

ART & DESIGN RESOURCE GUIDE

FALL 2025

ART & DESIGN CONTACT INFORMATION

NMU SCHOOL OF ART & DESIGN

School of Art & Design

Northern Michigan University
1401 Presque Isle Avenue
Marquette, MI 49855

906-227-2194 [voice]
906-227- 2276 [fax]

Jane Milkie *Associate Dean & Director*

906-227-2194
jmilkie@nmu.edu

Marlina Martinez *Executive Administrative Assistant*

906-227-2194
mmartine@nmu.edu

Karey LaJoye *Principal Account Clerk*

906-227-2787
kalajoey@nmu.edu

DEVOS ART MUSEUM

DeVos Art Museum

Northern Michigan University
1401 Presque Isle Avenue
Marquette, MI 49855
906-227-1481 [voice]
906-227-2276 [fax]

Emily Lanctot *Director and Curator*

906-227-1481
elanctot@nmu.edu

_____ *Collections and Outreach*

906-227-2136
_____@nmu.edu

SCHOOL TECHNICIANS

_____ *IT Support Specialist*

906-227-2111
_____@nmu.edu

BUILDING HOURS

Please See Website For Current Hours:

<https://art.nmu.edu/department/resources/building.html>

ART STUDIO HOURS

Please See Website For Current Hours:

<https://art.nmu.edu/department/resources/building.html>

DEVOS ART MUSEUM HOURS

Please See Website For Current Hours:

<https://art.nmu.edu/department/resources/building.html>

SCHEDULING APPOINTMENTS

Students need to schedule appointments with a 24 hour notice with faculty. Some faculty may be using online systems for appointments so make sure you check the syllabus for the class.

STUDENT SUCCESS ADVISORS

Ezra Asohan

906-227-1784 or 906-227-1501
easohan@nmu.edu

Simon Moesch

906-227-1784 or 906-227-1501
smoesch@nmu.edu

ART & DESIGN FACULTY INFORMATION

ART EDUCATION

Michael Letts
906-227- 1485
miletts@nmu.edu

ART HISTORY

Steven M Leuthold
906-227- 1489
sleuthol@nmu.edu

Mitsutoshi Oba
906-227- 2862
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CERAMICS

Brian Kakas
906-227- 1491
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DRAWING/PAINTING

Taimur Amin Cleary
906-227- 1484
tcleary@nmu.edu

DIGITAL CINEMA

Gabrielle McNally
906-227- 2024
gmcnally@nmu.edu

ELECTRONIC ART & ANIMATION

Stephan Larson
906-227- 1488
stlarson@nmu.edu

FOUNDATIONS

Tracy Wascom
906-227- 2193
twascom@nmu.edu

GRAPHIC DESIGN SOCIAL MEDIA DESIGN MANAGEMENT

Tom Adolphs
906-227- 1483
tadolphs@nmu.edu

Keith Ellis
906-227- 1861
keiellis@nmu.edu

INDUSTRIAL DESIGN

Alexander Fekete
906-227-2104
afekete@nmu.edu

ILLUSTRATION

Steven Hughes
906-227- 1482
sthughes@nmu.edu

METALWORKING/JEWELRY

Dale Wedig
906-227- 1490
dwedig@nmu.edu

PHOTOGRAPHY

Christine Lenzen
906-227- 2162
clenzen@nmu.edu

WOODWORKING/FURNITURE

Jason Schneider
906-227- 1486
jasschne@nmu.edu

PART-TIME FACULTY

Nathan Bett
nabett@nmu.edu

Emily Lanctot
elancot@nmu.edu

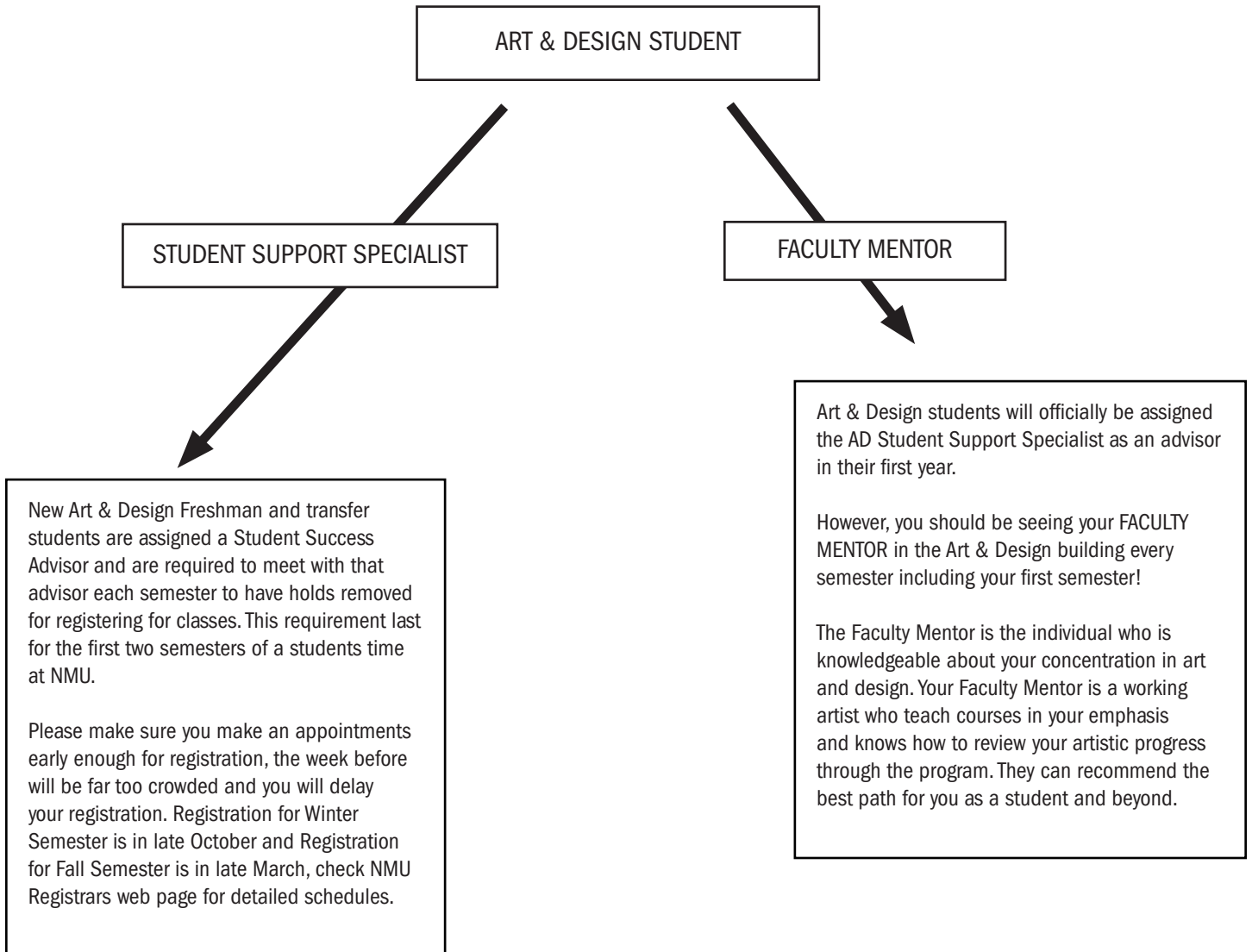
Jessy Fleury
jfleury@nmu.edu

Chris Moore
chmoore@nmu.edu

Alison Taras
ataras@nmu.edu

Part-time faculty office phone: 906-227-2283
Main Art & Design office phone: 906-227-2194

ART & DESIGN ADVISING



AD Student Success Advisor

Simon Moesch
906-227- 1784 or 906-227-1501
smoesch@nmu.edu

AD Student Success Advisor

Ezra Asohan
906-227- 1784 or 906-227-1501
easohan@nmu.edu

ART & DESIGN DEGREE PLANNERS

GENERAL EDUCATION REQUIREMENTS

Same requirements for all NMU Baccalaureate Students

TYPE OF DEGREE

ART & DESIGN BFA DEGREE :1200R

EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD
<input type="checkbox"/> EN111	<input type="checkbox"/> APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ADDITIONAL GRADUATION REQUIREMENTS <input type="checkbox"/> WORLD CULTURES REQUIREMENT <input type="checkbox"/> ENGLISH COMPETENCY REQUIREMENT <input type="checkbox"/> MATH COMPETENCY REQUIREMENT						

ART & DESIGN CAPSTONE

Advanced courses leading to the Senior Capstone Project, usually taken in your last semester.

EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD
<input type="checkbox"/> EN111	<input type="checkbox"/> APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ADDITIONAL GRADUATION REQUIREMENTS <input type="checkbox"/> WORLD CULTURES REQUIREMENT <input type="checkbox"/> ENGLISH COMPETENCY REQUIREMENT <input type="checkbox"/> MATH COMPETENCY REQUIREMENT						
FOUNDATIONS 24CR		ART HISTORY 12CR		ART & DESIGN CORE 30CR		ART & DESIGN CAPSTONE 16CR
<input type="checkbox"/> AD101 4cr PROCESS & DESIGN	<input type="checkbox"/> AD102 4cr FOUNDATIONAL DRAWING	<input type="checkbox"/> AD101 4cr PROCESS & DESIGN	<input type="checkbox"/> AD110 4cr IDEAS IN ART HISTORY	<input type="checkbox"/> AD303 2cr INDIVIDUAL ART REVIEW	<input type="checkbox"/> AD485 4cr PRACTICES AND PROCEDURES	<input type="checkbox"/> AD499 4cr SENIOR CAPSTONE PROJECT
<input type="checkbox"/> 2D STUDIO 4cr ARTD217 PHOTOGRAPHY ARTD219 ILLUSTRATION ARTD220 PAINTING: ACRYLIC ARTD221 PAINTING: OIL	<input type="checkbox"/> 3D STUDIO 4cr ARTD209 INDUSTRIAL DESIGN ARTD210 CERAMICS ARTD216 SCULPTURE ARTD223 METALS/JEWELRY ARTD224 WOODWORKING	<input type="checkbox"/> ART HISTORY ELECTIVE	<input type="checkbox"/> ART HISTORY ELECTIVE	<input type="checkbox"/> 300 LEVEL AD ELECTIVE	<input type="checkbox"/> 400 LEVEL AD ELECTIVE	<input type="checkbox"/> 400 LEVEL AD ELECTIVE
<input type="checkbox"/> DIGITAL STUDIO 4cr ARTD212 DIGITAL CINEMA ARTD218 GRAPHIC DESIGN ARTD225 ELECTRONIC DESIGN & ANIMATION	<input type="checkbox"/> AD270 4cr CONCEPTS & CULTURE (INT)	<input type="checkbox"/> ART HISTORY ELECTIVE	<input type="checkbox"/> ART HISTORY ELECTIVE	<input type="checkbox"/> AD ELECTIVE	<input type="checkbox"/> AD ELECTIVE	<input type="checkbox"/> AD ELECTIVE

ART REVIEW

Your studio area mentor will help you decide when to take the review courses and mentor you through those courses

ART & DESIGN CORE

Students will have a number of required 300-level courses and several electives to select. An *emphasis* can be created by taking multiple courses in one media or related media.

Some degrees (Graphic Design and Digital Cinema) have specific requirements. See the appropriate program sheets.

FOUNDATIONS

All art and design students must take several art foundations courses which cover broad art and design methods and theories

REMEMBER

You must earn a C- or higher in all classes in this course sequence

ART HISTORY

Students will have a different number of requirements based on the degree being pursued

Additional instructions regarding required courses are on each program sheet

BA/BS STUDENTS

BA/BS students will have a flexibility to explore a minor or other university Elective Courses

OPEN ELECTIVES	
34-44CR	
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr
<input type="checkbox"/>	4cr

ART EDUCATION

Art Education students will have additional professional education requirements

PROFESSIONAL EDUCATION	
30CR	
<input type="checkbox"/> EDU100 1cr PROFESSIONAL SEMINAR I	<input type="checkbox"/> EDU210 3cr CHILD & ADOLESCENT DEV
<input type="checkbox"/> EDU101 3cr EXPLORING PERSP ON US SCHOOLING (PERS)	<input type="checkbox"/> EDU210A 1cr EXPLORATORY: CHILD & ADOLESCENT DEV
<input type="checkbox"/> EDU200 1cr PROFESSIONAL SEMINAR II	<input type="checkbox"/> EDU300 1cr PROFESSIONAL SEMINAR III
	<input type="checkbox"/> EDU319 3cr TEACHING READING FOR SEC
	<input type="checkbox"/> EDU319A 1cr APPRENTICESHIP: TEACH READ
	<input type="checkbox"/> EDU325 1cr CPI: NONVIOLENT CRISIS INTER
	<input type="checkbox"/> EDU363 3cr UNDERSTANDING STUDENTS DISABILITIES & DIVERSE LIN
	<input type="checkbox"/> EDU400 3cr PROFESSIONAL SEMINAR IV
	<input type="checkbox"/> EDU450 9cr INTERNSHIP: 7-12

ART & DESIGN BFA DEGREE 120CR

GENERAL EDUCATION REQUIREMENTS 30-40CR		ART & DESIGN COURSES 82CR					
EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD	
<input type="checkbox"/> EN111 _____ <input type="checkbox"/> _____	<input type="checkbox"/> _____ APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ <input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> LAB SCIENCE	<input type="checkbox"/> _____ <input type="checkbox"/> _____	
ADDITIONAL GRADUATION REQUIREMENTS <input type="checkbox"/> WORLD CULTURES REQUIREMENT <input type="checkbox"/> ENGLISH COMPETENCY REQUIREMENT <input type="checkbox"/> MATH COMPETENCY REQUIREMENT							
FOUNDATIONS 24CR		ART HISTORY 12CR		ART & DESIGN CORE 30CR		ART & DESIGN CAPSTONE 16CR	
<input type="checkbox"/> AD101 4cr PROCESS & DESIGN <input type="checkbox"/> AD102 4cr FOUNDATIONAL DRAWING <input type="checkbox"/> 2D STUDIO 4cr ARTD217 PHOTOGRAPHY ARTD219 ILLUSTRATION ARTD220 PAINTING: ACRYLIC ARTD221 PAINTING: OIL <input type="checkbox"/> 3D STUDIO 4cr ARTD209 INDUSTRIAL DESIGN ARTD210 CERAMICS ARTD216 SCULPTURE ARTD223 METALS/JEWELRY ARTD224 WOODWORKING <input type="checkbox"/> DIGITAL STUDIO 4cr ARTD212 DIGITAL CINEMA ARTD218 GRAPHIC DESIGN ARTD225 ELECTRONIC ART & ANIMATION <input type="checkbox"/> AD270 4cr CONCEPTS & CULTURE (INTI)		<input type="checkbox"/> AD110 4cr IDEAS IN ART HISTORY <input type="checkbox"/> ART HISTORY ELECTIVE <input type="checkbox"/> ART HISTORY ELECTIVE		<input type="checkbox"/> AD303 2cr INDIVIDUAL ART REVIEW <input type="checkbox"/> 300 LEVEL AD ELECTIVE <input type="checkbox"/> 300 LEVEL AD ELECTIVE <input type="checkbox"/> 300 LEVEL AD ELECTIVE <input type="checkbox"/> 300 LEVEL AD ELECTIVE <input type="checkbox"/> 300 LEVEL AD ELECTIVE <input type="checkbox"/> AD ELECTIVE <input type="checkbox"/> AD ELECTIVE <input type="checkbox"/> AD ELECTIVE		<input type="checkbox"/> AD485 4cr THEORIES AND PRACTICES <input type="checkbox"/> AD499 4cr SENIOR CAPSTONE PROJECT <input type="checkbox"/> 400 LEVEL AD ELECTIVE <input type="checkbox"/> 400 LEVEL AD ELECTIVE <input type="checkbox"/> 400 LEVEL AD ELECTIVE	
MANY COURSES HAVE A/B DESIGNATIONS. YOU MAY TAKE THE A/B SECTIONS IN ANY ORDER - YOU DO NOT HAVE TO TAKE A BEFORE B. * AD 181 MAY NOT BE USED FOR ART AND DESIGN ELECTIVE OR ART HISTORY CREDIT. *							
FALL 2025							

ART & DESIGN BFA DEGREE, DIGITAL CINEMA 120CR

GENERAL EDUCATION REQUIREMENTS 30-40CR

EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD
<input type="checkbox"/> EN111	<input type="checkbox"/> _____ APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> LAB SCIENCE	<input type="checkbox"/> _____

WORLD CULTURES REQUIREMENT

ENGLISH COMPETENCY REQUIREMENT

MATH COMPETENCY REQUIREMENT

ADDITIONAL GRADUATION REQUIREMENTS

FOUNDATIONS 20CR

- AD101** 4cr
PROCESS & DESIGN
- ARD217** 4cr
PHOTOGRAPHY
- ARD 212** 4cr
DIGITAL CINEMA
- 3D STUDIO** 4cr
ARD209 INDUSTRIAL DESIGN
ARD210 CERAMICS
ARD216 SCULPTURE
ARD223 METALS/JEWELRY
ARD224 WOODWORKING
- AD270** 4cr
CONCEPTS & CULTURE [INTI]

ART HISTORY & FILM STUDIES 12CR

- AD110** 4cr
IDEAS IN ART HISTORY
- SELECT 1 FROM:** 4cr
EN125 INTRODUCTION TO FILM
EN225 HISTORY OF WORLD CINEMA
- SELECT 1 FROM:** 4cr
EN325 AUTHORSHIP IN THE CINEMA
EN326 NATIONAL CINEMA
EN364 STUDIES IN GENRE, FILM
EN425 TOPICS IN FILM THEORY

CINEMA CORE 26CR

- AD312** 4cr
ADVANCED PRODUCTION
- AD448A** 4cr
DOCUMENTARY FILMMAKING
- AD448B** 4cr
FICTION FILMMAKING
- TH132** 2cr
ACTING 1
- TH352** 4cr
DIRECTING THEORY
- BC271** 4cr
AUDIO PRODUCTION
- SELECT 1 FROM:** 4cr
BC275 MULTI-CAMERA PRODUCTION
BC371P AUDIO FOR POST
BC470 MASS COMMUNICATION LAW

ART & DESIGN CORE 10CR

- AD303** 2cr
INDIVIDUAL ART REVIEW
- SELECT 1 FROM:** 4cr
ARD218GRAPHIC DESIGN
AD334B MOTION DESIGN
- _____ 4cr
AD ELECTIVE

ART & DESIGN CAPSTONE 12CR

- AD449** 4cr
PROFESSIONAL PRACTICE
- AD485** 4cr
THEORIES & PRACTICES
- AD499** 4cr
SENIOR CAPSTONE PROJECT

ART & DESIGN COURSES 80CR

MANY COURSES HAVE A/B DESIGNATIONS. YOU MAY TAKE THE A/B SECTIONS IN ANY ORDER - YOU DO NOT HAVE TO TAKE A BEFORE B.

* AD 181 MAY NOT BE USED FOR ART AND DESIGN ELECTIVE OR ART HISTORY CREDIT. *

FALL 2025

ART & DESIGN BFA DEGREE, GRAPHIC DESIGN 120CR

GENERAL EDUCATION REQUIREMENTS 30-40CR

EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD
<input type="checkbox"/> EN111 _____	<input type="checkbox"/> _____ APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> LAB SCIENCE	<input type="checkbox"/> _____

WORLD CULTURES REQUIREMENT

ENGLISH COMPETENCY REQUIREMENT

MATH COMPETENCY REQUIREMENT

ADDITIONAL GRADUATION REQUIREMENTS

FOUNDATIONS 24CR

- AD101** *4cr*
PROCESS & DESIGN
- AD102** *4cr*
FOUNDATIONAL DRAWING
- 2D STUDIO** *4cr*
ARD217 PHOTOGRAPHY
ARD219 ILLUSTRATION
ARD220 PAINTING: ACRYLIC
ARD221 PAINTING: OIL
- 3D STUDIO** *4cr*
ARD209 INDUSTRIAL DESIGN
ARD210 CERAMICS
ARD216 SCULPTURE
ARD223 METALS/JEWELRY
ARD224 WOODWORKING
- DIGITAL STUDIO** *4cr*
ARD212 DIGITAL CINEMA
ARD218 GRAPHIC DESIGN
ARD225 ELECTRONIC ART & ANIMATION
- AD270** *4cr*
CONCEPTS & CULTURE [INTI]

ART HISTORY 12CR

- AD110** *4cr*
IDEAS IN ART HISTORY
- ART HISTORY ELECTIVE**
- ART HISTORY ELECTIVE**

ART / DESIGN ELECTIVES 12CR

- AD ELECTIVE** _____ *4cr*
- AD ELECTIVE** _____ *4cr*
- AD ELECTIVE** _____ *4cr*

GRAPHIC DESIGN CORE 18CR

- AD303** *2cr*
INDIVIDUAL ART REVIEW
- AD318A** *4cr*
GRAPHIC DESIGN: TYPOGRAPHY & LAYOUT
- SELECT 3 FROM:**
AD318B GR DESIGN: STORYTELLING & PRODUCTION
AD388 WEB DESIGN
AD319A ILLUSTRATION: DIGITAL MEDIA
AD319B ILLUSTRATION: NARRATIVE FIGURE
AD334A DIGITAL MODELING & SCULPTING
AD334B MOTION DESIGN
- GRAPHIC DESIGN ELECTIVE** _____ *4cr*
- GRAPHIC DESIGN ELECTIVE** _____ *4cr*
- GRAPHIC DESIGN ELECTIVE** _____ *4cr*

ART & DESIGN CAPSTONE 16CR

- AD418** *4cr*
GR DESIGN: INTERACTIVE DESIGN & USER EXPER
- AD488** *4cr*
BRANDING & SOCIAL MEDIA
- AD485** *4cr*
THEORIES & PRACTICES
- AD499** *4cr*
SENIOR CAPSTONE PROJECT

ART & DESIGN COURSES 82CR

MANY COURSES HAVE A/B DESIGNATIONS. YOU MAY TAKE THE A/B SECTIONS IN ANY ORDER - YOU DO NOT HAVE TO TAKE A BEFORE B.

* AD 181 MAY NOT BE USED FOR ART AND DESIGN ELECTIVE OR ART HISTORY CREDIT. *

FALL 2025

BE AWARE THAT THE PREREQUISITES FOR AD303 INCLUDE A MINIMUM OF TWO COURSES FROM AD318A, AD388, AD418, AND AD488 WITH A 2.6 GPA IN THOSE COURSES.

ART & DESIGN EDUCATION DEGREE 125CR

GENERAL EDUCATION REQUIREMENTS 30-40CR		ART & DESIGN COURSES 54CR		+ EDUCATION COURSES 42CR		FALL 2025			
EFFECTIVE COMMUNICATION	HUMAN EXPRESSION	INTEGRATIVE THINKING	PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD			
<input type="checkbox"/> EN111 <input type="checkbox"/> _____	<input type="checkbox"/> _____ APPROVED GEC ART HISTORY COURSES CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ THE AD270 COURSE CAN BE USED HERE BUT TOTAL DEGREE CREDITS MUST BE 120 OR ABOVE	<input type="checkbox"/> _____ <input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> LAB SCIENCE	<input type="checkbox"/> _____ <input type="checkbox"/> _____	<input type="checkbox"/> _____ <input type="checkbox"/> _____			
ADDITIONAL GRADUATION REQUIREMENTS <input type="checkbox"/> WORLD CULTURES REQUIREMENT <input type="checkbox"/> ENGLISH COMPETENCY REQUIREMENT <input type="checkbox"/> MATH COMPETENCY REQUIREMENT									
FOUNDATIONS 24CR <input type="checkbox"/> AD101 4cr PROCESS & DESIGN <input type="checkbox"/> AD102 4cr FOUNDATIONAL DRAWING <input type="checkbox"/> 2D STUDIO 4cr ARTD217 PHOTOGRAPHY ARTD219 ILLUSTRATION ARTD220 PAINTING: ACRYLIC ARTD221 PAINTING: OIL <input type="checkbox"/> 3D STUDIO 4cr ARTD210 CERAMICS ARTD222 CERAMICS <input type="checkbox"/> DIGITAL STUDIO 4cr ARTD212 DIGITAL CINEMA ARTD218 GRAPHIC DESIGN ARTD225 ELECTRONIC ART & ANIMATION <input type="checkbox"/> AD270 4cr CONCEPTS & CULTURE (INTJ)		ART HISTORY 8CR <input type="checkbox"/> AD110 4cr IDEAS IN ART HISTORY <input type="checkbox"/> AD355 4cr TWENTIETH CENT ART [HUME] OR <input type="checkbox"/> AD377 4cr MAKING IN 21ST CENT [HUME]		AD STUDIO COURSES 22CR <input type="checkbox"/> AD303 2cr INDIVIDUAL ART REVIEW <input type="checkbox"/> 300 LEVEL STUDIO 4cr <input type="checkbox"/> 300 LEVEL STUDIO 4cr <input type="checkbox"/> 400 LEVEL STUDIO 4cr <input type="checkbox"/> ART/DESIGN ELECTIVE 4cr <input type="checkbox"/> AD485 4cr THEORIES AND PRACTICES		ART EDUCATION 12CR <input type="checkbox"/> AD248 4cr INTRO ART EDUCATION <input type="checkbox"/> AD302 4cr MEDIA & METHODOLOGY <input type="checkbox"/> AD350 4cr CURRICULUM & THEORY <i>AD 248 and AD 302 require a grade of "B" or better.</i> PROFESSIONAL EDUCATION 30CR <input type="checkbox"/> EDU100 1cr PROFESSIONAL SEMINAR I <input type="checkbox"/> EDU101 3cr EXPLORING PERSP ON US SCHOOLING [PERSI] <input type="checkbox"/> EDU200 1cr PROFESSIONAL SEMINAR II		<input type="checkbox"/> EDU210 3cr CHILD & ADOLESCENT DEV <input type="checkbox"/> EDU210A 1cr EXPLORATORY CHILD & ADOLESCENT DEV <input type="checkbox"/> EDU300 1cr PROFESSIONAL SEMINAR III <input type="checkbox"/> EDU319 3cr TEACHING READING FOR SEC <input type="checkbox"/> EDU319A 1cr APPRENTICESHIP: TEACH READ <input type="checkbox"/> EDU325 1cr CPI: NONVIOLENT CRISIS INTER <input type="checkbox"/> EDU363 3cr UNDERSTANDING STUDENTS DISABILITIES & DIVERSE LRN <input type="checkbox"/> EDU400 3cr PROFESSIONAL SEMINAR IV <input type="checkbox"/> EDU450 9cr INTERNSHIP: 7-12	
MANY COURSES HAVE A/B DESIGNATIONS. YOU MAY TAKE THE A/B SECTIONS IN ANY ORDER - YOU DO NOT HAVE TO TAKE A BEFORE B. ART HISTORY COURSES MAY BE USED AS AD ELECTIVE COURSES. BE AWARE THAT THE PREREQUISITES FOR AD303 INCLUDE A MINIMUM OF 8CR OF 300/400 LEVEL AD STUDIO COURSES IN AN EMPHASIS WITH A 2.6 GPA IN THOSE COURSES. * AD 181 MAY NOT BE USED FOR ART AND DESIGN ELECTIVE OR ART HISTORY CREDIT. *									

ART & DESIGN ASSOCIATES APPLIED ARTS 60CR

GENERAL EDUCATION REQUIREMENTS 24CR

REQUIRED 12CR

EFFECTIVE COMMUNICATION	HUMAN EXPRESSION
<input type="checkbox"/> _____ EN111 <input type="checkbox"/> _____ EN211	<input type="checkbox"/> _____

CHOOSE 3 COURSES OR 12CR FROM THE FOLLOWING CATEGORIES 12CR

PERSPECTIVES ON SOCIETY	QUANTITATIVE REASONING AND ANALYSIS	SCIENTIFIC INQUIRY	SOCIAL RESPONSIBILITY DIVERSE WORLD
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

+

ART & DESIGN COURSES 32CR

FOUNDATIONS 20CR

- AD101** 4cr
PROCESS & DESIGN
- 2D STUDIO** 4cr
ARTD217 PHOTOGRAPHY
ADRT219 ILLUSTRATION
ADRT220 PAINTING: ACRYLIC
ADRT221 PAINTING: OIL
- 3D STUDIO** 4cr
ARTD209 INDUSTRIAL DESIGN
ARTD210 CERAMICS
ARTD216 SCULPTURE
ARTD223 METALS/JEWELRY
ARTD224 WOODWORKING
- DIGITAL STUDIO** 4cr
ARTD212 DIGITAL CINEMA
ARTD218 GRAPHIC DESIGN
ARTD225 ELECTRONIC ART & ANIMATION
- AD270** 4cr
CONCEPTS & CULTURE (INTT)

ART HISTORY 4CR

- AD110** 4cr
IDEAS IN ART HISTORY
- OR
- AD230** 4cr
HISTORY WORLD ART: ANCIENT TO MEDIEVAL [HUME]
- OR
- AD240** 4cr
HISTORY WORLD ART: RENISSANCE TO MODERN [HUME]
- OR
- AD260** 4cr
AMERICAN ART AND ARCHITECTURE [HUME]

ART & DESIGN ELECTIVES 8CR

- _____ 4cr
100/200 LEVEL AD ELECTIVE
- _____ 4cr
100/200 LEVEL AD ELECTIVE

NOTE:

FOR STUDENTS THAT MAY LATER PURSUE A 4 YEAR BACHELOR DEGREE (BA, BS, BFA)

200-LEVEL COURSES IN AN EMPHASIS ARE RECOMMENDED (FOR EXAMPLE, THE ILLUSTRATION EMPHASIS WOULD INCLUDE ARTD 219)

BACHELOR DEGREE EMPHASES INCLUDE: CERAMICS, DIGITAL CINEMA, DRAWING/PAINTING, ELECTRONIC ART/ANIMATION, GRAPHIC DESIGN, INDUSTRIAL DESIGN, ILLUSTRATION, METALSMITHING/SCULPTURE, PHOTOGRAPHY, AND WOODWORKING/FURNITURE DESIGN.

FALL 2025

MANY COURSES HAVE A/B DESIGNATIONS. YOU MAY TAKE THE A/B SECTIONS IN ANY ORDER - YOU DO NOT HAVE TO TAKE A BEFORE B.
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SOCIAL MEDIA DESIGN MANAGEMENT BS DEGREE 120CR

GENERAL EDUCATION REQUIREMENTS 30-40CR

EFFECTIVE COMMUNICATION	QUANTITATIVE REASONING AND ANALYSIS	SOCIAL RESPONSIBILITY DIVERSE WORLD	INTEGRATIVE THINKING	HUMAN EXPRESSION	PERSPECTIVES ON SOCIETY	SCIENTIFIC INQUIRY
<input type="checkbox"/> EN111 RECOMMENDED <input type="checkbox"/> EN211 RECOMMENDED	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> SO101 RECOMMENDED <input type="checkbox"/> _____	<input type="checkbox"/> PY100 RECOMMENDED <input type="checkbox"/> _____ <input type="checkbox"/> LAB SCIENCE

ADDITIONAL GRADUATION REQUIREMENTS

- WORLD CULTURES REQUIREMENT
 ENGLISH COMPETENCY REQUIREMENT
 MATH COMPETENCY REQUIREMENT

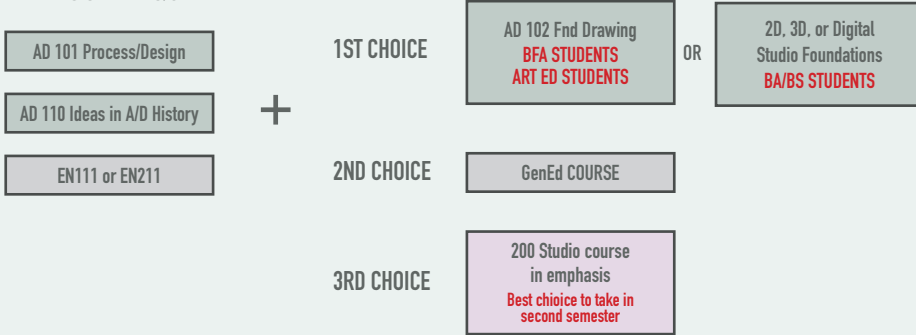
PROGRAM COURSES 68CR

ART CORE 16CR	MARKETING CORE 16CR	CAPSTONE 4CR	PROGRAM ELECTIVES 12CR
<input type="checkbox"/> AD101 4cr PROCESS & DESIGN <input type="checkbox"/> ARTD218 4cr GRAPHIC DESIGN: FOUNDATIONS <input type="checkbox"/> AD388 4cr WEB DESIGN <input type="checkbox"/> AD181 4cr VISUAL LITERACY IN GLOBAL CULTURE [HUME]	<input type="checkbox"/> MKT230 4cr INTRODUCTION TO MARKETING <input type="checkbox"/> MKT335 4cr CONSUMER BEHAVIOR ANALYSIS <input type="checkbox"/> MKT432 4cr ADVERTISING AND INTEGRATED MARKETING <input type="checkbox"/> MKT470 4cr E-COMMERCE AND DIGITAL MARKETING	<input type="checkbox"/> AD488 4cr BRANDING AND SOCIAL MEDIA	<div style="border: 1px solid black; padding: 5px;"> <p>ART/DESIGN STUDIO PRODUCTION 8CR</p> <input type="checkbox"/> _____ 4cr <input type="checkbox"/> _____ 4cr <p>SELECT 2 FROM: ARTD212 DIGITAL CINEMA ARTD217 PHOTOGRAPHY ARTD225 ELECTRONIC ART & ANIMATION AD334B MOTION DESIGN</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p>SELECT 3 FROM: AD312 DIGITAL CINEMA- ADVANCED PRODUCTION AD318B DESIGN: STORYTELLING & PRODUCTION AD418 DESIGN: INTERACTIVE & USER EXPERIEN AD492 INTERNSHIP IN ART/DESIGN (1-4CR) EN217 NEWS WRITING & REPORTING PR350 SPORT PUBLIC RELATIONS & MEDIA COM320 NEW MEDIA LITERACY PR410 SPORT PUB REL - THEORY & STRATEGY PR430 PUBLIC RELATIONS CASE STUDIES MKT491 INTERNSHIP IN MARKETING (1-4CR)</p> </div>
<p>PUBLIC RELATIONS CORE 8CR</p> <input type="checkbox"/> PR231 4cr INTRODUCTION TO PUBLIC RELATIONS <input type="checkbox"/> PR330 4cr PUBLIC RELATIONS MESSAGE DESIGN	<p>GENERAL ELECTIVES 16CR</p> <input type="checkbox"/> _____ 4cr <input type="checkbox"/> _____ 4cr <input type="checkbox"/> _____ 4cr <input type="checkbox"/> _____ 4cr		

FALL 2025

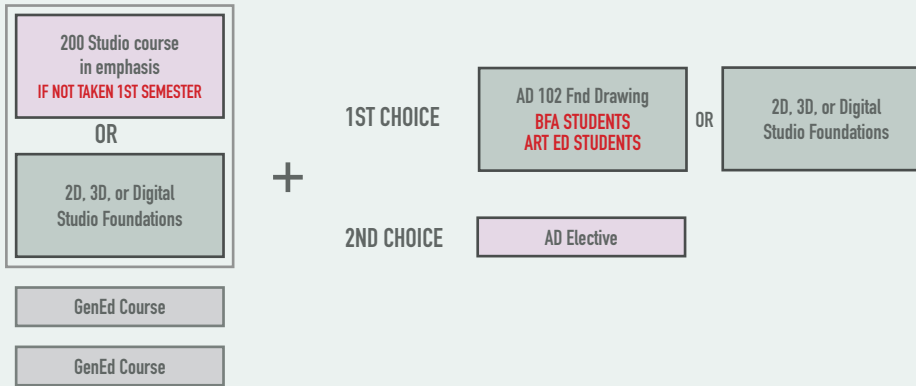
1ST SEMESTER 12-16CR

FYE BLOCK REQUIRED



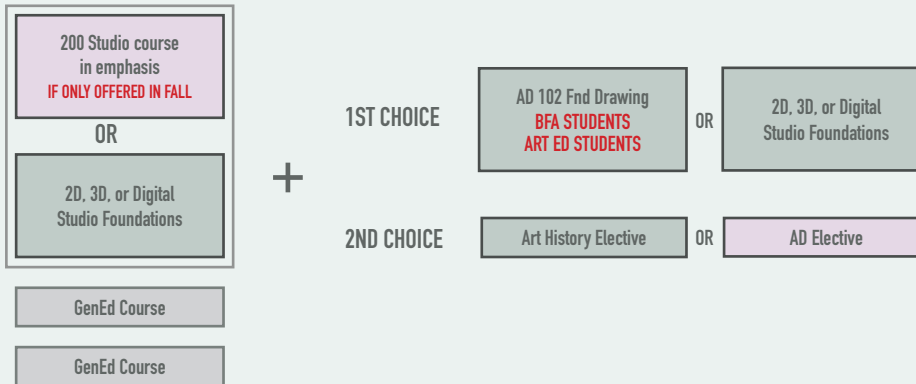
2ND SEMESTER 12-16CR

REQUIRED



3RD SEMESTER 12-16CR

REQUIRED



FIRST THREE SEMESTERS RECOMMENDATIONS FOR SOCIAL MEDIA

SOCIAL MEDIA DESIGN MANAGEMENT

1ST SEMESTER 12-16CR

AD 101 Process/Design

GenEd Course

OR

ARTD 218 Graphic Design Fnd

PY100 Intro to Psychology

OR

S0101 Intro to Sociology

EN111 or EN211

OR

GenEd Course

SOCIAL MEDIA DESIGN MANAGEMENT

2ND SEMESTER 12-16CR

AD 181 Visual Literacy

MKT230 Intro to Marketing

PY100 Intro to Psychology

OR

S0101 Intro to Sociology

EN211

OR

GenEd Course

SOCIAL MEDIA DESIGN MANAGEMENT

3RD SEMESTER 12-16CR

ARTD 218 Graphic Design Fnd

IF NOT TAKEN 1ST SEMESTER

PR231 Intro Public Relations

PY100 Intro to Psychology

OR

S0101 Intro to Sociology

OR

GenEd Course

ARTD 217 Photography Fnd

OR

ARTD 212 Digital Cinema Fnd

OR

ARTD 225 Elec Art/Anim Fnd

ART & DESIGN COMPLETE COURSE LISTINGS

FOUNDATIONS

AD 101 Process and Design

4 credit hours

Offered: Fall, Winter

An exploration of various technical methods of construction, production, and assembly used in the creation of art forms (2D, 3D, and time-based), integrated with an introduction to and application of the visual vocabulary of art (visual elements, principles of design, color theory).

AD 102 Foundational Drawing

4 credit hours

Offered: Fall, Winter

Introductory drawing course focusing on the methods and knowledge needed to create various types of spatial illusions and translate observed information onto a two-dimensional surface.

AD 270 Concepts and Culture

4 credit hours

Offered: Fall, Winter

Applies toward the Integrative Thinking (INTT) general education requirement.

Prerequisite: AD 101, 110 or 240 or 355 and sophomore standing.

This course engages in the direct experiential understanding and development of ideas and intentions within art and design. The emphasis is on understanding the relationship of art/design and its maker to culture at-large as a method of contextualizing a student's current and future work. The comparative study of cultural products, visual representation, and visual conditioning, both historically and in contemporary society, will be discussed.

ART REVIEW

AD 303 Individual Art Review

2 credit hours

Offered: Fall, Winter

Graded: S/U

Prerequisite: AD 101 and AD 270 with "C-" minimum grade; completion or concurrent enrollment in 2D Studio, 3D Studio, and Digital Studio Foundation courses with C- minimum grade; minimum of 8 credit hours of 300/400-level studio courses. Selection of a studio emphasis for AD 303; completion or concurrent enrollment in a 300-level studio course in the area of emphasis; permission of faculty mentor in studio emphasis; attain 2.6 average in 300/400-level studio emphasis coursework.

In this course students will develop resumes, statements of intent, and portfolio presentations to be reviewed and evaluated by a small panel of faculty. Emphasis is placed on evidence of technical mastery, control of composition and design, and the successful development of ideas and concepts within the portfolio.

Note: Although this course may be repeated, students receiving either two "U" grades or who withdraw twice from the course will not be allowed to continue in the program.

CAPSTONE

AD 485 Foundations: Theories and Practices

4 credit hours

Offered: Fall, Winter

Prerequisite: AD 270

Utilizing a range of analytical and practical frameworks this course includes an intensive examination of the methods, production, values, philosophies and theories surrounding art and design.

AD 499 Senior Capstone Project

4 credit hours

Offered: Fall, Winter

Prerequisite: AD 303 (with a grade of S) and acceptance of the AD 499 Senior Capstone Project Application.

Development of a capstone project that demonstrates the student's mastery in their discipline. Approved projects will be exhibited in a school-approved gallery. Practices and expectations for professionals within the various fields of art and design will be discussed.

ART & DESIGN COMPLETE COURSE LISTINGS

ART HISTORY

AD 110 Ideas in Art and Design History

4 credit hours

Offered: Fall

This course draws from the disciplines of art history, philosophy, psychology and the social sciences in order to consider questions of interest to art historians and artists alike: What are the functions of art? Which principles shape visual expression? How is visual art related to larger cultural forces including religious, political, economic and so on? What is the relationship between art, artists and audiences? The course objective is to investigate these questions in a way that is relevant to each student's own creative development.

AD 200 Native American Art and Architecture

4 credit hours

Offered: Fall

Applies toward the world cultures university requirement (WC) general education requirement.

Prerequisite: EN 111 recommended.

A study of Native art and architecture from the pre-contact period to the present. A contextual approach is used to analyze material produced by the Anishinaabe, the Haudenosaunee and other indigenous peoples of North America.

AD 230 History of World Art: Ancient to Medieval

4 credit hours

Offered: Fall

Applies toward the Human Expression (HUME) general education requirement.

An introduction to world art from prehistory to 1400. The course introduces issues of artistic structure, meaning, context, technique and style in relation to specific artistic traditions. Its content includes visual arts of Africa, the Americas, Asia and the West from prehistory through the Gothic period.

AD 240 History of World Art: Renaissance to Modern

4 credit hours

Offered: Winter

Applies toward the Human Expression (HUME) general education requirement.

An introduction to world art from 1400 to the present. The course introduces issues of structure, meaning, context, technique and style in art in relation to specific artistic traditions. Content includes the visual arts of Africa, the Americas, Asia, the Pacific and the West from the Renaissance through Postmodernism.

AD 260 American Art and Architecture

4 credit hours

Offered: Fall, Winter, Summer

Applies toward the Human Expression (HUME) general education requirement.

Chronological survey of the ideas and historical events determining the stylistic and aesthetic developments of American art and architecture.

AD 265 Art and Architecture of Japan

4 credit hours

Offered: Fall semester of odd-numbered years

Applies toward the world cultures university requirement (WC) general education requirement.

Survey of the visual arts and architecture of Japan from prehistory to the present. Includes consideration of the core values that are expressed through Japanese art.

AD 280 History of Photography

4 credit hours

Offered: Fall

A study of the photographic medium as a means of political, technological, philosophical and creative endeavors from the invention of the daguerreotype to digital imaging. The history will be presented within the context of the development genres demonstrating the reciprocal effect of the medium with society.

AD 281 History and Culture of Animation

4 credit hours

Offered: Fall

Applies toward the Human Expression (HUME) general education requirement.

An introduction to the historical development of world animation from early optical devices for creating the illusion of motion to the latest computer-animated movies. While the history and culture of 2D animation is featured, stop-motion animation, 3D animation, and experimental animation (19th-21st centuries) are discussed as well.

AD 285 History of Graphic Expression

4 credit hours

Offered: Fall

Chronological exploration of the history of graphic design and illustration from the era of the illuminated manuscript to the present. Emphasis is given to graphic expression in modern society from the mid-19th century on. Digital design and illustration are included.

ART & DESIGN COMPLETE COURSE LISTINGS

ART HISTORY

AD 300 Art and Ideas in Asian Civilizations

4 credit hours

Offered: Winter of odd-numbered years

Applies toward the world cultures university requirement (WC) general education requirement.

Prerequisite: EN 211 with a grade of "C" or better or HON 102 and HON 112 and junior standing.

Engages the formative ideas and artistic traditions of India, China and Japan. Considers the intersection of social forms, intellectual patterns, religious beliefs and aesthetic expressions within each cultural tradition.

AD 355 Twentieth Century Art and Architecture

4 credit hours

Offered: Winter, odd numbered years

Applies toward the Human Expression (HUME) general education requirement.

Prerequisite: EN 211 with a grade of "C" or better or HON 102 and HON 112 and sophomore standing.

Survey of visual art and architecture in the Western world from the second half of the 19th century through the present decade. The conceptual basis of the arts and their place in society is examined within a historical framework.

AD 365 History of Modern Craft and Design

4 credit hours

Offered: Winter

Prerequisite: Junior standing.

History of modern craft and design considers the course of progressive design in the applied arts (craft, product and furniture design) from the nineteenth century to the present. Major movements in design history including the arts and crafts movement, art nouveau, modernism and postmodernism are investigated within a chronological framework. Social issues affecting design—from the relationship between design and consumerism, design and modern management practices, and design and national identity, to design ethics—will be considered within their historical contexts.

AD376 Art, Gender, Psyche

4 credit hours

Offered: Winter

Applies toward the Perspectives on Society (PERS) general education requirement.

Iconographic and contextual exploration of visual images in historical and contemporary artworks through critical integration of two distinctive approaches: gender and psychoanalysis. Issues include creativities and struggles of major women artists in history, visual expressions of gender and sexuality, and imagery of the unconscious mind.

AD 377 Making in the 21st century.

4 credit hours

Offered: Winter semester, even numbered years

Applies toward the Human Expression (HUME) general education requirement.

Prerequisite: EN 211 with a grade of "C" or better or HON 102 and HON 112; and sophomore standing.

Identity, the body, time, place, memory, language, spirituality, and science are just some of the subjects addressed in artworks since 1980. Focusing on thematic connections and cross-disciplinary intersections, this survey-based art history course covers the range of ideas explored in contemporary visual art, design, craft, and architecture.

OTHER/SPECIAL COURSES

AD 108 Artificial Intelligence & Visual Art

4 credit hours

Offered: Fall

Applies toward the Integrative Thinking (INTT) general education requirement.

Utilizing Artificial Intelligence tools, learn how to create visually compelling images, develop complex communications utilizing storytelling, and provide information in a visually persuasive format. Students will research a variety of AI software, exploring the benefits, expense, licensing, and ethical use of those tools. Students will then utilize the selected tools to create a series of images and presentations relevant to their personal interests and chosen majors.

AD 181 Visual Literacy in Global Culture

4 Credit Hours

Offered: Winter

Applies toward the Human Expression (HUME) general education requirement.

An introduction to visual literacy, which is the ability to read visual images, to verbally describe them, and to understand their intended and implied meanings. A basic terminology for visual literacy will be studied in order to examine images from fine arts, advertisements, news, movies, video games, etc.

NOTE: May not be used for AD Art History or AD Elective credit. Course is designed for students not majoring in Art/Design.

ART & DESIGN COMPLETE COURSE LISTINGS

OTHER/SPECIAL COURSES

ARTD 215 Printmaking: Foundations

4 Credit Hours

Offered: Winter

Introduction to the techniques of screen printing and the intaglio process (etching). Emphasis is placed on skill development and the creation of original prints.

AD 235 Game Design

4 credit hours

Offered: Winter

Applies toward the Integrative Thinking (INTT) general education requirement.

Prerequisite: Completion of the Written English Competency requirement and sophomore, junior, or senior standing.

This course introduces the fundamentals of game design and game analysis. How does gameplay affect game design and development, and why is it such an essential element of making games? Students will design board, card, tabletop, or other non-digital games from the initial concept to playable prototypes. (The course will focus primarily on board, card, and tabletop games but the processes and theories also apply to video games.)

AD 295 Special Topics in Art and Design

1-4 Credit Hours

Offered: On demand

Prerequisite: Freshman or sophomore standing.

A course providing art and design experiences not emphasized in regular course offerings.

Note: May be repeated if topic differs.

AD 298 Directed Study

1-4 credit hours

Offered: On demand

Prerequisite: Freshman or sophomore standing and instructor's permission.

A course arranged by contract with the instructor of a particular studio area.

344 Sustainable Practices in Art & Design

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD101 and at least one 300-level AD studio course; or instructor permission.

With an emphasis on sustainable practices related to making art and design, the course will focus on the body and mind, safe and thoughtful material use, and consideration of our long-term ecological impact on the world. This course is research-focused with a direct connection to personal studio practice. Open to all media in the School of Art & Design.

AD 492 Internship in Art and Design

1-4 credit hours

Offered: On demand

Graded: S/U

Prerequisite: AD 101; completion of 2D, 3D, and Digital Foundations courses; AD 270; AD 303; cumulative undergraduate GPA 2.6; junior or senior standing; and instructor approval.

The object of this course is to provide Art and Design majors with professional work experience in their chosen area of concentration.

AD 495 Special Topics in Art and Design

1-4 cr.

Offered: On demand

Prerequisite: Junior standing and instructor's permission.

A course providing art and design experiences not emphasized in regular course offerings.

Note: May be repeated if topic differs.

AD 498 Directed Study

1-4 Credit Hours

Offered: On demand

Prerequisite: Junior standing and instructor's permission.

A course arranged by contract with the instructor of a particular studio area.

ART & DESIGN COMPLETE COURSE LISTINGS

3D

ARTD 216 Sculpture: Foundations

4 credit hours

Offered: Fall

An introduction to methods of synthesizing form in the production of sculpture. Process, techniques, design and composition will be emphasized in assigned projects throughout the semester. Mixed media.

AD 311C Craft Fusion

4 credit hours

Offered: Winter, even numbered years

Prerequisites: Sophomore standing

Studio format fusion of craft and industrial design bridging human touch and serial production. Skill building in methodologies and hands-on techniques, ranging from traditional to experimental, with the aim of creating unique forms and practical objects that have potential for limited edition commercial release.

AD 430 3D Design Practices

4 credit hours

Offered: Winter, even numbered years

Prerequisites: AD101, one 200-level 3D course (AD/ARTD 209, 210, 222, 223, or 224), and one 300-level 3D course (311a, 311b, 322a, 322b, 323a, 323b, 323c, 323d, 324a, or 324b); or instructor permission

This course is designed to further develop problem solving skills with emphasis in Ceramics, Sculpture, Metalsmithing/Jewelry Making, WoodWorking, and Industrial Design programs. Students will explore a personal approach to form by engaging with ideological and theoretical sources. Individual solutions for construction and products are emphasized with a focus on current trends and issues in 3D studio art fields.

AD 444 Seating Design

4 credit hours

Offered: Winter, even numbered years

Prerequisites: ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224; or instructor permission.

This course focuses on the materials and methods of designing and building objects used for seating, including the ergonomics, aesthetics, and structural needs. Emphasis is placed on developing personal creativity and design sensibility, while broadening both technical and material knowledge. All 3D media are welcomed (Wood, Metal, Clay, Industrial Design, etc.).

ART EDUCATION

AD 248 Introduction to Art Education

4 Credit Hours

Offered: Offered every third semester. Consult with adviser for which semester course will be offered.

Prerequisite: AD 101, AD 270, a minimum grade point average of 2.70 in the department and admission to a teacher education program. Students must have a portfolio review of previous work.

An introduction to art education and concepts of knowledge, values and skills with different media in the art classroom. Emphasis is placed on comprehensive art education, audiovisual productions, planning and organizing of an art room and writing lesson plans. A "B" or higher must be earned to take AD 302.

AD 302 Media and Methodology for Art Education

4 Credit Hours

Offered: Offered every third semester. Consult with adviser for which semester course will be offered.

Prerequisite: Admission into pre-methods phase of the School of Education, Leadership and Public Service, ED 201, ED 231, ED 301 and AD 248. AD 248 with a minimum grade of "B" and a minimum GPA of 2.7 in the department.

To explore a variety of media used in the art classroom and to gain knowledge, values and skills in writing comprehensive art education lessons. To implement lesson plans in the schools/museums for practical application.

AD 310 Art for the Elementary Classroom Teacher

2 Credit Hours

Offered: Fall, Winter

Prerequisite: Admission to teacher education.

A survey of a variety of teaching strategies to implement concepts of knowledge, values and skills in the art classroom. Emphasis is placed on design, creativity, visual structures, child development, artists, art criticism, aesthetics, lesson planning, and art production using a variety of media.

Note: Will not be taught after the 2025-2026 academic year.

AD 350 Curriculum Theory and Objectives for Art Education

4 Credit Hours

Offered: Fall

Prerequisite: Admission to the methods phase of teacher education, AD 248 and AD 302 with a minimum grade of "B". Transfer and post-baccalaureate students must have a portfolio of their work approved by the department.

An examination of how the history of art education influences art curricula today. Emphasis is on a written 15-week curriculum, discussion of creative problem solving, discipline, motivation, evaluation and student-teaching experience.

Note: May not be applied toward a non-teaching major or any minor in art and design. The art education courses listed above must be taken sequentially.

ART & DESIGN COMPLETE COURSE LISTINGS

CERAMICS

ARTD 210 Ceramics: Foundations

4 credit hours

Offered: Fall, Winter

Introduction to the methods and techniques of producing ceramic objects covering the various forming, finishing and firing techniques. Students experience techniques ranging from pinch, coil and slab construction.

ARTD 222 Ceramics: Wheel Forms

4 credit hours

Offered: Winter

Development of the traditional skills of throwing, along with glazing and firing procedures. Supporting information is derived from historical and contemporary wheel-thrown forms.

AD 322A Ceramics: Tableware Design

4 credit hours

Offered: Fall, even numbered years

Prerequisite: AD 101 and AD/ARTD 222, or instructor permission.

Working with commercial restaurant considerations, pieces created in this course will explore both functional and visual aesthetics of serveware design. Students will have hands-on experience not only making tableware but working with a kitchen to help create the ultimate dining experience.

AD 322B Ceramics: Surfaces

4 credit hours

Offered: Fall, odd numbered years

Prerequisite: AD 101 and AD/ARTD 222, or instructor permission.

Combining traditional and experimental surface techniques, students will create a collection of ceramic pieces that develops their personal approach to the ceramic material. Expanded construction methods and image transfer are highlighted as investigations of surface interaction on ceramic objects.

AD 430 3D Design Practices

4 credit hours

Offered: Winter, even numbered years

Prerequisites: AD101, one 200-level 3D course (AD/ARTD 209, 210, 222, 223, or 224), and one 300-level 3D course (311a, 311b, 322a, 322b, 323a, 323b, 323c, 323d, 324a, or 324b); or instructor permission

This course is designed to further develop problem solving skills with emphasis in Ceramics, Sculpture, Metalsmithing/Jewelry Making, WoodWorking, and Industrial Design programs. Students will explore a personal approach to form by engaging with ideological and theoretical sources. Individual solutions for construction and products are emphasized with a focus on current trends and issues in 3D studio art fields.

DIGITAL CINEMA

ARTD 212 Digital Cinema: Foundations

4 credit hours

Offered: Fall, Winter

Introduction to the concepts and practices of digital filmmaking exploring fiction, documentary, and experimental video production. Focuses on foundational approaches to filming and editing short-form cinematic works.

AD 312 Digital Cinema: Advanced Production

4 credit hours

Offered: Winter

Prerequisite: AD/ARD 212 or BC 250, or instructor permission.

Development of the concepts and practices of digital filmmaking exploring fiction, documentary, and experimental video production. Focuses on advanced approaches to filming and editing short-form cinematic works emphasizing cinematography, post-production, and collaboration.

AD 448A Digital Cinema: Documentary Filmmaking

4 credit hours

Offered: Fall, odd-numbered years

Prerequisite: AD 312 or instructor permission.

Continued development of the concepts and practices of digital filmmaking emphasizing documentary film production. Focuses on producing short-form cinematic works exploring various documentary modes, historical approaches, and ethics of representation.

AD 448B Digital Cinema: Fiction Filmmaking

4 credit hours

Offered: Fall, even numbered years

Prerequisite: AD 312 or instructor permission.

Continued development of the concepts and practices of digital filmmaking emphasizing fiction film production. Focuses on producing short-form cinematic works exploring narrative structure, character development, and visual storytelling.

AD 449 Digital Cinema: Professional Practice

4 credit hours

Offered: Winter

Prerequisite: AD 303 and either AD 448A or 448B, or instructor permission.

Continued development of the concepts and practices of digital filmmaking emphasizing the development, production, and realization of a capstone project. Focuses on professional production practices and career development.

ART & DESIGN COMPLETE COURSE LISTINGS

DRAWING/PAINTING

ARTD 220 Drawing/Painting Foundations: Acrylic

4 credit hours

Offered: Winter

An introductory drawing/painting course focusing on properties of, and techniques for, controlling acrylic paint, both abstractly and representationally. Foundational principles in composition, color, and observation are introduced.

ARTD 221 Drawing/Painting Foundations: Oil

4 credit hours

Offered: Fall

Introduction to foundational properties and techniques of oil paint as a medium. Emphasis is placed on representational techniques and subject matter. Approaches to developing personal style and content are introduced.

AD 320: Drawing/Painting: History and Influence

4 credit hours.

Offered: Fall, odd numbered years

Prerequisite: At least two of the following: AD/ARTD 219, AD/ARTD 220, ARTD 221, AD 319A, AD 319B; or instructor permission.

Students will produce several bodies of work that demonstrate understanding of the stylistic, historical, and conceptual context of their studio practice within the history of painting and drawing. Students may produce work in any combination of drawing and painting media. Emphasis is given to developing a personal style through self-directed research.

AD 420 Drawing/Painting: Seminar

4 credit hours

Offered: Winter, even numbered years

Prerequisite: At least three from: AD/ARTD 219, AD/ARTD 220, ARTD 221, AD319A, AD 319B, AD 320, AD 419; or instructor permission.

Students will plan, research, and execute self-driven projects. The content of these projects will follow consistent and coherent themes determined by the student. Content will be supported by readings, discussions, writing, critiques, and guided exposure to professional opportunities in the field.

AD 431 Portfolio: Illustration & Painting

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD 303, and at least two from AD319A, AD319B, AD320, AD419, or AD420; or instructor's permission

Through individualized projects, students will refine their technical skills, artistic vision, and professional presentation to create portfolios and promotional materials that reflect their career goals and unique strengths.

ELECTRONIC ART & ANIMATION

ARTD 225 Electronic Art & Animation: Foundations

4 credit hours

Offered: Fall, Winter

Introduction to the concepts and practices of electronic art and animation. Topics vary and are based upon technology developments and professional practices in the field of electronic art and animation. (Topics may include 3D modeling, digital sculpting, 2D/3D animation, basic scripting, introductory game development, 3D printing, analog to digital workflows, augmented reality, and/or AI.)

AD 334A Digital Sculpting and Modeling

4 credit hours

Offered: Winter, even numbered years

Prerequisite: AD 101 or AD 234 or ARTD 225 or instructor's permission.

Practical overview of the theory and practice of 3D digital sculpting and modeling with consideration to concept art, game/animation characters, illustration, scenic props, sculpture, collectible toys, and 3D printed objects. Commercial applications of digital sculpting and modeling will be explored in tandem with concepts focusing on form, design, and articulation.

AD 334B Motion Design

4 credit hours

Offered: Fall

Prerequisite: AD 101 or AD 234 or ARTD 225 or instructor's permission.

Practical overview of the fundamentals of motion graphics and animation with consideration to broadcast, cinema, web, app, and multimedia applications. Creative and commercial approaches to motion design will be explored while developing conceptual skills, aesthetic awareness, and pre-professional production workflow practices.

ART & DESIGN COMPLETE COURSE LISTINGS

GRAPHIC DESIGN

ARTD 218 Graphic Design: Foundations

4 credit hours

Offered: Fall, Winter

Introduction to graphic design concepts with the development of technological and craft skills. Emphasis is placed on the use of process, typography, and composition as well as foundational skills in gestalt and color theory.

AD 318A Graphic Design: Typography and Layout

4 credit hours

Offered: Fall, Winter

Prerequisite: AD/ARTD 218.

Implementation of typographic systems in concept and composition. Emphasis is placed on process, letterform, and layout as well as typography's use in interactivity and social media.

AD 318B Graphic Design: Storytelling and Production

4 credit hours

Offered: Winter

Prerequisite: AD/ARTD 218.

Advanced studies in visual systems through conceptual development, production skills, and three-dimensional design. Emphasis is placed on a narrative approach to design.

AD 388 Web Design

4 credit hours

Offered: Fall

Prerequisite: AD/ARTD 218.

Advanced studies in the design and development of websites. Emphasis is placed on the conceptual development and layout of websites as well as their use in multiple devices and environments. Front-end HTML and CSS coding will be developed throughout the course.

AD 418 Graphic Design: Interactive Design and User Experiences

4 credit hours

Offered: Fall

Prerequisite: AD 303 or concurrent enrollment, AD 318A or AD 318B; or instructor permission.

Students will learn to apply research, problem-solving, and the user's experience to interactivity. This course's focus is on app/software interfaces and other media, wayfinding, and the conceptual development of interaction and design.

AD 488 Branding and Social Media

4 credit hours

Offered: Winter

Prerequisite: Senior standing and AD318A

A critical examination of branding strategies and implementation within the context of contemporary social media and design landscapes. Emphasis is placed on design research.

ART & DESIGN COMPLETE COURSE LISTINGS

ILLUSTRATION

ARTD 219 Illustration: Foundations

4 credit hours

Offered: Fall, Winter

Introduction to the fundamental principles and techniques of illustration, with a focus on narrative picture-making using ink and watercolor media.

AD 319A Illustration: Digital Media

4 credit hours

Offered: Fall, Winter

Prerequisite: AD 102 or AD/ARTD 219, and AD/ARTD 218; or instructor permission.

Digital media is employed as a tool for storytelling and visual communication, tailored to meet client needs. Explore how images effectively convey social messages through real-world illustration projects.

AD 319B Illustration: Narrative Figure

4 credit hours

Offered: Fall, even numbered years

Prerequisite: AD 102 or AD/ARTD 219 or instructor permission.

Exploration of the human figure as a structural form and vehicle for expression in narrative art and illustration. Emphasis is placed on anatomy, drawing and painting from observation, construction, gesture, composition, research, and creating reference to aid imagination.

AD 419 Illustration: Advanced Studio

4 credit hours

Offered: Fall, odd numbered years

Prerequisite: AD 303 or concurrent enrollment, and either AD 319A or AD 319B; or instructor's permission.

Development of conceptual and problem-solving abilities within the framework of varied commercial situations, while encouraging personal artistic voice. Ideation, research, and the professional practice of an illustrator are emphasized.

AD 431 Portfolio: Illustration & Painting

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD 303, and at least two from AD 319A, AD 319B, AD 320, AD 419, or AD 420; or instructor's permission.

Through individualized projects, students will refine their technical skills, artistic vision, and professional presentation to create portfolios and promotional materials that reflect their career goals and unique strengths.

INDUSTRIAL DESIGN

ARTD 209 Industrial Design: Foundations

4 credit hours

Offered: Fall, Winter

Studio format introduction into ideas becoming useful objects. Skill building in ideation, iteration, formgiving, and hands-on craftsmanship. Emphasis on playfulness, imagination, creativity, innovation, clear communication, and design awareness.

AD 311A Industrial Design: Virtual Modeling + Prototyping

4 credit hours

Offered: Fall, odd numbered years

Prerequisite: Sophomore standing or instructor permission.

Intro to virtual modeling and product form sculpting intertwined with digital fabrication and rapid prototyping. Skill building focuses on 3D printing, laser cutting, and CNC milling alongside hands-on clay shaping, model-making, NURBS, and vector graphics handling.

AD 311B Industrial Design: Body - Space and Comfort

4 credit hours

Offered: Fall, even numbered years

Prerequisite: AD 101 or ARTD 209 or AD 211 or instructor permission.

Studio format exploration of body influence on product form and vice versa. Body mechanics and measurements are complemented with study of behavior, rituals, needs and desires. Sensory qualities of physical materials explored with focus on the visual and tactile.

AD 311C Craft Fusion

4 credit hours

Offered: Winter, even numbered years

Prerequisite: Sophomore standing.

Studio format fusion of craft and industrial design bridging human touch and serial production. Skill building in methodologies and hands-on techniques, ranging from traditional to experimental, with the aim of creating unique forms and practical objects that have potential for limited edition commercial release.

AD 411A Industrial Design: Forming Future

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD 303 or concurrent enrollment, AD 311A or AD 311B or instructor's permission.

Critical inquiry mixed with creative exploring, making and discussing. Culminating in proposing and executing thoughtful, applicable and sustainable design solutions. Focus on community, compassion, climate challenge, shared future and AI integration. Client-side deliverables and presentation materials skill building bridges to the post-graduation professional environment.

ART & DESIGN COMPLETE COURSE LISTINGS

METALSMITHING/JEWELRY

ARTD 216 Sculpture: Foundations

4 credit hours

Offered: Fall

An introduction to methods of synthesizing form in the production of sculpture. Process, techniques, design and composition will be emphasized in assigned projects throughout the semester. Mixed media.

ARTD 223 Jewelry/Metalsmithing: Foundations

4 credit hours

Offered: Fall, Winter

An introduction to the skills required to fabricate jewelry and small metal objects. Traditional techniques of sawing, soldering, hammering, texturing, and casting will be presented. Students will design and fabricate assignments from sheet and wire copper, brass, and nickel silver. All materials and tools are provided in the studio.

AD 323A Production Casting and Mold Making

4 credit hours

Offered: Fall, odd numbered years.

Prerequisite: AD 101 or ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224, or instructor permission.

Production casting and mold making for small metal outcomes: jewelry/sculpture. Individualized research of centrifugal, vacuum and gravity casting in combination with room temperature and vulcanized rubber molds.

AD 323B Sheet Metal Forming

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD 101 or ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224, or instructor permission.

This course introduces sheet metal forming techniques including raising, sinking, folding and fabrication. Each student will produce a portfolio of finished works utilizing these techniques.

AD 323C Blacksmithing

4 credit hours

Offered: Winter

Prerequisite: AD 101 or ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224, or instructor permission.

Development of skills and knowledge of basic blacksmithing in the production of utilitarian and non-utilitarian forged objects. Beginning through advanced techniques of forging hot steel are presented.

AD 323D Foundry Bronze and Aluminum Casting

4 credit hours.

Offered: Winter, even numbered years

Prerequisite: AD 101 or ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224, or instructor permission.

Development of skills and concepts in the production of sculpture using the techniques of foundry style investment bronze and aluminum casting. Concentration is focused on learning various methods of casting, mold preparation, venting, gating and investing for gravity pour procedures. Students will also learn the operation of the kiln, furnace, and pouring procedures.

ART & DESIGN COMPLETE COURSE LISTINGS

PHOTOGRAPHY

ARTD 217 Photography: Foundations

4 credit hours.

Offered: Fall, Winter, Summer

Introduction to the technical and compositional aspects of digital photography. Through creative assignments, students are encouraged to explore and develop their unique strengths and interests within the medium.

AD 317A Photography: Analog Methods

4 credit hours

Offered: Fall

Prerequisite: AD/ARTD 212 or AD/ARTD 217 or instructor permission.

Introduction to analog photography processes. Through creative projects, students are encouraged to explore the various qualities of analog techniques while continuing to advance their individual photographic practices.

AD 317B Photography: Digital Methods

4 credit hours

Offered: Fall, Winter

Prerequisite: AD/ARTD 212 or AD/ARTD 217 or instructor permission.

Students expand their knowledge of digital photography, focusing on advanced digital techniques and creative processes while developing their individual photographic practices.

AD 417A Photography: Contemporary Practices

4 credit hours

Offered: Winter, odd numbered years

Prerequisite: AD 303 or concurrent enrollment, AD 317A or AD317B or instructor's permission.

Design and implementation of individual advanced projects while exploring contemporary theoretical and critical photographic concepts.

AD 417B Photography: Professional Practices

4 credit hours

Offered: Winter, even numbered years

Prerequisite: AD 303 or concurrent enrollment, AD 317A or AD317B or instructor's permission.

Design and implementation of individual advanced projects while gaining knowledge of professional practices within the photographic field.

WOODWORKING/FURNITURE

ARTD 224 Woodworking: Foundations

4 credit hours

Offered: Fall, Winter

This course is an introduction to the language, tools, and techniques used in creating functional wood objects. Students will develop their personal creativity and design sensibility, while broadening their technical knowledge of wood materials. We will focus on the concepts and methods of designing and building functional solid wood and plywood objects.

AD 324A Woodworking: Boxes & Cabinets

4 credit hours

Offered: Fall, even numbered years

Prerequisite: Sophomore standing or instructor permission.

Introduction to joinery techniques used in creating functional solid wood and plywood cabinetry. Emphasis is placed on the design and construction of doors, drawers, carcasses, and the use of store bought and handmade hardware.

AD 324B Woodworking: Form, Volume, and Function

4 credit hours

Offered: Fall, odd numbered years

Prerequisite: Sophomore standing or instructor permission.

This course is structured to give students an advanced understanding of the technical skills necessary to create volume and form when creating furniture and sculpture objects with solid wood and plywood.

AD 444 Seating Design

4 credit hours

Offered: Winter, even numbered years

Prerequisite: ARTD 209 or ARTD 210 or AD/ARTD 222 or AD/ARTD 223 or AD/ARTD 224; or instructor permission.

This course focuses on the materials and methods of designing and building objects used for seating, including the ergonomics, aesthetics, and structural needs. Emphasis is placed on developing personal creativity and design sensibility, while broadening both technical and material knowledge. All 3D media are welcomed (Wood, Metal, Clay, Industrial Design, etc.).

ART & DESIGN COMPLETE COURSE LISTINGS

ART & DESIGN COMPLETE COURSE LISTINGS

SOCIAL MEDIA DESIGN MANAGEMENT

AD 101 Process and Design

4 credit hours
Offered: Fall, Winter

An exploration of various technical methods of construction, production, and assembly used in the creation of art forms (2D, 3D, and time-based), integrated with an introduction to and application of the visual vocabulary of art (visual elements, principles of design, color theory).

AD 181 Visual Literacy in Global Culture

4 Credit Hours
Offered: Winter
Applies toward the Human Expression (HUME) general education requirement.

An introduction to visual literacy, which is the ability to read visual images, to verbally describe them, and to understand their intended and implied meanings. A basic terminology for visual literacy will be studied in order to examine images from fine arts, advertisements, news, movies, video games, etc.

ARTD 218 Graphic Design: Foundations

4 credit hours
Offered: Fall, Winter

Introduction to graphic design concepts with the development of technological and craft skills. Emphasis is placed on the use of process, typography, and composition as well as foundational skills in gestalt and color theory.

AD 388 Web Design

4 credit hours
Offered: Fall
Prerequisite: ARTD 218.

Advanced studies in the design and development of websites. Emphasis is placed on the conceptual development and layout of websites as well as their use in multiple devices and environments. Front-end HTML and CSS coding will be developed throughout the course.

AD 488 Branding and Social Media

4 credit hours
Offered: Winter
Prerequisite: Senior standing and AD318A

A critical examination of branding strategies and implementation within the context of contemporary social media and design landscapes. Emphasis is placed on design research.

Art & Design Studio Production

Please see Electronic Art & Animation (AD 225, AD 334B), Digital Cinema (AD 212, 312), Graphic Design (AD 318B, AD 418), Photography (AD 217), and Special Course listings (AD 492) in previous sections.

MKT 230 Introduction to Marketing

Offered: Fall, Winter, Summer
4 credit hours

Study of the basic marketing functions from a managerial standpoint. Emphasis is placed on the development of a marketing mix to enhance the operational performance of all organizations that undertake marketing activities. Students further develop marketing-related knowledge and skills through integrated assignments and exposure to additional topics in marketing; emphasis is on the strategic implications of marketing decision-making.

MKT 335 Consumer Behavior Analysis

Offered: Fall
4 credit hours

Study of important psychological, sociological and cultural determinants of buying. Students are expected to make applications of concepts, theories and principles to specific marketing problems.

MKT 432 Advertising and Integrated Marketing Communications

Offered: Winter
4 credit hours

Study of the need to consider consumer needs and experiences in developing advertising and sales promotion campaigns for both traditional firms and new service firms. Students are expected to make applications of concepts, theories and principles to specific marketing problems.

MKT 470 E-Commerce and Digital Marketing

Offered: Contact department for information
4 credit hours
Prerequisites: MKT 230, junior standing or instructor's permission.

As e-commerce and the usage of social media and mobile devices continue to grow in importance from a marketing perspective, a variety of strategic issues and implementation challenges arise when either transforming a firm's existing business model or developing a new one. An understanding of existing and emerging issues and successful practices related to marketing in a digital environment will be developed.

MKT 491 Internship in Marketing

Offered: On Demand : 1-4 credit hours
Prerequisites: Junior standing or instructor's permission.

Professional experience for qualified marketing students. Working relationships will be established with organizations. Students are required to write a paper and will be evaluated by their faculty supervisor in consultation with the employer.

ART & DESIGN COMPLETE COURSE LISTINGS

SOCIAL MEDIA DESIGN MANAGEMENT

PR 231 Introduction to Public Relations

Offered: Fall

4 credit hours

Prerequisites: Admission to PR 231 requires a 2.25 GPA.

The theory and practice of public relations, its function in organizations and its role in society. Topics include the history, communication theories and ethics of public relations, areas of practice in public relations and career opportunities.

PR 330 Public Relations Message Design

Offered: Winter

4 credit hours

Prerequisites: EN 211 and a "C" or better in PR 231.

Focus is on research, writing and planning skills unique to public relations. Topics include news releases and media kits, backgrounders and position papers, newsletters and brochures, advocacy advertising and special event design.

PR 350 Sport Public Relations and Media

Offered: Every Three Semesters

4 credit hours

Prerequisites: A 2.25 GPA, declaration of a major in Public Relations, and a "C" or better in PR 231.

Students learn about the sport public relations field with a focus on publicity and promotion techniques used to attract fan attention and generate revenue. Unique aspects related to media relations and social media promotion are also covered.

PR 410 Sport Public Relations - Theory & Strategy

Offered: Every Three Semesters

4 credit hours

Prerequisites: A 2.25 GPA, declaration of a major in Public Relations, and a "C" or better in PR 231 and PR 350.

Focuses on the major theories and promotional strategies that inform the practice of sport public relations. Case examples are analyzed and discussed to improve student recognition of best practices.

PR 430 Public Relations Case Studies

Offered: Fall

4 credit hours

Prerequisites: A "C" or better in PR 231 and PR 330 and junior standing.

Examination of how public relations is done by agencies and organizations. Internal (employee-member) and external campaigns are studied as the discussion of public relations theories begun in PR 231 is extended.

COM 320 New Media Literacy

Offered: Fall

4 credit hours

The study of various forms of "new" media. Topics include description of and practices associated with various forms of new media, the ethics associated with usage, and the impact of new media on society.

EN 217 News Writing and Reporting

Offered: Fall, Winter

4 credit hours

Prerequisites: EN211

The mechanics of hard news reporting and writing in a converged media environment. Frequent exercises and critiques.