

STUDIO & DIGITAL ART (ARTS)

ARTS 105 Art Appreciation 3 Credit Hour(s)

The development of a satisfying discourse between the student and the work of art, employing a selective survey of major achievements and movements in the visual art of western civilization.

Offered: Residential and Online

ARTS 113 2D Foundations 3 Credit Hour(s)

An introduction to visual thinking through the elements and principles of design. This course provides an overview of creative foundations and how the elements and principles of design integrate to form fully developed artworks.

Offered: Residential and Online

ARTS 114 3D Foundations 3 Credit Hour(s)

A fundamental course with an emphasis on means of construction, analysis of materials and structural examinations that support conceptual development of 3 dimensional art. Emphasis placed on characterizing the elements and principles of design and how they each integrate to form fully realized works of 3D art. Students will develop projects using a variety of materials and methods.

Offered: Residential and Online

ARTS 201 History of Art I 3 Credit Hour(s)

This course is a chronological survey of Western art and architecture from Prehistoric times to the 15th century, with the goal of analyzing works of art from a Christian worldview. Emphasis is placed on vocabulary development with special emphasis on methods of critical analysis of works of art. Students are responsible for maintenance of portfolio assignments. This portfolio will be used for class discussion periodically and turned in at the end of the semester.

Offered: Residential and Online

ARTS 202 History of Art II 3 Credit Hour(s)

This course presents a chronological survey of Western art and architecture from the 15th century to the Post Modern Era, with the goal of analyzing works of art from a Christian worldview. Emphasis is placed on vocabulary development with special emphasis on methods of critical analysis of works of art. Students are responsible for maintenance of portfolio assignments. This portfolio will be used for class discussion periodically and turned in at the end of the semester.

Offered: Residential and Online

ARTS 203 Baroque Art 3 Credit Hour(s)

This course presents a general survey of the Baroque period (c. 1600-1750), which was characterized by political and religious upheavals as well as by aesthetic innovations. We shall examine the development of art and architecture in Italy, Spain, France, and the Lowlands, centering upon the works of seminal artists including Caravaggio, Bernini, Borromini, Velazquez, Poussin, Rembrandt, Rubens, and Van Dyck. Accordingly, we shall investigate how the art of the period reflects the Christian worldview as it took shape in the wake of the Reformation and Counter Reformation.

Offered: Residential and Online

ARTS 204 Medieval Art 3 Credit Hour(s)

This course will survey the range of Medieval Art and Architecture from the fall of Rome to the 15th century in the west, placing an emphasis on the development of painting, mosaic, and manuscript illumination, as well as upon the development of the Romanesque and Gothic architectural styles. The arts of this vast period will be analyzed from within the Christian worldview with particular attention to Christian iconography.

Offered: Residential and Online

ARTS 205 20th-21st Century Art 3 Credit Hour(s)

This course presents a comprehensive study of the varied art forms from the beginning of the 20th century to the present, focusing upon the major artists and art movements, including Fauvism, Cubism, Futurism, Dada, Surrealism, Abstract Expressionism, Pop Art, and Postmodernism. The course will entail an examination of how art is disseminated, understood, and at times, misunderstood. Students will read, write about, and discuss essays, criticism, and interviews covering a wide range of media, and visit artists' studios and exhibition venues. Two analytical papers based upon studies of the visual images focusing on the agency of the image, the social practices and effects of its viewing and the specificity of views taken by various audiences are required.

Offered: Online

ARTS 206 Arts of East Asia 3 Credit Hour(s)

This course is an introduction to the arts of China, Japan, Korea and the Pacific rim, focusing on the religious and political influences, as well as the evolution of landscape and figure painting traditions. This course considers objects in their context (from the archaeological sites from which they were unearthed to the material culture that surrounded them) to reconstruct the functions and the meanings of objects, and to better understand cultures through the objects they produced.

Offered: Residential and Online

ARTS 207 The Arts of Latin America 3 Credit Hour(s)

This introductory course provides a critical survey of Latin America art from Spanish military conquest of the New World to the development of conceptual art (1521 to ca. 1980). We will learn to observe and describe different kinds of artifacts, made in a broad array of media (painting, sculpture, urban form, photography, engraving, and drawing, among others) to explicate the social context in which they were produced and circulated. By taking into account their constant dialogue with European ideas and models, we will analyze how colonial encounters, national formations, and cultural exchange took place in the region, and how identity, ethnicity, politics, and the sacred have been depicted in different historical moments.

Offered: Residential and Online

ARTS 208 Italian and Northern Renaissance 3 Credit Hour(s)

This course concentrates on the origins of the Renaissance in both Italy and in the North as seen in the painting and sculpture of the early fifteenth century as to style and religious expression, examined in the context of philosophical influences, civic humanism, and contemporary politics. Attention will be given to the changing social status of the artist as manifested both in the theoretical writings and artists' working methods.

Offered: Residential and Online

ARTS 209 Art as Communication 3 Credit Hour(s)

This course serves to cultivate an understanding of the language, aesthetics and cultural impacts of visual communication. The focus is on discourse that fosters the development of ideational, analytical and rhetorical writing skills necessary for demonstrating critical thinking in the analysis and critique process concerning visual images. Two analytical papers based upon studies of the visual images focusing on the agency of the image, the social practices and effects of its viewing and the specificity of views taken by various audiences and a literary research paper, sequentially developed, are required. (Formerly ARTS 300)

Offered: Residential and Online

ARTS 211 Studio Art and Illustration Foundations 3 Credit Hour(s)

This course surveys the foundational principles from which studio art and illustration are constructed. Various art topics will be introduced by means of drawing, a core visual communication skill. Both knowledge and skill development will be emphasized in this course.

Offered: Residential and Online

ARTS 213 American Art and Architecture 3 Credit Hour(s)

Focusing on painting and sculpture in the United States, this course offers a survey of American art from the colonial settlements to the early 20th century. The unique social, political and intellectual contexts of American art provide the basis for understanding the history and art of our own culture.

Offered: Online

ARTS 214 Art, Culture, and Technology 3 Credit Hour(s)

This course traces the development of technology starting with genius inventors such as Leonardo da Vinci up to the present, and shows how technology has changed cultures and the art that they produce. The student will learn to raise vital questions on how technology has influenced culture and come to well-reasoned conclusions as to why culture has changed as a result. Through Group Projects the student will learn to work effectively with others in unraveling the complex influences of particular technological advances on culture.

Offered: Residential and Online

ARTS 215 Special Topics in Art History 3 Credit Hour(s)

This course presents an opportunity to conduct an in-depth study of a selected topic in art history not included in the curriculum. The precise subject matter and parameters of this course will be supplied as appropriate by the professor.

Offered: Residential and Online

ARTS 222 Graphic Design Foundations 3 Credit Hour(s)

This course provides an overview of the foundational theories and principles that guide graphic design. Relevant computer software will be emphasized as a primary tool for the creation of graphic design materials.

Offered: Residential and Online

ARTS 223 Typography Lab I: Fundamentals 3 Credit Hour(s)

Prerequisite: ARTS 222

The course includes a comprehensive introduction to the study of type as a tool and a design element. Through assignments, students will explore type classifications, text and display usage, alignment, layout, visual hierarchy, and letterform design. Emphasis will be placed on the role of typography in shaping meaning and conveying emotion. By the end of the course, students will have developed a solid understanding of the fundamentals of typography, and have the ability to create well-designed, effective typographic layouts for a variety of print and digital media.

Offered: Residential and Online

ARTS 224 Media Design 3 Credit Hour(s)

Prerequisite: ARTS 222

In the Media Design Course, students examine new and traditional forms of media communications, design principles, concepts, and applications that will strengthen communication efforts with graphic design and advertising projects. Through lectures, readings, case studies, and hands-on assignments, students are introduced to the media campaign process, and the impact of new media technologies. Students will learn how to make sense of the dynamic field of media communications through a critical analysis of real-world campaigns serving as a foundation to build their own strategies.

Offered: Residential and Online

ARTS 234 Jewelry Studio I: Materials and Methods 3 Credit Hour(s)

Prerequisite: (ARTS 113 or ARTS 114) and ARTS 211

This hands-on course is an introduction to basic equipment, tools, and techniques used in the fabrication of jewelry as an art form. Students will learn basic jewelry construction and enameling techniques using a variety of materials.

Offered: Residential

ARTS 299 Internship 0 Credit Hour(s)

Registration Restrictions: Sophomore status, 2.00 GPA, two courses in major, declared major, not more than one CSER behind

Note: Application procedures processed through the Career Center. Must apply semester prior to internship.

Offered: Residential

ARTS 301 Film Photography Lab 3 Credit Hour(s)

The purpose of this course is to provide the student with a basic knowledge of film photography. The student will learn how to operate a basic 35mm film camera, develop black and white film and print black and white photographs. Additionally, the student will learn about the basic properties of light, exposure, composition, depth of field and perspective. While learning the basics in B&W, most principles can later be applied to color and digital technologies.

Note: May be taken twice for credit. Formerly COMS 301.

Offered: Residential and Online

ARTS 303 History of Graphic Design 3 Credit Hour(s)

A study of graphic communication from cave walls to the printed page to online digital communication. Students will consider how the advent of new technologies changed the graphic form of our communication. Course lectures and presentations will be supplemented by/with textbook readings. Students will be required to do topic related projects that will demonstrate their understanding of the subject matter.

Offered: Residential and Online

ARTS 311 Drawing Studio I: Materials and Methods 3 Credit Hour(s)

Prerequisite: (ARTS 113 or ARTS 114) and ARTS 211

This course further refines the studio art and illustration principles previously learned and places an emphasis on application and skill development. A survey of drawing mediums and techniques will be explored and applied to subject matter relevant to the student's artistic development.

Offered: Residential and Online

ARTS 312 Drawing Studio II: Figure and Fabric 3 Credit Hour(s)

Prerequisite: ARTS 311

This course will focus on observational drawing of the human figure and fabric/drapery. Students will develop technical mastery of proportion, anatomy, fabric construction, and mark-making while working from static and live models.

Offered: Residential

ARTS 319 Mobile and Interactive Technology Design Lab 3 Credit Hour(s)

Prerequisite: ARTS 222

This course examines the tools used to create websites, the principles of web design, and the implementation and practice of content management systems. Web building is emphasized throughout the course, along with the best practices and methodology of web design.

Offered: Residential and Online

ARTS 321 Painting Studio I: Materials and Methods 3 Credit Hour(s)**Prerequisite:** ARTS 311

A study in direct painting, light theory, color harmony, and observation. This course provides an overview of color theory with respect to representational subject matter.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 330 Sculpture Studio I: Materials and Methods 3 Credit Hour(s)****Prerequisite:** (ARTS 113 or ARTS 114) and ARTS 211

Design and creation of three-dimensional sculptural objects in creative ways to solve specific assigned artistic and sculptural problems. Introduction to materials and tools used to create sculpture. Instruction will be given in design concepts, terminology, sculpture history, processes and techniques.

Offered: Residential**ARTS 332 Vector Graphics Lab 3 Credit Hour(s)**

This course will provide an overview of vector illustration software and illustration creation. Students will use the design process and technical expertise to create vector graphics for a variety of media. Conceptual thinking and visual problem-solving will be encouraged through a series of exercises and projects designed to enhance software mastery and concept development.

Offered: Residential and Online**ARTS 334 Jewelry Studio II: Traditional Design and Fabrication 3 Credit Hour(s)****Prerequisite:** ARTS 234 and ARTS 330

In this course the student will continue to study more advanced applications of jewelry making and enameling techniques.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 340 Publication Design Lab 3 Credit Hour(s)****Prerequisite:** (ARTS 222 or VCAR 222) and ARTS 223

This course examines the design and structuring of information for print publications. Relevant computer software will be emphasized as a primary tool for the creation of print publication materials.

Offered: Residential and Online**ARTS 342 Raster Graphics Lab 3 Credit Hour(s)**

Creating multiple digital images through a varied methodology. Preparing digitized art for electronic media and the printed page through electronic pre-press techniques. Training in a professional image-editing application.

Note: Formerly ARTS 351.**Offered:** Residential and Online**ARTS 352 Graphic Design Lab I: Building Visual Identities 3 Credit Hour(s)****Resident Prerequisite:** (ARTS 222 or VCAR 222) and ARTS 223 and ARTS 332**Online Prerequisite:** ARTS 113 and ARTS 222 and ARTS 223 and ARTS 332

This course provides an overview of branding for a variety of companies and organizations. Emphasis is placed on conceptual thinking, problem-solving, design development, critical analysis, and the preparation and presentation of portfolio-ready work.

Offered: Residential and Online**ARTS 357 3D Innovation Lab 3 Credit Hour(s)****Prerequisite:** ARTS 211 and ARTS 222 and ARTS 330

This course provides an exploration of the application of digital technology through a variety of tools, equipment, technology, and media. Focus will be placed on the development of students' technical skills and creative abilities.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 361 Digital Photography Lab I: Materials and Methods 3 Credit Hour(s)**

The purpose of this course is to provide the student with a basic knowledge of digital photography. Students will learn to operate a digital single-lens reflex or mirrorless camera with proficiency. The correction and digital manipulation of images using current industry-standard software will be taught. Students will learn to communicate with their photography by posting their images to the Internet, printing their images using current inkjet technologies, and producing slideshows of their images for group consumption. (Students are required to have their own digital single-lens reflex or mirrorless cameras).

Note: May be taken twice for credit.**Offered:** Residential and Online**ARTS 365 Photojournalism and Documentary Photography Lab 3 Credit Hour(s)**

This course is all about telling compelling stories through the use of still images. This is not just another photography course, though it will use still photography as the main tool of communication. Students will aspire to create images that are consistent in both content and quality with those used in both the online and print media. The course will include coverage of the historical, ethical, legal and artistic issues associated with professional photojournalism. Course participants will gain valuable, real-world type experience into what it's like working in the modern, digital media environment.

Note: May be taken twice for credit.**Offered:** Residential and Online**ARTS 371 Graphic Design Lab II: Integrated Campaigns 3 Credit Hour(s)****Prerequisite:** ARTS 332 and ARTS 342 and ARTS 352

Graphic Design#Lab#II integrates design principles and software, typography, digital illustration, digital imaging, page layout, and prepress techniques with priority given to the design process from visualization to creation. Emphasis is placed on conceptual thinking, problem-solving, design development, critical analysis, and the preparation and presentation of portfolio-ready work.

Offered: Residential and Online**ARTS 375 Special Topics 2D 3 Credit Hour(s)****Prerequisite:** ARTS 113 and ARTS 211 and ARTS 321

This hands-on studio course promotes creativity and technical excellence. In addition, it is intended to expose the student to principles and concepts relating to a variety of water media such as watercolor, acrylic and gouache paints.

Offered: Residential**ARTS 376 Mixed Media Studio 3 Credit Hour(s)****Prerequisite:** ARTS 321 and ARTS 330

Exploration, application, and synthesis of conventional and unconventional art materials as valid media for the creation of expressive content in the visual arts.

Note: May be taken twice for credit.**Offered:** Residential

ARTS 380 Interactive Publication Design Lab 3 Credit Hour(s)**Prerequisite:** ARTS 340 and ARTS 342

This advanced publication design class builds upon layout design, typography, and visual communication concepts learned in previous classes and explores current technologies used in the creation of digital and interactive publications. Lecture and studio work will cover the software and tools necessary for the creation and publishing of an interactive publication across a variety of devices. Students will conceptualize and produce their own publication that invites reader participation.

Offered: Residential and Online**ARTS 382 Gallery and Museum Management Studio 3 Credit Hour(s)**

An introduction to the professional activities that occur in galleries and museums.

Offered: Residential**ARTS 394 Service Design: Designing for Social Change 3 Credit Hour(s)**

In this virtual hands-on course, students will explore the intersection of visual communication, graphic design, and user experience (UX) research methodologies. Students will gain practical experience in designing impactful visual communications for real-world social/community causes. Students will focus on applying design thinking and design research methods to drive awareness, inspire action, and spark change for grassroots community issues through a broad variety of applications.

Registration Restrictions: Junior/Senior Status**Offered:** Online**ARTS 398 Studio and Digital Arts Practicum 1-3 Credit Hour(s)**

This course is set up as a working art and graphic design studio experience that will provide students with the vital experience, hands on working experience from conceptualization through production.

Offered: Residential and Online**ARTS 400 Travel Study 3 Credit Hour(s)****Prerequisite:** VCAR 201 or ARTS 201 or ARTS 202

Travel to various destinations for study of art, architecture and culture.

Offered: Residential**ARTS 401 Character Illustration Lab 3 Credit Hour(s)****Resident Prerequisite:** ARTS 345**Online Prerequisite:** ARTS 311

Students will explore the principles and techniques of character design for various media. The students will engage in the professional production pipeline through their course work. The course will emphasize the mastery of previous studio art and illustration skills.

Offered: Residential and Online**ARTS 402 Sequential Illustration Lab 3 Credit Hour(s)****Resident Prerequisite:** ARTS 401 and ARTS 405**Online Prerequisite:** ARTS 401

Students will explore the principles of storytelling through sequential art in various media. Students will engage in the professional production pipeline through their coursework. This course relies heavily on the mastery of previous studio art and illustration skills.

Offered: Residential and Online**ARTS 411 Drawing Studio III: Concept & Composition 3 Credit Hour(s)****Prerequisite:** ARTS 312

An advanced drawing course that includes the various uses of media applied to unique concepts and compositions. Drawing is emphasized as the primary tool for visual communication. May be taken twice for credit.

Offered: Residential**ARTS 420 Painting Studio II: Media Exploration 3 Credit Hour(s)****Prerequisite:** ARTS 321

A painting course that includes various media uses for the student to develop style and concept. This course provides an in-depth look at media and painting applications.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 422 Painting Studio III: Concept and Composition 3 Credit Hour(s)****Prerequisite:** ARTS 411 and ARTS 420

A painting course that emphasizes concept and composition with respect to fully developed artworks. This course provides an in-depth look at concept and composition with respect to studio art and illustration. Painting is emphasized as the primary tool for visual communication.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 424 Typography Lab II: Application of Type 3 Credit Hour(s)****Prerequisite:** ARTS 223 and ARTS 332 and ARTS 342

This course provides an advanced study of typography as a tool and design element. Course projects will build upon and expand the knowledge the student has acquired in previous courses. Emphasis will be placed on developing a strong understanding of practical and creative applications of typography and lettering in a variety of contexts, including print, digital, and analog media.

Offered: Residential and Online**ARTS 430 Sculpture Studio II: Model Making for Visual Development 3 Credit Hour(s)****Prerequisite:** ARTS 330

The creation of sculpture in a variety of media on a larger, more ambitious scale than Sculpture Studio I and the exploration of more sophisticated sculptural techniques and processes. May be taken twice for credit.

Offered: Residential**ARTS 431 Sculpture Studio III: Characters, Props, and Vehicles 3 Credit Hour(s)****Prerequisite:** ARTS 430

The purpose of this course is to explain and demonstrate traditional and contemporary sculptural practices in a studio environment.

Offered: Residential**ARTS 432 Wood Sculpture Studio 3 Credit Hour(s)****Prerequisite:** ARTS 330

An introduction to woodworking techniques. This course addresses processes of subtractive and additive methods of wood sculpture. May be taken twice for credit.

Offered: Residential**ARTS 433 Metal Sculpture Studio 3 Credit Hour(s)****Prerequisite:** ARTS 330

Introduction to current and emerging metal art technologies and processes as a medium in functional, skill-based 3D artwork. May be taken twice for credit.

Offered: Residential**ARTS 434 Jewelry Studio III: Digital Design and Fabrication 3 Credit Hour(s)****Prerequisite:** ARTS 334

The course investigates advanced materials, processes, and styles relating to the creative production of jewelry and enameling forms. May be taken twice for credit.

Offered: Residential

ARTS 461 Digital Photography Lab II: Genre Exploration 3 Credit Hour(s)**Prerequisite:** ARTS 361 or VCAR 361

The purpose of this course is to assist those serious about photography in building a comprehensive body of digital work. This course will provide the student with the advanced knowledge and skills necessary to compete in the ever-changing field of digital visual communications.

Multiple genres of photography will be explored in detail. Professional trade secrets, shooting tips and lighting techniques will be discussed and the student will be able to integrate them into the making of their own photographs. May be taken twice for credit.

Offered: Residential and Online**ARTS 469 Conceptual and Fine Art Photography Lab 3 Credit Hour(s)****Prerequisite:** (ARTS 113 or ARTS 114) and ARTS 301 and ARTS 461

This is the final and capstone photography course offered in photography. This course will assist the student in discovering and developing their own personal photographic style from within a historical context of fine art photography. Various assignments will be given to aid the student in the self-discovery of their own photographic strengths and weaknesses. Extensive critiques by both peers and instructor will shape the student's photographic vision. The student will develop an extensive and cohesive body of personal work that will be available for public display upon course completion. This course will directly prepare the student for using photography within any chosen career path.

Note: May be taken twice for credit.**Offered:** Residential and Online**ARTS 470 Printmaking Lab 3 Credit Hour(s)****Prerequisite:** (ARTS 113 or ARTS 114) and ARTS 211

This course provides an introduction to the equipment, tools, methods, and techniques used in printmaking. By exploring a variety of printmaking styles, including relief, intaglio, serigraphy, and monotype as a means of artistic expression, students will gain a deeper understanding of the history and development of printmaking as an art form. By the end of the course, students will produce a portfolio of original prints that demonstrate their technical and creative abilities in printmaking.

Offered: Residential**ARTS 473 3D Graphics Lab 3 Credit Hour(s)****Prerequisite:** ARTS 342

Students will explore the principles of 3D Graphics and apply them to coursework using relevant digital tools. The course will include a survey of the 3D industries and trends. An emphasis will be placed on the professional production pipeline.

Offered: Residential and Online**ARTS 474 Interactive Game Development Lab 3 Credit Hour(s)****Prerequisite:** ARTS 473

This course will survey the creation process of analog and digital games. Students will explore the various roles and requirements relevant to game development. Coursework will reinforce the student's previous skill sets as the student explores their role within the production pipeline.

Offered: Residential and Online**ARTS 475 Ceramics Studio I: Materials and Methods 3 Credit Hour(s)**

An introduction to basic hand built and wheel thrown ceramics. Includes a study of glazing and firing techniques.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 476 Ceramics Studio II: Design and Decoration 3 Credit Hour(s)****Prerequisite:** ARTS 475

This advanced course offers a continued exploration of hand-building processes and wheel throwing techniques, as well as experimentation with glazes and surface decoration.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 477 Interactive Design Lab I: Web Development 3 Credit Hour(s)****Prerequisite:** ARTS 222 and ARTS 342

The course examines interaction principles within the concepts of user experience and user interface with emphasis applied to prototyping for touch and non-touch ecosystems in the context of Human-Computer Interaction.

Note: May be taken twice for credit.**Offered:** Residential and Online**ARTS 478 Interactive Design Lab II: UI and UX 3 Credit Hour(s)****Prerequisite:** ARTS 477

The course examines advanced interaction principles within Human-Computer Interaction with emphasis applied to advanced prototyping for various interactive systems, including touch and non-touch, voice, wearables, and emerging technology.

Note: May be taken twice for credit.**Offered:** Residential and Online**ARTS 490 Arts and Crafts Studio 3 Credit Hour(s)****Prerequisite:** ARTS 475

An introduction to a wide range of materials, techniques, and methods associated with arts and crafts, in preparation for teaching art to elementary, middle school, and high school students.

Note: May be taken twice for credit.**Offered:** Residential**ARTS 492 Design Portfolio and Self Promotion 3 Credit Hour(s)****Resident Prerequisite:** ((ARTS 478 and ARTS 487) or (ARTS 371 and ARTS 381 and STCO 346))**Online Prerequisite:** ARTS 222 and ARTS 223 and ARTS 332 and ARTS 352 and ARTS 342 and ARTS 371

Design Portfolio & Self Promotion is a senior-level course to aid the student in their upcoming transfers from classroom to the professional world. Topics and issues related to professional practices for professional designers are covered in this course. There is a strong focus on the production of a professional presentation of the student's creative work and self promotion for the purpose of employment and business opportunities.

Registration Restrictions: Senior status**Offered:** Residential and Online**ARTS 495 Directed Research 1-3 Credit Hour(s)**

As determined by instructor.

Offered: Residential**ARTS 496 Workshop in Studio and Digital Arts 1-3 Credit Hour(s)**

As determined by instructor.

ARTS 497 Special Topics in Studio and Digital Arts 3 Credit Hour(s)

Topics of special interest not included in the regular department offerings. May be taken more than once, but no topic can be repeated.

Offered: Residential

ARTS 498 Ethnographic Methods in Design Research 3 Credit Hour(s)

This course aims to equip students with the tools and techniques required to create meaningful and impactful designs that resonate with diverse cultures. This course introduces students to ethnographic research methods and their application in graphic design to address global users and their cultures. Students will gain understanding of various fields of art, technology, and social science through qualitative research methods. Research techniques are examined in sustainability, user experience, and integration of emerging technologies. Mixed methodologies of both qualitative and quantitative approaches are used in an integrative approach to understand global user bases. Through hands-on projects, readings, case studies, and discussions, students will develop the skills necessary to conduct effective visual ethnographic research, analyze and interpret data, and critically evaluate design artifacts.

Registration Restrictions: Junior/Senior Status

Offered: Online

ARTS 499 Undergraduate Internship 1-6 Credit Hour(s)

An internship is designed to allow upper level students to experience the professional world while they are still involved in their academic training. This provides them with both an understanding of the relationship of their academic preparation to their career aspirations and the demands that will be placed upon them in the professional world. (Formerly "Internship")

Offered: Residential and Online