Graphic Design, B.F.A.

Degree Offered

- Bachelor of Fine Arts

Nature of the Program

The Graphic Design program aims to capture one definition of design: improvement of a situation, be it for health, efficiency, user experience, aesthetics, or entertainment. Our design studio approaches problems by researching on-site to understand the environment and culture for which we are designing.

The program begins with learning a foundation in typography, color, symbolic drawings, design for small and large formats, and design thinking. Tactical elements of design are explored hands-on through paper engineering, book arts courses, and access to a letterpress studio.

Graphic Design Portfolio: Following completion of the Foundation Core, along with ART 223 and ART 224, students wishing to pursue the graphic design major must submit a portfolio for review in the spring, normally during the second semester of the sophomore year. Contact the area coordinator for information regarding the portfolio review for graphic design.

We run a model design studio, Studio 2453, that serves up to 30 clients per year. Students work as project directors with clients to produce design that often benefits a particular place and population. A portfolio class also prepares seniors for a design career where they present their work in Pittsburgh or Cleveland at AIGA Portfolio Days to gain feedback from industry professionals.

Admissions

Due to Covid-19 – Admission requirements may differ from what is listed on this page. Please review the most up-to-date program admission requirements for the School of Art & Design (https://artanddesign.wvu.edu/apply/).

BFA ENTRANCE PORTFOLIO

Students must meet all WVU Undergraduate Admissions entrance requirements. The School of Art and Design requires a portfolio review for all applicants to the Bachelor of Fine Arts programs including the Art Education major. This evaluation is conducted by the art faculty and is designed to ensure that all students entering the studio program have certain basic competencies and skills. Students are encouraged to apply and complete the portfolio review at the earliest possible date. Applicants should visit the School website: http://artanddesign.wvu.edu/academics/ or phone the School office at (304) 293-2552 to receive detailed instructions and portfolio review application material.

TRANSFER

Transfer applicants in studio art must undergo a portfolio review to gain admittance in the program. Evaluation for advanced standing or transfer credit in studio subjects is not made solely upon the presentation of a transcript but may also depend on the evaluation of a portfolio of artwork.

ADMISSION REQUIREMENTS 2022-2023

The Admission Requirements above will be the same for the 2022-2023 Academic Year.

Major Code: 2588

Click here to view the Suggested Plan of Study (p. 3)

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (http://registrar.wvu.edu/gef/)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

General Education Foundations

<table>
<thead>
<tr>
<th>F1 - Composition &amp; Rhetoric</th>
<th>3-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 101</td>
<td></td>
</tr>
<tr>
<td>&amp; ENGL 102</td>
<td></td>
</tr>
<tr>
<td>or ENGL 103</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F2A/F2B - Science &amp; Technology</th>
<th>4-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Composition and Rhetoric and Composition, Rhetoric, and Research Accelerated Academic Writing</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F3 - Math &amp; Quantitative Reasoning</th>
<th>3-4</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>F4 - Society &amp; Connections</th>
<th>3</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>F5 - Human Inquiry &amp; the Past</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>F6 - The Arts &amp; Creativity</td>
<td>3</td>
</tr>
<tr>
<td>---------------------------</td>
<td>---</td>
</tr>
<tr>
<td>F7 - Global Studies &amp; Diversity</td>
<td>3</td>
</tr>
<tr>
<td>F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)</td>
<td>9</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>31-37</strong></td>
</tr>
</tbody>
</table>

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.

## Curriculum Requirements

### University Requirements

| GEF 1, 2, 3, 4, 5, 7, and 8 | 28 |
| ART 191 First-Year Seminar | 2 |
| Electives | 6 |
| **Total Hours** | **36** |

### School of Art and Design Requirements

A grade of C- or higher required in all ART and ARHS courses in the program requirements.

| ARHS 120 Survey of Art History 1 (may fulfill GEF 6) | 3 |
| ARHS 160 Survey of Art History 2 (may fulfill GEF 8) | 3 |

#### Studio Foundation Core

| ART 111 Drawing 1 | 3 |
| ART 112 Drawing 2 | 3 |
| ART 121 Visual Foundations 1 | 3 |
| ART 122 Visual Foundations 2 | 3 |
| ART 211 Figure Drawing | 3 |
| ART 212 Visual Foundations 3 | 3 |

### Global Positioning Studies (GPS) Requirement

**Global Positioning Studies (GPS) Requirement - At least one ART or ARHS course must fulfill the GPS requirement.**

**Writing Portfolio Requirement**

### Total Hours

| **Total Hours** | **24** |

**The School of Art and Design values and supports written communication abilities and critical thinking skills developed through iterative writing experiences across the curriculum and within the discipline. To meet this goal students must pass with a B- or better a writing portfolio requirement that includes examples of academic, professional, and reflective writing they have produced in their regular courses. The writing portfolio replaces the Writing Intensive “W” credit for all incoming students beginning Fall 2016. Students graduating Spring or Summer 2016 must complete a “W” course. Please contact the School of Art and Design for more information.**

## Graphic Design Major Requirements

A grade of C- or higher required in all ART and ARHS courses in the major requirements.

<table>
<thead>
<tr>
<th>ARHS 300/400 level</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARHS 406 Graphic Design History</td>
<td>3</td>
</tr>
<tr>
<td>ART 223 Introduction to Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 224 Graphic Design 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 325 Design for Web and Screen</td>
<td>3</td>
</tr>
<tr>
<td>ART 328 Advanced Typography</td>
<td>3</td>
</tr>
<tr>
<td>ART 323 Graphic Design 3</td>
<td>6</td>
</tr>
</tbody>
</table>

Choose one of the following:

| ART 324 Graphic Design 4 | 6 |
### Suggested Plan of Study

#### First Year

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 111</td>
<td>3</td>
<td>ART 112</td>
<td>3</td>
</tr>
<tr>
<td>ART 121</td>
<td>3</td>
<td>ART 122</td>
<td>3</td>
</tr>
<tr>
<td>ARHS 120 (GEF 6)</td>
<td>3</td>
<td>ARHS 160 (GEF 8)</td>
<td>3</td>
</tr>
<tr>
<td>ART 191 (University Requirement)</td>
<td>2</td>
<td>GEF 2</td>
<td>4</td>
</tr>
<tr>
<td>ENGL 101 (GEF 1)</td>
<td>3</td>
<td>GEF 5</td>
<td>3</td>
</tr>
<tr>
<td>GEF 4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>17</strong></td>
<td><strong>Spring</strong></td>
<td><strong>16</strong></td>
</tr>
</tbody>
</table>

#### Second Year

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 211</td>
<td>3</td>
<td>ART 212</td>
<td>3</td>
</tr>
<tr>
<td>ART 223</td>
<td>3</td>
<td>ART 224</td>
<td>3</td>
</tr>
<tr>
<td>ART 232</td>
<td>3</td>
<td>ART 234</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 102 (GEF 1)</td>
<td>3</td>
<td>GEF 3</td>
<td>3</td>
</tr>
<tr>
<td>ARHS 406</td>
<td>3</td>
<td>ARHS 300/400 level</td>
<td>3</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>15</strong></td>
<td><strong>15</strong></td>
<td></td>
</tr>
</tbody>
</table>

#### Third Year

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 323</td>
<td>3</td>
<td>ART 323</td>
<td>3</td>
</tr>
<tr>
<td>ART 328</td>
<td>3</td>
<td>ART 325</td>
<td>3</td>
</tr>
<tr>
<td>ART 200-level Elective</td>
<td>3</td>
<td>ART or ARHS 200/300/400 level</td>
<td>6</td>
</tr>
<tr>
<td>GEF 7</td>
<td>3</td>
<td>General Elective</td>
<td>3</td>
</tr>
<tr>
<td><strong>Total Elective</strong></td>
<td><strong>15</strong></td>
<td><strong>15</strong></td>
<td></td>
</tr>
</tbody>
</table>

#### Fourth Year

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 324 or 425</td>
<td>3</td>
<td>ART 324 or 425</td>
<td>3</td>
</tr>
<tr>
<td>ART 425</td>
<td>3</td>
<td>ART 425</td>
<td>3</td>
</tr>
</tbody>
</table>

---

*Excludes ARHS 411, ARHS 412, ARHS 413, ARHS 414*
Major Learning Outcomes

GRAPHIC DESIGN

The Bachelor of Fine Arts (B.F.A.) is a professional degree with an intensive focus on an area of the Arts supported by a program in general studies. The intent of the B.F.A. is to prepare for professional practice in the area of the degree.

- The ability to think, speak, and write clearly and effectively, and to communicate with precision, cogency and rhetorical force.
- An informed acquaintance with the mathematical and experimental methods of the physical and biological sciences, and with the main forms of analysis of the historical and quantitative techniques needed for investigating the workings and developments of modern society.
- An ability to address culture and history from a variety of perspectives.
- Understanding of, and experience in thinking about, moral and ethical problems.
- The ability to respect, understand and evaluate work in a variety of disciplines.
- The capacity to explain and defend views effectively and rationally.

Additional specific goals related to the graphic design degree:

- Understanding of and ability to develop strategies for planning, producing, and disseminating visual communications.
- Functional knowledge of creative approaches, and the analytical ability to make appropriate, purpose-based choices among them, and to use such approaches to identify communication opportunities and generate alternative solutions.
- Fluency in the use of the formal vocabulary and concepts of design—including content, elements, structure, style, and technology—in response to visual communication problems.
- Ability to use typography, images, diagrams, motion, sequencing, color, and other such elements effectively in the contexts of specific design projects.
- Ability to incorporate research and findings regarding people and contexts into communication design decision-making.
- Understanding of design at different scales, ranging from components to systems and from artifacts to experiences.
- Ability to exercise critical judgment about the student’s own design and the design of others with regard to usefulness, usability, desirability, technological feasibility, economic viability, and sustainability in terms of long-term consequences.
- Acquisition of collaborative skills and the ability to work effectively in interdisciplinary or multidisciplinary teams to solve complex problems.
- Understanding of and the ability to use technology, including but not limited to: (1) Functional understanding of how to continue learning technology, recognizing that technological change is constant. (2) Ability to conduct critical evaluations of different technologies in specific design problem contexts, including the placement of technical issues in the service of human-centered priorities and matching relationships between technologies and the people expected to use them. (3) Functional capability to shape and create technological tools and systems to address communication problems and further communication goals. (4) Ability to recognize and analyze the social, cultural, and economic implications of technology on message creation and production and on human behavior, and to incorporate results into design decisions.
- Functional knowledge of professional design practices and processes.

ART 102. Non-Major Ceramics. 3 Hours.
The course is designed to teach basic ceramic skills associated with beginning pottery. Emphasis is on throwing techniques, trimming, handle attachment, basic ceramic design, glazing and studio practices.

ART 103. Materials and Procedures. 2.3 Hours.
Designed to guide elementary education majors in developing skills to teach visual arts within the PreK-8 classroom. Using age-appropriate 2-D and 3-D materials and resources students will pursue technical craftsmanship, employ elements and principles of design, and explore art concepts through a series of hands-on activities and projects. Learning relies on engagement with studio art production, lecture/demonstration, teaching labs, readings.

ART 109. Basic Drawing 1 for Non-Majors. 3 Hours.
A beginning-level studio experience emphasizing the application of techniques and materials in rendering. Designed for non-art majors and those seeking to improve their portfolios to gain entrance into the BFA studio program.

ART 110. Basic Drawing 2 for Non Majors. 3 Hours.
PR: ART 109 or consent. A studio experience building upon skills and techniques gained in ART 109. Includes the examination of drawing through expanded materials. For non-art majors, those seeking to improve their portfolios and enter the BFA program.

ART 111. Drawing 1. 3 Hours.
The course emphasizes fundamental principles of drawing with a focus on building basic skills through direct observation, using traditional graphic media and expression.
ART 112. Drawing 2. 3 Hours.
The course emphasizes fundamental principles of drawing with a focus on more expressive approaches to basic problems. Greater emphasis is placed on abstraction and non-traditional drawing processes and media.

ART 121. Visual Foundations 1. 3 Hours.
The course provides an introduction to the fundamental principles and concepts of two-dimensional image making with an emphasis on color theory and design. Through creative assignments students develop abilities and visual awareness emphasizing the basics of color perception, form, proportion and rhythm.

ART 122. Visual Foundations 2. 3 Hours.
The course incorporates projects involving abstract and representational ideas in three dimensions and investigates the basic concepts of line, plane, volume, form, mass, texture, composition and time.

ART 191. First-Year Seminar. 1-3 Hours.
Engages students in active learning strategies that enable effective transition to college life at WVU. Students will explore school, college and university programs, policies and services relevant to academic success. Provides active learning activities that enable effective transition to the academic environment. Students examine school, college and university programs, policies and services.

ART 211. Figure Drawing. 3 Hours.
PR: ART 111 and ART 112 and ART 121. This class concentrates on compositional structure from the human figure. Students will investigate organic nature of the figure and its representation in space using a wide variety of media and processes. (May be repeated for credit.).

ART 212. Visual Foundations 3. 3 Hours.
PR: ART 111 and ART 112 and ART 121 and ART 122. This class expands media possibilities and examines the variables of image-making while establishing personal expression. The course is designed to develop analytical and problem solving skills as well as technical processes.

ART 213. Painting 1. 3 Hours.
PR: ART 111 and ART 112 and ART 121. The course serves as an introduction to painting with concentration on structure, techniques and imagery. Emphasis is on the development of skills in rendering works which express light, color and form integral to the medium.

ART 214. Painting 2. 3 Hours.
PR: ART 111 and ART 112 and ART 121. The course provides the essential structure, techniques and iconography of painting. Its modern development, augmenting the traditional languages of painting, are clarified and isolated.

ART 217. Arts and Cultural Organizations. 3 Hours.
An introduction to the types of non-profit arts and cultural organization and the field of arts administration. Coursework will focus on issues related to the performing and visual arts in the non-profit sector.

ART 223. Introduction to Graphic Design. 3 Hours.
PR: ART 111 and ART 112 and ART 121. The course emphasizes the application of traditional and technological skills emphasizing color, composition, symbolic drawing, and typography fundamental to the field of graphic design.

ART 224. Graphic Design 2. 3 Hours.
PR: ART 111 and ART 112 and ART 121 and ART 122. This course emphasizes typography, sequential projects and complex compositions, and includes preparation as well as review of upper-level entrance portfolios.

ART 226. Introduction to Sculpture. 3 Hours.
PR: ART 111 and ART 112 and ART 121. The course focuses on creative expression using basic traditional materials and techniques. Students explore aesthetics and contemporary issues while acquiring a working knowledge of various sculptural media.

ART 227. Sculpture. 3 Hours.
PR: ART 111 and ART 112 and ART 121. New construction techniques including stretched canvas over wood encaustics, molds, plasticiene, and figure modeling will aid the students in developing problem-solving skills related to aesthetics and formal sculptural issues.

ART 230. Printmaking - Intaglio and Relief. 3 Hours.
PR: ART 111 and ART 112 and ART 121. This course is a fundamental printmaking class concerned with creating an understanding and sensitivity towards intaglio processes and techniques. Students explore and develop visual ideas and images using non-traditional approaches.

ART 231. Printmaking - Lithography. 3 Hours.
PR: ART 111 and ART 112 and ART 121. This course is an introduction to the fundamental processes of lithography with a focus on developing imagery and technical proficiency. Students acquire a working knowledge of the medium while examining aesthetics, contemporary discourse, and history as an art form.

ART 232. Photography. 3 Hours.
PR: ART 111 and ART 112 and ART 121. The class provides an introduction to the fundamentals of black and white photography. This course covers the tools, materials and principles of the photographic art, focusing on both the technical and visual aspects of the medium.

ART 234. Digital Photography. 3 Hours.
PR: ART 232. This course will explore the fundamentals of photography using digital cameras and Adobe Photoshop software. Emphasis will be placed on processes in the digital darkroom, specialized lighting methods and concept development.
ART 235. Introduction to Silkscreen. 3 Hours.
Printmaking class concerned with creating an understanding and sensitivity towards silkscreen processes, techniques, and developing ideas and images using multiple approaches. Students acquire knowledge of silkscreen, examine its aesthetics, discourse, and history.

ART 236. Mobile Digital Photography. 3 Hours.
Explores photography basics using a mobile device and digital applications. Emphasis will be on the design elements of photography, postproduction processes, application of mobile tools, and concept development. Construction of photographic narratives through control of exposure, shaping of light, sequence, and text integration will be addressed in the course project.

ART 240. Ceramics. 3 Hours.
PR: ART 111 and ART 112 and ART 122. The course covers basic ceramic techniques including throwing, trimming, ceramic design, glazing, firing and studio practices. Lectures cover basic ceramic material, information and studio procedures.

ART 241. Ceramics. 3 Hours.
PR: ART 111 and ART 112 and ART 122. The course continues the study of basic ceramic techniques: throwing, trimming, ceramic design glazing, firing and studio practices. Lectures cover basic ceramic material, information and studio procedures.

ART 242. Life Modeling. 3 Hours.
PR: ART 111 and ART 112 and ART 121 and ART 122. Explores entry-level figure modeling including basic bust and small-scale figure modeling. Covers techniques of clay building from armature to plaster or wax castings.

ART 264. Introduction to Art Education. 3 Hours.
PR: ART 111 and ART 112 and ART 121 and ART 122. Contemporary art education and resources that support its practices. Students also interact with experienced K-12 art specialists and their various grade levels.

ART 265. Art Education: Elementary. 3 Hours.
PR: ART 264. This course is designed on the discipline-based content and the character of art education at the elementary level. Emphasis is placed on child-centered curriculum development. Course content is based on the WV CSOs and national standards.

ART 266. Art Education: Secondary. 3 Hours.
PR: ART 264. This course is designed on discipline-based content and the character of art education at the secondary level. Emphasis is placed on child-centered curriculum development. Course content is based on the WV CSOs and national standards.

ART 270. Introduction to Electronic Media 1. 3 Hours.
PR: ART 112 and ART 121 and ART 122. Class provides introduction to fundamentals of digital media. Explores digital photography, animation multimedia. Covers use of various software, focuses on sound, technical foundation and esthetic proficiency in these media.

ART 271. Introduction to Electronic Media 2. 3 Hours.
PR: ART 270. A continued exploration into applications and aesthetics of digital media. Attention is given to historical and contemporary critical contest for this media. Students encouraged to create hybrids between media and digital approaches.

ART 272. Designing for Multimedia. 3 Hours.
This course explores 2D and 4D visual design in a digital media context. Students learn the foundations of visual design including composition, hierarchy, unity and color theory. These concepts are explored through digital media tools.

ART 273. Beginning 3D Animation. 3 Hours.
Introduction to 3D computer modeling and animation. Fundamental concepts and techniques of polygonal modeling, shading, texturing, lighting, animating and rendering. Character design and bipedal animation. The course culminates with the production an original, character-based group animation.

ART 280. Studio Art for Art Historians. 3 Hours.
PR: ARHS 120 and ARHS 160. Experiential investigation of art studio practice; guest artist demonstrations. Emphasis on understanding materials, terminology, and artistic processes. May be repeated for credit.

ART 285. Interactive Audio Design. 3 Hours.
PR: ART 121 and ART 122 with a minimum grade of C- in each and must be enrolled in the Interactive Design for Media major or minor. Covers core principles of audio design and control in an interactive environment. Students will learn about sound creation and propagation, audio recording and editing, the structure and emotional effect of music, and the function and application of sound effects to augment interactive experiences.

ART 293. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ART 298. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

ART 313. Painting 3. 1-15 Hours.
PR: ART 213 and ART 214. (May be repeated for a maximum of 36 credit hours.) The course reaffirms and expands formal criteria established in 213 and 214 and directs individual research into personal, historical and contemporary painting issues in oil, acrylic and related media.

ART 315. Arts Administration. 3 Hours.
This course provides a practical approach to understanding arts management in not-for-profit organizations. Topics include facilities management, leadership, programming, audience development, board relations, and fundraising.
ART 316. Arts Programming. 3 Hours.
PR: ART 217. The course examines principles and best practices related to comprehensive arts and cultural programming. Program theory, partnerships, program evaluation, volunteer coordination, marketing, and related topics will be explored.

ART 323. Graphic Design 3. 12 Hours.
PR: ART 224. Varied hypothetical projects give students a methodology for solving applied design projects in a range of formats. This class will deal with a combination of computer graphics, book arts, publication design and multi-media projects. Portfolio review. (May be repeated for credit.).

ART 324. Graphic Design 4. 1-9 Hours.
PR: ART 323. Senior graphic design studio includes a model studio with real projects, most of which are produced and printed. Emphasis is on developing professional skills in design and design management. (May be repeated for credit.).

ART 325. Design for Web and Screen. 3 Hours.
PR: ART 223 and ART 224. Introduction to the technologies and methodologies utilized in graphic design for the web and other screen- based interfaces. This course focuses on an entire design process including information architecture, visual aesthetics and usability.

ART 326. Sculpture. 1-15 Hours.
PR: ART 226 and ART 227. Students continue to examine personal iconography as it pertains to aspects of contemporary sculpture. Topics explored are concept-oriented, using stone, concrete, glass, and emphasizing craftsmanship and aesthetic issues. (May be repeated for credit.).

ART 327. Installation Art. 1-15 Hours.
PR: ART 122. Students investigate this contemporary art form through a series of temporary, site-specific sculptural environments. Conventional art media and concepts are challenged as students develop alternative solutions to creative problems. (May be repeated for credit.).

ART 328. Advanced Typography. 3 Hours.
PR: ART 224. Students will study taxonomy, history and classification of typography as well as create projects in diverse formats such as posters, publications, exhibits or packaging to experience the typographic contexts and etiquette for each.

ART 330. Printmaking. 1-15 Hours.
PR: ART 230 and ART 231. An exploration of color printmaking, advancing imagery through critical contexts. Students focus on technical mastery in lithography, intaglio, relief and alternative processes, expand their knowledge of printmaking's history and develop creative problem solving skills. (May be repeated for credit.).

ART 331. GPS-Jackson Hole Photography Workshop. 3 Hours.
Ten-day intensive photography field course that explores the diverse and remote region of northwestern Wyoming. Course includes daily excursions, darkroom and digital work sessions, gallery visits, and evening presentations.

ART 332. Intermediate Photography. 3,6 Hours.
PR: ART 232 and ART 234. This course expands on the formal and critical criteria established in the introductory courses, and directs creative research into personal, historical, and contemporary issues. Students explore larger format cameras and advanced lighting techniques.

ART 333. Alternative Photography. 3-6 Hours.
PR: ART 232 and ART 234. This course explores alternative photographic techniques and concepts that expand the definition of the medium. Techniques may include hand-applied emulsions, contemporary liquid emulsions, pinhole and plastic cameras, and digital negatives.

ART 335. Advanced Photography. 6 Hours.
PR: ART 332 and ART 333. In this course emphasis will be on furthering explorations in the study of personal expression and development of creative style. Advanced camera, lighting and digital techniques are covered as needed.

ART 340. Ceramics. 1-15 Hours.
PR: ART 240 and ART 241. This intense studio concentration is designed to prepare students for graduate studies and/or professional studio practices. Historical and contemporary design issues, kiln design and building, firing, glaze and clay formulation, studio practices and advanced-level throwing and hand- building techniques will be studied. (May be repeated for credit.).

ART 341. Ceramic Production Methods. 3 Hours.
PR: ART 240 or consent. This course expands the student's experiences in ceramics through the use of industrial techniques, production equipment and business tools for the development, production and marketing of ceramic products.

ART 365. Pre-Student Teaching. 3 Hours.
PR: ART 265 and ART 266. The course concentrates on curriculum development, research methods, and delivery strategies for K-12 art specialists preparing for their professional semester.

ART 367. Technology Methods in Art Education. 3 Hours.
PR: ART 264. Examines multiple aspects of classroom technology in arts education. Combines hands-on computer techniques, critical analysis of digital art, and practical experience with curriculum design focusing on the integration and teaching of new and emerging technologies within K-12 school classrooms.

ART 370. Intermediate Electronic Media. 3,6 Hours.
PR: ART 270 and ART 271. Students will expand explorations in video production from ART 271 and examine opportunities of creative works on the Internet. Building video skills and methodologies, students will create dynamic and artistic web pages.
ART 444. Promoting the Arts and Culture. 3 Hours.
Provides a framework for effective promotion of non-profit performing arts, visual arts and service organizations in the cultural arts industry. Develops an awareness of arts organizations in the current social, cultural, and commercial environments.
ART 445. Senior Capstone. 3 Hours.
Seminar culminating scholarly experience of the undergraduate art therapy program. Provides the opportunity to explore, research, and articulate individual perspectives on art-making and personal strengths related to future careers in art therapy. Includes lectures, guest speakers/visiting artists, reflective art-making and written assignments.

ART 470. Senior Projects in Intermedia. 6 Hours.
PR: Consent. Advanced study towards completion of senior-level projects in intermedia. Projects are developed to meet individualized goals. The course culminates with participation in a senior student exhibition as well as other exit requirements.

ART 472. Advanced Interactive Design. 3 Hours.
PR: ART 272 and ART 372 and JRL 225 with a minimum grade of C- in each. This course is a semester long, self-directed project focusing on specific interactive design applications in conjunction with advice and consultation from the instructor.

ART 485. Experiments in Interactivity. 3 Hours.
PR: ART 372 and JRL 262 with a minimum grade of C- in each and students must be enrolled in the Interactive Design for Media minor or major. Addresses core principles of microcomputer programming, sensor interaction, and the Internet of Things to create site-specific interactive environments. Students will establish a critical awareness of computer-controlled environments through programming, circuit construction, and customized console design. Technologies explored include Raspberry Pi microcomputers, Arduinos, and 3D printing.

ART 490. Teaching Practicum. 1-3 Hours.
PR: Consent. Teaching practice as a tutor or assistant.

ART 491. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 491B. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 491D. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 492. Directed Study. 1-3 Hours.
Directed study, reading and/or research.

ART 493. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ART 494. Seminar. 1-3 Hours.
PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

ART 495. Independent Study. 1-6 Hours.
Faculty supervised study of topics not available through regular course offerings.

ART 496. Senior Thesis. 1-3 Hours.
PR: Consent.

ART 497. Research. 1-6 Hours.
Independent research projects.

ART 498. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

ART 499. Global Service Learning. 1-3 Hours.
PR: Consent. Theory and practice of global service learning. The main objective will be to pair the experiential aspects of meaningful and sustained service in the host community with work from the student’s anchor course by offering a methodological framework for cultural immersion and community service as well as adding to the content of the anchor course.