
<b>WINTER</b>	Advanced Studio: Service Design and Urban Needs	
	Becoming Digital	
	Flex	
	Flex	
<b>YEAR 3</b>	<b>FALL</b>	Advanced Studio: Strategic Design and Urban Systems
		Flex
		Flex
		Flex
<b>WINTER</b>	Reflective Practice & Career Pathways	
	Flex	
	Flex	
	Flex	

Approximate dates of  
U-M Semesters

Fall: Sept.-Dec.  
Winter: Jan.-Apr.  
Spring: May-Jun.