School of Art and Design

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Degrees Offered
- Bachelor of Arts with majors in Art History and Interactive Design for Media.
- Bachelor of Fine Arts in Art and Design with majors in Art Education, Ceramics, Graphic Design, Intermedia/Photography, Painting, Printmaking, and Sculpture.

Mission
The mission of the School of Art and Design is to contribute to the greater good of art, education, and culture.

Nature of Program
The School of Art and Design is an accredited institutional member of the National Association of Schools of Art and Design (NASAD). The curriculum of the School is designed to afford the student an opportunity to explore the visual arts. Undergraduate programs offer scholarly and studio experiences to potential artists and teachers. The in-depth instruction is enhanced by the close working relationship between students and faculty, which allows sharing the insights and investigative processes of professional artists and scholars.

Global Positioning Studies (GPS)
Global Positioning Studies (GPS) is an interdisciplinary visual arts initiative within the School of Art and Design. It positions students at the crossroads between a local sense of place and a global understanding of that place in the world. Through direct experience, GPS courses encourage students to engage the world as a fertile ground for art making and critical research. All Art and Design majors are expected to take at least one GPS-designated course to count toward degree requirements. See course details at: artanddesign.wvu.edu/gps.

International Study Opportunities
The School of Art and Design has established excellent international educational programs. These include summer study, short term, and semester-long programs. The focus of these international programs is with sister institutions in Chile, China, and Italy. Additional opportunities in other countries are also available. Students should consult with their academic advisor about taking language courses and other liberal studies courses that would support international studies. See details at: http://artanddesign.wvu.edu/field-study/international-programs.

Scholarships
The College of Creative Arts offers a limited number of special College-based scholarship awards for freshman and current students enrolled in its programs. College-based awards are granted on the demonstration of outstanding talent, academic achievement, and future potential for success in the Art and Design program.

Information regarding both University, College of Creative Arts, and Art and Design Scholarships can be found at http://ccarts.wvu.edu/academics/scholarships.

FACULTY
DIRECTOR
- Alison Helm - M.F.A. (Syracuse University)
  - Sculpture

ASSOCIATE DIRECTOR, UNDERGRADUATE ADVISOR
- Kristina Olson - M.A. (Stony Brook University)
  - Art History-Modern and Contemporary, Art criticism
GRADUATE ADVISOR

- Joseph Lupo - M.F.A. (University of Georgia)
  Printmaking

PROFESSORS

- Eve Faulkes - M.F.A. (Rhode Island School of Design)
  Graphic Design
- Janet Snyder - Ph.D. (Columbia University)
  Art History-Ancient, Medieval, Northern Renaissance, Native American

ASSOCIATE PROFESSORS

- Joseph Galbreath - M.F.A. (Maryland Institute College of Art)
  Graphic Design
- Gerald Habarth - M.F.A. (University of South Florida)
  Electronic Media
- Jason Lee - M.F.A. (University of Wisconsin-Madison)
  Sculpture, Foundations
- Robert Moore - M.F.A. (Utah State University)
  Ceramics
- Rhonda Reymond - Ph.D. (University of Georgia)
  Art History-American, African American, 17th-19th century European art
- Shoji Satake - M.F.A. (University of Indiana-Bloomington)
  Ceramics
- Michael Sherwin - M.F.A. (University of Oregon)
  Photography, Digital imaging
- Naijun Zhang - M.F.A. (West Virginia University)
  Painting, Drawing

ASSISTANT PROFESSORS

- Dylan Collins - M.F.A. (Kent State University)
  Sculpture, Drawing
- Terese Giobbia - Ph.D. (Northern Illinois University)
  Art Education
- Jeffrey Moser - M.F.A. (University of Delaware)
  Interactive Media Design
- Kofi Opoku - M.F.A. (West Virginia University)
  Graphic Design
- Amy Schissel - M.F.A. (University of Ottawa)
  Painting, Drawing

LECTURERS

- Jennifer Allen - M.F.A. (Indiana University-Bloomington)
  Ceramics
- Douglas Barkey - M.F.A. (University of Iowa)
  Photography
- Aaron Blum - M.F.A. (Syracuse University)
  Photography
- Sonda Cheesebrough - M.A. (West Virginia University)
  Art Education
- Ceci Dadisman - B.M. (West Virginia University)
  Arts Administration
- Kelley Galbreath - M.F.A. (Maryland Institute College of Art)
  Graphic Design
- Brett Herron - M.F.A. (West Virginia University)
  Printmaking
- Ronald Hollingshead - M.F.A. (West Virginia University)
  Sculpture
• Katherine Inge - Ph.D. candidate (University of Arizona)
  Art History
• Patrick Jones - M.F.A. and M.A. (West Virginia University)
  Painting, Drawing, Art History
• Lourdes Karas - B.A. (Alleighney College)
  Arts Administration
• Michael Loop - M.F.A. (West Virginia University)
  Foundations, Sculpture
• Shalya Marsh - M.F.A. (University of Nebraska-Lincoln)
  Gallery Manager
• Jack Moffett - Master of Design in Interaction Design (Carnegie Mellon University)
  Graphic Design
• Linda Rosefsky - M.A. (West Virginia University)
  Art History
• J. Bernard Schultz - Ph.D. (University of Pittsburgh)
  Art History

ASSOCIATE PROFESSORS EMERITI
• Victoria Fergus
  Art Education

Admission into Program
ENTRANCE PORTFOLIO
The School of Art and Design requires a portfolio review for all applicants to the Bachelor of Fine Arts program. 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 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.

• Advising (p. 3)
• Audit, Credit by Examination, Pass/Fail, and Non-Art Major Courses (p. 3)
• Grade Point Average (p. 3)
• Student Work (p. 4)
• Art Supplies (p. 4)
• Graphic Design Portfolio (p. 4)

Advising
The College of Creative Arts requires all art majors to confer each semester with an academic advisor in order to maintain the correct distribution of coursework, to plan schedules for future semesters, and to prepare for graduation. BFA students will find it difficult to carry more than three studio art classes in one semester. Ultimately, it is the student’s responsibility to ensure that all requirements for graduation are met.

Audit, Credit by Examination, Pass/Fail, and Non-Art Major Courses
No studio or art history courses are available on an audit or credit by examination basis. Students enrolled in the School of Art and Design may not take art classes on a pass/fail basis. Courses designated for non-art majors may not be substituted for art degree requirements unless approved in advance by the director of the School of Art and Design.

Grade Point Average
A degree candidate in the School of Art and Design must maintain a minimum GPA of 2.0 (C); admission to the teacher certification program requires a 2.5 GPA. Students must earn a grade of C- or higher in art studio and/or art history and/or art education classes in order for the course to fulfill degree requirements. In addition, students may be requested to present a portfolio of selected works for examination and evaluation by a faculty committee. The committee is empowered to make recommendations regarding the student’s status as a major in art and their continuation toward a degree in art.
Student Work

Every effort is made to protect student work and property. Work displayed in the Mesaros Galleries is insured for the exhibition period. The School of Art and Design and the College of Creative Arts does not accept responsibility for damage or losses under any other circumstances. The School of Art and Design reserves the right to retain examples of student work for reproduction and exhibition purposes and NASAD accreditation reviews.

Art Supplies

The School of Art and Design orders in advance some necessary supplies for course projects. Students will also need to purchase materials for individual or specialized projects.

Graphic Design Portfolio

Following completion of the Foundation Core along with ART 223 Introduction to Graphic Design and ART 224 Graphic Design 2, 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.

Minors

- Art History (p. 4)
- Ceramics (p. 4)
- Electronic Media (p. 5)
- Interactive Design for Media (p. 5)
- Painting (p. 5)
- Photography (p. 6)
- Printmaking (p. 6)
- Sculpture (p. 6)

ART HISTORY MINOR

MINOR CODE - U036

The study of the history of art can enhance comprehension of students' primary field of study and permit them to achieve a broader and deeper understanding of cultural history. First-hand observation and close study are emphasized. It is intended to help develop skills in critical thinking, written communication, and research. Since the minor in Art History requires a considerable grasp of writing and research, the vocabulary and technical aspects of art historical writing and research are addressed in both the survey and in the upper-level courses. This minor is especially beneficial for those students pursuing careers that demand an understanding of historical and contemporary culture.

Students must maintain an overall GPA of 2.5 with a grade of C or better in all required courses.

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARHS 120</td>
<td>Survey of Art History 1</td>
<td>3</td>
</tr>
<tr>
<td>ARHS 160</td>
<td>Survey of Art History 2</td>
<td>3</td>
</tr>
<tr>
<td>ARHS 240</td>
<td>Art Theory</td>
<td>3</td>
</tr>
<tr>
<td>Upper Division (300 or above) Art History (ARHS) courses</td>
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<td>9</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td></td>
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</table>

CERAMICS MINOR

MINOR CODE - U113

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
<th>Hours</th>
</tr>
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<tbody>
<tr>
<td>ART 112</td>
<td>Drawing 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 122</td>
<td>Visual Foundations 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 241 or ART 240</td>
<td>Ceramics</td>
<td>3</td>
</tr>
<tr>
<td>Portfolio Review</td>
<td>Ceramics</td>
<td></td>
</tr>
<tr>
<td>ART 340</td>
<td>Ceramics</td>
<td>9</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td></td>
<td><strong>18</strong></td>
</tr>
</tbody>
</table>
ELECTRONIC MEDIA MINOR
MINOR CODE - U116

Students in Electronic Media use digital tools and media—computers, the internet, digital cameras, cell phones, and others—to produce artworks such as animation, video and audio productions, interactive art and web-based artworks. Students are exposed to the exciting and rapidly expanding world of multimedia art while learning many valuable skills applicable to today’s job market. A minimum GPA of 2.0 is required in all minor courses.

<table>
<thead>
<tr>
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<th>Title</th>
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</thead>
<tbody>
<tr>
<td>ART 112</td>
<td>Drawing 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 121</td>
<td>Visual Foundations 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 270</td>
<td>Introduction to Electronic Media 1</td>
<td>3</td>
</tr>
<tr>
<td>or ART 271</td>
<td>Introduction to Electronic Media 2</td>
<td></td>
</tr>
<tr>
<td>ART 370</td>
<td>Intermediate Electronic Media</td>
<td>3</td>
</tr>
<tr>
<td>ART 370</td>
<td>Intermediate Electronic Media</td>
<td>3</td>
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<td>ART 370</td>
<td>Intermediate Electronic Media</td>
<td>3</td>
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<tr>
<td>Total Hours</td>
<td></td>
<td>18</td>
</tr>
</tbody>
</table>

INTERACTIVE DESIGN FOR MEDIA MINOR
MINOR CODE - U129

The interactive media design minor is intended to close an existing gap between the College of Creative Arts and the College of Media by providing a finely-tuned curriculum supplement for journalism and strategic communications students that delivers emergent digital and interactive design skills while expanding learning opportunities for art and design students in the study of narrative methodologies, multimedia and visual storytelling. This minor is restricted to students with a major in either the College of Media or the College of Creative Arts.

Through collaboration and shared support between the College of Creative Arts and the College of Media, students will be able to acquire critical competitive skills in interactive design and visual narrative using new technologies that will make them highly competitive in an environment that is increasingly determined by digital and visual media. To complete the interactive media design minor, students must schedule an appointment with their advisor in the School of Art and Design or the College of Media.

To earn this minor, a minimum grade of C- is required in all minor courses.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ART 272</td>
<td>Designing for Multimedia</td>
<td>3</td>
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<tr>
<td>JRL 210</td>
<td>Visual Journalism and New Media</td>
<td>3</td>
</tr>
<tr>
<td>ART 270</td>
<td>Introduction to Electronic Media 1</td>
<td></td>
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<tr>
<td>JRL 225</td>
<td>Media Tools &amp; Applications</td>
<td>3</td>
</tr>
<tr>
<td>JRL 322</td>
<td>Gaming Design and Digital Narrative</td>
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<tr>
<td>ART 372</td>
<td>Interactive Design</td>
<td>3</td>
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<tr>
<td>JRL 472</td>
<td>Advanced Interactive Design</td>
<td>3</td>
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<tr>
<td>Total Hours</td>
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<td>18</td>
</tr>
</tbody>
</table>

PAINTING MINOR
MINOR CODE - U114

The minor in Painting is designed to introduce students to the foundation of painting media. Traditional and experimental painting in both figurative and abstract imagery is explored. Learning is both one-on-one and collaborative, so that personal exploration and wider aesthetic discourse are heightened.

A minimum GPA of 2.0 is required in all minor courses.

<table>
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<td>ART 121</td>
<td>Visual Foundations 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 213</td>
<td>Painting 1</td>
<td>3</td>
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<td>ART 313</td>
<td>Painting 3</td>
<td>9</td>
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<tr>
<td>Total Hours</td>
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<td>18</td>
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</table>
PHOTOGRAPHY MINOR

MINOR CODE - U115

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 112</td>
<td>Drawing 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 121</td>
<td>Visual Foundations 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 232</td>
<td>Photography</td>
<td>3</td>
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<tr>
<td>Select from the following:</td>
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<tr>
<td>ART 332</td>
<td>Intermediate Photography (repeated three times)</td>
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</tr>
<tr>
<td>ART 333</td>
<td>Alternative Photography</td>
<td></td>
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<tr>
<td>&amp; ART 331 and GPS-Jackson Hole Photography Workshop</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total Hours 18

* 6 credits required of ART 333 and 3 credits required of ART 331.

PRINTMAKING MINOR

In Printmaking, particular attention is given to developing the student’s personal imagery, built upon a solid foundation in traditional and non-traditional processes. This program provides a cohesive offering of courses that focus upon the students’ visual expression through their examination of formal issues, media exploration, relevant histories, contemporary critical discourse, and diverse approaches to problem-solving. A minimum GPA of 2.0 is required in all minor course.

MINOR CODE - U118

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
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<td>3</td>
</tr>
<tr>
<td>ART 121</td>
<td>Visual Foundations 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 230</td>
<td>Printmaking - Intaglio and Relief</td>
<td>3</td>
</tr>
<tr>
<td>or ART 231</td>
<td>Printmaking - Lithography</td>
<td></td>
</tr>
<tr>
<td>ART 330</td>
<td>Printmaking</td>
<td>9</td>
</tr>
</tbody>
</table>

Total Hours 18

SCULPTURE MINOR

The Sculpture program curriculum provides a thorough grounding in many different materials and processes and is structured to enhance the student’s ability to solve structural, spatial, formal, and conceptual problems. Wood and metal studios, featuring a wide variety of equipment, allow students to investigate diverse materials and techniques in their exploration of the medium of sculpture. A minimum GPA of 2.0 is required in all minor courses.

MINOR CODE - U117

<table>
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<td>Visual Foundations 2</td>
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<tr>
<td>ART 227</td>
<td>Sculpture</td>
<td>3</td>
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<tr>
<td>ART 326</td>
<td>Sculpture</td>
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Total Hours 18