Since the late 19th Century, architectural utopias have come in two guises: either as ideal (and isolated) communities that propose radical new ways to combine home with work or as temporary exhibitions that provide sponsors and their designers an opportunity to propose radical new modes of transportation and communication. Both kinds of utopias are "what if" scenarios, but with a major difference. Communal utopias, grounded by a strong moral position, are meant to be permanent communities that can serve as models for larger social change, while temporary exhibitions, given their need to draw in mass audiences through entertainment, propose changes to the technological and social status quo through spectacle. In order to understand the underpinnings of utopian visions and their design strategies, students will study a wide range of utopian visions that were built (or almost built). Parallel to this research, students will also be exposed to other manifestations of utopian thinking in popular culture, including science fiction (in comic books and films). In the spring, teams of students will propose their own utopian community on one of several large development sites in the Boston area. The proposals will combine an innovative social framework, a sound economic development argument, and compelling features that will make the community a global tourist destination.