

## Graduate Courses in the Department of Art and Design

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### M.F.A. CORE

3 courses required  
6 credit hours, minimum

#### **A&D 601 MFA Orientation, 0 credit hours**

Required for and open only to A&D M.F.A. graduate students. An introduction to the M.F.A. graduate degree program in Art & Design: policies, procedures, and requirements for successful completion of M.F.A. degree.

#### **A&D 603 – Theory in Art Seminar, 3 credit hours**

Study of critical issues in modern and postmodern art and relevant methodologies: formalism, iconography, biography & autobiography, Marxism (cultural studies) semiotics and psychoanalysis. Elements of contemporary professional art practice are also discussed, including writing of artists' and designers' statements, biographies and resumes.

#### **A&D 550 Research Methods in Art and Design, 3 credit hours**

Intensive course in research methods designed to assist students in developing a topic for directed study (under the guidance of their graduate committee): introduction to various research tools such as online and print indices, archives, and interlibrary loan; written exercises exploring issues of style, content, and organization as well as technical requirements of various citation styles; analysis and critique of previously completed M.F.A. theses; pros and cons of various research methods and how they pertain to art and design. The format of the course will be mixture of lecture and discussion, writing, and demonstrations.

### GENERAL

#### **A&D 590 Special Art Problems, 1-6 credit hours**

Individual problems in art history, appreciation, design, crafts, drawing, and painting.

#### **A&D 678 Graduate Internship, 1-6 credit hours**

Intensive exposure to professional experience through supervised internship in art or design firms, Schools, or studios. The internship will consist of work and study to enhance the development of future professionals in art and design. The internship experience will help students integrate theory and practice, confirm career choices and investigate potential job opportunities.

**A&D 690 Advanced Problems in Art and Design** Credit and hours to be arranged.

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### ART HISTORY

6 credit hours, minimum

*M.F.A. graduate students are required to have taken 9 hours (3 courses) in art history prior to entering the M.F.A. degree program. Coursework taken to compensate for curricular deficiencies will not count towards the 60 hours required for the M.F.A.*

*In addition to the two graduate-level art history courses listed below, graduate students may enroll in 300- and 400-level art history courses and then arrange with the professor to take the course for graduate-level credit. A minimum of six (6) credit hours of art history (in addition to the 9 undergraduate hours) are required for the M.F.A.*

#### **A&D 691 Directed Readings in Art History, 3 credit hours**

A survey of specialized publications for in-depth study in an area of special interest.

### M.F.A. RESEARCH

18 credit hours, minimum

#### **A&D 558 Directed Project Research in Studio Arts, 1-3 credit hours**

Prerequisite: A&D 550 or consent of instructor. Initial M.F.A. project research and production in studio arts.

#### **A&D 658 MFA Project Research in Studio Arts, 1-6 credit hours**

Prerequisites: A&D 558. Intensive M.F.A. project production and thesis research in studio arts.

#### **A&D 568 Directed Project Research in Design, 1-3 credit hours**

Prerequisite: A&D 550 or consent of instructor. Initial M.F.A. project research and production in design.

#### **A&D 668 MFA Project Research in Design, 1-6 credit hours**

Prerequisites: A&D 568. Intensive M.F.A. project production and thesis research in design.

#### **A&D 697 MFA Graduate Exhibition, 3 credit hours**

Pre- or co-requisite: Student must complete 12 hours of A&D 658 or A&D 668 during the same or prior semesters. Completion of M.F.A. thesis, oral defense, gallery installation of M.F.A. graduate exhibition, public presentation, and documentation of exhibition.

#### **A&D 698 Research MFA Thesis, 6 credit hours**

### STUDIO ARTS

18 credit hours in discipline, minimum

#### **A&D 600 Painting, 2-6 credit hours**

#### **A&D 607 Graduate Seminar in Photography and Related Media, 2-6 credit hours**

Study and discussion of the aesthetics, theory, and criticism of photography and related media. Applications include historical and contemporary research and/or the development and critical analysis of a body of work.

#### **A&D 613 Drawing, 2-6 credit hours**

#### **A&D 614 Graduate Installation and Critique, 3 credit hours**

A seminar for all graduate students in the studio arts incorporating the process of installation art to facilitate the exchange of ideas and professional criticism.

#### **A&A&D 616 Electronic and Time-Based Art, 3-6 credit hours**

This seminar explores contemporary artistic practices in Electronic and Time-Based Art, including emerging fields such as: generative and interactive art, audio-visual installation, and new media performance. The format of the course is a mixture of critique, workshops, research, presentations, and discussion.

#### **A&D 661 Jewelry and Metalsmithing, 2-6 credit hours**

#### **A&D 665 Printmaking, 2-6 credit hours**

#### **A&D 669 Ceramics, 2-6 credit hours**

#### **A&D 670 Textile Art, 2-6 credit hours**

#### **A&D 675 Sculpture, 2-6 credit hours**

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### INDUSTRIAL DESIGN 18 credit hours in discipline, minimum

**A&D 515 Seminar on Ideas in Industrial Design I: Design and Society, 3 credit hours**  
A study of design and the designer and the factors in society that affect his or her work.

**A&D 516 Seminar on Ideas in Industrial Design II: Design and Creative Problem Solving Methods, 3 credit hours**  
A study of creative problem solving methods as used by the designer in his or her work.

**A&D 535 Furniture Design, 3 credit hours**  
Examination of furniture design trends and designers. Explore materials and manufacturing processes. Design and build a full-size seating unit.

**A&D 590A Automobile Design, 3 credit hours**

**A&D 605 Problems in Industrial Design Class 1, studio 5, cr. 3. (May be repeated for credit.)**  
Problems in product innovation, product design, product development, and environmental design. Emphasis is placed on the development of working prototypes.

**A&D 615 Social Issues in Industrial Design, 3 credit hours**  
An advanced design research and development course for graduate level with emphasis on diverse social issues. Projects will examine design in its social context, focusing on usability and functionality.

**A&D 625 Applied Ornamental Design, 3 credit hours**  
This course is an examination of past and present ornamental design applications and of the cultures that created them. Students will generate their own individual visual iconography to be transformed into designs for consumer products, architectural elements or furniture

**A&D 635 Advanced Materials and Processes, 3 credit hours**  
This course is a study of mass-production materials and processes used by designers. Students will focus on the limitations and benefits of various manufacturing methods. Special attention will be given to injection molding, casting, and stamping.

### INTERIOR DESIGN 18 credit hours in discipline, minimum

**A&D 547 Advanced Lighting Theory For Interiors, 3 credit hours**  
Advanced lighting design and theories for architectural interiors. Includes manual and computer generation of lighting techniques and natural and artificial illumination

**A&D 551 Space Design and Analysis, 3 credit hours**  
Functional and aesthetic analysis of interior spaces, including pre-design programming methodologies and post-occupation analysis

**A&D 560 Advanced Interior Design Studio, 3 credit hours**  
To develop, apply, and test theories of design on projects dealing with interior space planning and/or design components.

**A&D 640 Special Topics in Interior Design, 3 credit hours**  
Special topics and theoretical approaches to individual projects within the built environment will be investigated, such as urban environments, existing and new structures, and interior environments. Topics could include either residential or non-residential projects.

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### **VISUAL COMMUNICATIONS DESIGN**

18 credit hours in  
discipline, minimum

#### **A&D 519 Professional Practice for Visual Communication Designers, 3 credit hours**

Specific professional practice topics for the visual communications designer. Subjects range from contracts, professional associations, ethics, to portfolio and resume preparation, the job market and the future of the profession.

#### **A&D 520 Student Visual Design Service, 3 credit hours**

The course will simulate the operation of a professional design studio affording the opportunity for hands-on experience in the development of a total graphic product from concept to finish and will include contact with clients, typesetters, and printers.

#### **AD 606 Problems in Visual Design, 3 credit hours**

Problems relating to printing technology, videotape, film design, computer graphics, perception and the development of visual communications prototypes.

#### **A&D 608, Advanced Typography, 3 credit hours**

This course will explore the communicative and structural aspects of typography, building upon the base skills and knowledge obtained in previous undergraduate studies. New levels of typographic appreciation and understanding will be achieved through advanced research, investigation and practical application, with emphasis on the development of a personal creative approach to form and communication. Utilizing a flexible forum involving open discussion and structured lecture, traditional and non-traditional approaches to historical and contemporary typographic achievements will be explored, as well as an evaluation of the impact of the computer age on typographic aesthetics, including motion graphics, typeface design, and website design. Assigned group projects will expose students to the full potential of the discipline, while independent study will allow students to more deeply investigate preferred areas of interest.

#### **A&D 609, Information Design, 3 credit hours**

This course aims to teach specific principles and methods pertaining to information design, an emerging discipline within visual communications design (graphic design) involving the selection, organization and presentation of information to a given audience, covering a wide and varied group of delivery mediums.

#### **A&D 610, Advanced Poster Design, 3 credit hours**

This course will teach specific principles and methods pertaining to poster design. Explore the historical and social implications of poster design. Practical and theoretical exercise will aid students in creative thinking and concept generation.

#### **A&D 611 Advanced Web Design, 3 credit hours**

This course explores experimental interface design issues and surveys emerging and advanced theories of interface design for the web. Application of motion graphics design principles and design experimentation is part of the curriculum.

#### **A&D 612 Color Aesthetic and Research, 3 credit hours**

This course explores color aesthetic based on the works of color masters (e.g., Albers, Itten, Chevreul, Birren, Munsell, and Ostwald) and contemporary color research issues applied to art and design. Color research methodology will be addressed.

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### Art Education

M.A. administered by A&D

#### **A&D 502 Curriculum Studies in Art Education (EDCI 520), 3 credit hours**

Study of selected theories of curriculum conception as they apply to constructing arts education curricula in the schools.

Ph.D. offered through  
School of Education

#### **A&D 504 Philosophical Studies in Art Education (EDCI 521), 3 credit hours**

To introduce students to philosophy as a mode of disciplined inquiry in art education. Students will critically examine the literature of art education and identify problems requiring philosophical resolution.

#### **A&D 507 Child and Adolescent Art Therapy, 3 credit hours**

An examination of the practical and theoretical considerations involved in therapeutic art education pertinent to handicapped/special education students.

#### **A&D 561 Aesthetic Studies in Art Education (EDCI 523), 3 credit hours**

Study of selected theories in aesthetics and psychology of art as they relate to the field of art education.

#### **A&D 693 Historical Problems in Art Education (EDCI 630), 3 credit hours**

Examination of methods used to investigate art education's history, past theory, and practices. Class work will include readings and discussion and will culminate in guided research and a short historical study.

#### **A&D 696 Aesthetic Development in Children (EDCI 631), 3 credit hours**

Examination of historical and contemporary theory and research in children's aesthetic development (response and production) and analysis of the influences of such development on art education curricula and methodology.

#### **A&D 698 Research M.A. Thesis.**