

- 3. CSC 115, 321, 360, 365
- 4. Digital Media Studies Seminar 490
- B. Art Emphasis requirements—28 hours
 - 1. ART 113, 116, 198, 232
 - 2. ART 346, 398, 445, 499
 - 3. Art History 319 and 2 of 313, 314, 315—9 hours
- C. Communication Arts Emphasis—24 hours
See Communication Arts Department for complete details.
- D. Computer Science Emphasis—23 hours
See Computer Science Department for complete details.

III. Teacher Licensure for Visual Arts (Grades K-12)

- A. Major requirements as shown above. Must include: ART 216, 242, 311, 323; 2 areas in the secondary concentration may be used to facilitate this requirement.
- B. Completion of Professional Education: ART 325; EDU 150, 250, 326, 417, & 435; PSY 213, 318; SE 225.
- C. Completion of applicable portions of the Praxis II.
- D. For additional information, see the Director of Teacher Education.

IV. Minor in Art—24 hours

- A. Core for all art minors—15 hours
 - 1. ART 113, 114, 116, 117
 - 2. ART 313 or 314
- B. Art Electives—9 hours

Assessment of Majors

- 1. Students with a major in the Department of Art are required to take Mid Program Review with the art faculty to include assessment of work done in the major after completion of 12 hours. See ART 198.

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Course Offerings in Art (ART)

117. Drawing II (3) S

Prerequisite: ART 116.

Objective and subjective representation of the human figure through various traditional and nontraditional drawing media. Six studio hours per week.

120. Introduction to Digital Imaging (3) F, S

Prerequisites: ART 113, 114, 116.

An introduction to the creative potential and application of computer-generated art. Applied instruction combined with theoretical considerations guide students to a basic understanding of the computer as a creative medium. Six studio hours per week.

198. Freshman Seminar (1) F or S

Introduction to Art major emphases, program and department expectations, interna-

323. Sculpture I (3) F

Prerequisite: ART 116.

An introductory course to the various processes, tools, and techniques that are used in creating 3-dimensional sculpture. Six studio hours per week.

324. Sculpture II (3) S

Prerequisite: ART 116.

Modeling and casting in various materials. Six studio hours per week.

333. Sculpture III Life Modeling (3) F

Prerequisite: Art 324.

Individual development of sculpture areas with specific concentration on concept, composition, and content. Research oriented through slides, books, and actual works. Individual responsibility for subject matter encouraged.

343. Printmaking II (3) F, S

Prerequisite: ART 242.

Continuing study of printmaking processes and techniques. Emphasis on developing visual expression and concept through the printmaking mediums. Six studio hours per week.

345. Graphic Design II (3) S

Prerequisite ART 221. Six studio hours per week.

A continuation of Graphic Design I with emphasis on advanced design techniques, studio practices, artwork presentation, publication design, pre-press methods, color separation, and scanning.

346. Graphic Design III (3) F

Prerequisite ART 222. Six studio hours per week.

424. Sculpture IV (3) F

Prerequisites: Art 333.

Individual development of sculpture problems and techniques. Students are responsible for developing a thematic investigation of a specific concept using appropriate methods, materials and techniques.

445. Graphic Design IV (3) S

Prerequisite: ART 346. Six studio hours per week.

An introduction to illustration and consideration of image as communication. Emphasis will be placed on experimental techniques, methods, and the creative use of imagery, materials, and the computer for production purposes.

485. Internship/Apprenticeship (2-4) on Demand

Students are assigned supervised practical work or studio experience in their chosen area of concentration in art. Does not satisfy art major or minor requirements. May be taken for a maximum of nine credit hours. Pass/Fail. Permission of department required.

490. Digital Media Studies Senior Seminar (3) F, S

Capstone course for DMS majors to bring the emphases together for exposure to the variety of fields of digital media and associated workplace cultures. Includes case studies, guest speakers, field trips and an interdisciplinary group project culminating in the production of a computer-based portfolio for job search. Reciprocal with CSC and COM.

499. Portfolio and Graduating Exhibition (2) F, S

Prerequisite: Consent of the primary area faculty, the chair of the department, and the gallery director; ART 198, 398.

Portfolio selection, compilation, and documentation of student's work in the chosen area of concentration. Students must present an exhibition of their work in a gallery setting. Work exhibited may represent both primary and secondary concentrations.

Teacher Licensure**325. Art in the Elementary Schools (3) F, S, Su**

A course designed especially for the elementary teacher developing art skills drawn from study units in art appreciation. No credit toward a major in art.

357. Instructional Design VII: Integrating Art into Classroom Instruction (2) F, S

Design and implementation of classroom instruction through art with attention to current issues, problems and practices in the field including integration of art in classroom instruction, national standards, integration of technology, diversity, inclusion, and faith and ethics.

180-280-380-480. Study Abroad Programs (1-4) As Needed

All courses and their application must be defined and approved prior to travel.

195-6-7. Special Studies (1-4) On Demand

Lower-level group studies which do not appear in the regular department offerings.

395-6-7. Special Studies (1-4) On Demand

Upper-level group studies which do not appear in the regular department offerings.

495-6-7. Independent Study (1-4) On Demand

Individual research under the guidance of a faculty member(s).