



















## BSA Professional Degree Track, BID or BSCM

Students seeking to pursue the \*BSA Professional Degree Track, BID or BSCM must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin Pre-Professional Year One, which is a common first-year experience between these programs.

Upon completion of Pre-Professional Year One students must:

- Declare their degree program choice (BSA Professional Degree Track, BID or BSCM) and
- Have a minimum cumulative GPA of 2.5

Upon completion of Pre-Professional Year Two students must apply for acceptance to their respective programs. The application packet may be obtained from the School and must be submitted directly to the School by the application deadline. Minimum requirements to be considered for admission to these programs are outlined under each program curricula.

\* Students taking the BSA Professional Degree Track who plan to pursue the Master of Architecture must meet the standards outlined under Graduate-Year Enrollment.

### Transfer Students

Transfer applicants who have no previous work in architectural/ interior design must complete the foundation years (pre-professional years one and two) and then make formal application to their program choice.

**Advanced Standing.** Transfer students from another architecture program may apply for advanced standing (third or fourth year) in their program choice. Transfer students applying for advanced standing are required to submit both the university application and the School of Architecture, Art & Design application. Please contact the School for specific information.

Tentative placement into the design sequence is made after the Admissions Committee has evaluated the student's submissions. After one term, the student is given final placement in the design sequence and, on the basis of transfer-course evaluations, receives credit for previous academic work towards the Andrews University degree.

The School does not accept applications to the Master of Architecture year only.

**Summer Studio.** In some cases, completion of the Summer Studio program is best for transfer students. Prior to application, students must have a transcript analysis done by the School to determine eligibility for the program. It is expected that students pursuing the summer studio option will have completed the majority of Andrews Core Experience courses normally required in Pre-Professional Year One.

Application to the Summer Studio is made by filling out an Andrews University Undergraduate Application. Students applying to this program, in addition to applying to Andrews University, must also contact the School of Architecture, Art & Design directly to confirm their reservation for the class.

### Academic Standards

Academic standards apply to the BS, BSA, BID and BSCM. A grade of C- or higher is required in order to continue in the design studio sequence. A grade of less than C- requires a student to repeat that studio before advancing in the studio sequence. Faculty approval is required for any studio course to be repeated. (This includes ART 104, ARCH 126, ARCH 215, ARCH 247, ARCH 318, ARCH 320, ARCH 441, ARCH 442; INT 341, INT 342, INT 441, ARCH 442.)

Students accepted to the BSA Professional Degree Track are expected to maintain a minimum cumulative GPA requirement of 2.75 for acceptance into the Master of Architecture year (see Graduate-Year Enrollment requirements). Students whose cumulative GPA falls below this minimum requirement are not allowed to continue to the Master of Architecture Year (graduate-year) but may be eligible to receive the Bachelor of Science in Architecture (BSA), the pre-professional component of the professional Master of Architecture. The BSA alone is not a NAAB-accredited degree. A minimum cumulative GPA of 2.25 is required to receive the BSA.

## Construction Management, BSCM

PLEASE BE ADVISED: The Bachelor of Science in Construction Management program (BSCM) is a new program. The program will not be available unless a critical mass of students (minimum of 8) enter the program in Fall, 2015. Please contact the School of Architecture, Art & Design at 269-471-6003 with questions.

The construction management program is four years plus two summers in duration. This program also requires 600 hours of construction work experience (see curriculum details). According to standards set by the Construction Management Certification Institute (CMCI), an independent administrative body of the Construction Management Association of America (CMAA); a four-year degree in Construction Management plus 48 months of CM experience within 5 classifications of 30 possible experience areas meet eligibility requirements to apply to sit for the Certified Construction Manager (CCM) certification examination (cmaanet.org).

## Total Credits for BSCM-137

### Pre-Professional Year One

#### Andrews Core Experience-26

- ART 104 - Drawing I Credits: 3
- COMM 104 - Communication Skills Credits: 3
- ENGL 115 - College Writing I Credits: 3
- HIST 117 - Civilizations and Ideas I Credits: 3
- HIST 118 - Civilizations and Ideas II Credits: 3
- MATH 168 - Precalculus Credits: 4
- PE Elective
- RELT 100 - God and Human Life Credits: 3
- Social Science Choice (see here)

#### Core-6

- ARCH 126 - Drawing and Graphics Studio Credits: 3
- ARCH 150 - Introduction to Architecture and Design Credits: 3

### Continued Undergraduate Enrollment Requirements

2.5 Cumulative GPA

### Pre-Professional Year Two

#### Summer-4

- PHYS 141 - General Physics I Credits: 4

#### Andrews Core Experience-4

- PE Elective
- Religion Elective

#### Core-22

- ARCH 201 - Construction I Credits: 3
- ARCH 202 - Construction II Credits: 3
- ARCH 215 - Introduction to Design Studio Credits: 5
- ARCH 247 - Architecture as Craft Studio Credits: 5
- ARCH 485 - Special Topics in \_\_\_\_\_ Credits: 1
- Must be ARCH485 Special Topics: Introduction to CAD Credits: 2
- BSCM 101 - History and Introduction to Construction Management Credits: 2
- BSCM 207 - Regulatory Issues Credits: 2

### Minor Requirements-6

- ACCT 121 - Fundamentals of Accounting Credits: 3
- ACCT 122 - Fundamentals of Accounting Credits: 3

### Continued Undergraduate Enrollment Requirements

- Application and \$40 fee
- Cumulative GPA of 2.75
- Portfolio (Optional)
- Three letters of recommendation (two must be from academic sources)
- Letter of Intent
- Official transcripts (transfer students only)
- Work Experience: 100 hours of documented work experience in construction
- Acceptance into Professional Degree

### Professional Years One & Two

#### Andrews Core Experience-9

- ENGL 215 - College Writing II Credits: 3
- Religion electives

## Core-39

- ARCH 435 - Introduction to Building Information Modeling Credits: 3
- BSCM 215 - Construction Equipment and Methods Credits: 2
- BSCM 301 - Cost Estimating I Credits: 2
- BSCM 325 - Structural Systems Design Credits: 2
- BSCM 349 - Construction Documents Credits: 3
- BSCM 365 - Site Construction and Surveying Credits: 2
- BSCM 401 - Construction Management I Credits: 3
- BSCM 402 - Construction Management II Credits: 3
- BSCM 410 - Project Planning & Scheduling Credits: 2
- BSCM 420 - Construction Law Credits: 2
- BSCM 430 - Professional Practice Credits: 3
- BSCM 445 - Building Information Modeling - Cost Analysis Credits: 3
- BSCM 455 - Building Information Modeling Credits: 3
- BSCM 465 - Collaborative Project Delivery Credits: 3

## Summer-6

- ARCH 395 - Community Project in Architecture Credits: 1

## Minor Requirements-15

- BSAD 341 - Business Law Credits: 3
- ECON 225 - Principles of Macroeconomics Credits: 3
- ECON 226 - Principles of Microeconomics Credits: 3
- Upper Division electives

## Work Experience-500 hours

500 hours of documented work experience in construction

## Andrews Core Experience - 43

Students must take all courses designated in the Professional Degree Requirements of the Andrews Core Experience while noting the following approved course substitutions. If a student changes to another degree program, these course substitutions will no longer apply even if already completed.

### History

- HIST 117 - Civilizations and Ideas I Credits: 3
- HIST 118 - Civilizations and Ideas II Credits: 3

### Fine Arts and Humanities

- ART 104 - Drawing I Credits: 3

### Life and Physical Sciences

- PHYS 141 - General Physics I Credits: 4

### Mathematics

- MATH 168 - Precalculus Credits: 4

### Service and Computer Literacy

- Covered in core curriculum.

### Social Sciences

- ARCH 370 - Person-Environment Theory Credits: 3  
(BSCM: follow professional degree requirements)

- Declare their degree program choice (BSA Professional Degree Track, BID or BSCM) and
- Have a minimum cumulative GPA of 2.5

Upon completion of Pre-Professional Year Two students must apply for acceptance to their respective programs. The application packet may be obtained from the School and must be submitted directly to the School by the application deadline. Minimum requirements to be considered for admission to these programs are outlined under each program curricula.

\* Students taking the BSA Professional Degree Track who plan to pursue the Master of Architecture must meet the standards outlined under Graduate-Year Enrollment.

### Transfer Students

Transfer applicants who have no previous work in architectural/ interior design must complete the foundation years (pre-professional years one and two) and then make formal application to their program choice.

**Advanced Standing.** Transfer students from another architecture program may apply for advanced standing (third or fourth year) in their program choice. Transfer students applying for advanced standing are required to submit both the university application and the School of Architecture, Art & Design application. Please contact the School for specific information.

Tentative placement into the design sequence is made after the Admissions Committee has evaluated the student's submissions. After one term, the student is given final placement in the design sequence and, on the basis of transfer-course evaluations, receives credit for previous academic work towards the Andrews University degree.

The School does not accept applications to the Master of Architecture year only.

**Summer Studio.** In some cases, completion of the Summer Studio program is best for transfer students. Prior to application, students must have a transcript analysis done by the School to determine eligibility for the program. It is expected that students pursuing the summer studio option will have completed the majority of Andrews Core Experience courses normally required in Pre-Professional Year One.

Application to the Summer Studio is made by filling out an Andrews University Undergraduate Application. Students applying to this program, in addition to applying to Andrews University, must also contact the School of Architecture, Art & Design directly to confirm their reservation for the class.

### Academic Standards

Academic standards apply to the BS, BSA, BID and BSCM. A grade of C- or higher is required in order to continue in the design studio sequence. A grade of less than C- requires a student to repeat that studio before advancing in the studio sequence. Faculty approval is required for any studio course to be repeated. (This includes ART 104, ARCH 126, ARCH 215, ARCH 247, ARCH 318, ARCH 320, ARCH 441, ARCH 442; INT 341, INT 342, INT 441, ARCH 442.)

Students accepted to the BSA Professional Degree Track are expected to maintain a minimum cumulative GPA requirement of 2.75 for acceptance into the Master of Architecture year (see Graduate-Year Enrollment requirements). Students whose cumulative GPA falls below this minimum requirement are not allowed to continue to the Master of Architecture Year (graduate-year) but may be eligible to receive the Bachelor of Science in Architecture (BSA), the pre-professional component of the professional Master of Architecture. The BSA alone is not an NAAB-accredited degree. A minimum cumulative GPA of 2.25 is required to receive the BSA.

## Field Experience

### Summer Abroad

Each student is required to take ARCH 395 - Community Project in Architecture during a summer following Pre-Professional Year Two. A minimum of 6 credits must be earned.

### Work Experience

As indicated above, students pursuing the BSCM must document 600 hours of work experience in the construction industry. 100 hours must be obtained prior to applying to the professional degree program and an additional 500 hours must be obtained prior to graduation. Please see School for Work Experience Requirement Form.

## Interior Design BID

The interior design program is a four-year plus one summer course of study and results in the Bachelor of Interior Design. This degree qualifies students to participate in the Interior Design Experience Program (IDEP) which is required in order to be eligible to sit for the National Council for Interior Design Qualification (NCIDQ) certification examination ([www.ncidq.org](http://www.ncidq.org)).

## Andrews Core Experience - 43

Upon completion of Pre-Professional Year One students must:

Students must take all courses designated in the Professional Degree Requirements of the Andrews Core Experience while noting the following approved course substitutions. If a student changes to another degree program, these course substitutions will no longer apply even if already completed.

#### History

- HIST 117 - Civilizations and Ideas I Credits: 3
- HIST 118 - Civilizations and Ideas II Credits: 3

#### Fine Arts and Humanities

- ART 104 - Drawing I Credits: 3

#### Life and Physical Sciences

- PHYS 141 - General Physics I Credits: 4

#### Mathematics

- MATH 168 - Precalculus Credits: 4

#### Service and Computer Literacy

- Covered in core curriculum.

#### Social Sciences

- ARCH 370 - Person-Environment Theory Credits: 3  
(BSCM: follow professional degree requirements)

## Pre-Professional Year One

### General Education-26

- ART 104 - Drawing I Credits: 3
- COMM 104 - Communication Skills Credits: 3
- ENGL 115 - College Writing I Credits: 3
- HIST 117 - Civilizations and Ideas I Credits: 3
- HIST 118 - Civilizations and Ideas II Credits: 3
- MATH 168 - Precalculus Credits: 4
- PE Elective
- RELT 100 - God and Human Life Credits: 3
- Social Science Choice (see here)

### Core-6

- ARCH 126 - Drawing and Graphics Studio Credits: 3
- ARCH 150 - Introduction to Architecture and Design Credits: 3

### Continued Undergraduate Enrollment Requirements

- 2.5 Cumulative GPA

## Pre-Professional Year Two

### General Education-8

- PHYS 141 - General Physics I Credits: 4
- PE Elective
- Religion Elective

### Core-24

- ARCH 201 - Construction I Credits: 3
- ARCH 202 - Construction II Credits: 3
- ARCH 215 - Introduction to Design Studio Credits: 5
- ARCH 247 - Architecture as Craft Studio Credits: 5
- ARCH 485 - Special Topics in \_\_\_\_\_ Credits: 1  
Must be ARCH485 Special Topics: Introduction to CAD Credits: 2
- INT 200 - Color Theory Credits: 3
- INT 315 - History and Theory of Interiors Credits: 3

### Continued Undergraduate Enrollment Requirements

- Application and \$40 fee
- Cumulative GPA of 2.75
- Portfolio
- Three letters of recommendation (two must be from academic sources)
- Letter of Intent
- Official transcripts (transfer students only)
- Acceptance into Professional Degree

## Professional Years One & Two

### General Education-9

- ENGL 215 - College Writing II Credits: 3
- Religion electives

### Core-50

- ARCH 335 - Environmental Technology I Credits: 4
- ARCH 336 - Environmental Technology II Credits: 4
- ARCH 370 - Person-Environment Theory Credits: 3
- ARCH 435 - Introduction to Building Information Modeling Credits: 3
- ARCH 445 - Furniture Design Credits: 2
- BSCM 325 - Structural Systems Design Credits: 2
- BSCM 445 - Building Information Modeling - Cost Analysis Credits: 3
- INT 300 - Materials & Methods Credits: 2
- INT 341 - Interior Design Studio I Credits: 5
- INT 342 - Interior Design Studio II Credits: 5
- INT 420 - Textiles Credits: 3
- INT 435 - Professional Practice Credits: 3
- INT 441 - Interior Design Studio I Credits: 5
- INT 442 - Interior Design Studio II Credits: 5

### Summer Abroad-6

- ARCH 330 - Analytical Summer Abroad Credits: 6

### Electives within ARCH, BSCM, or INT-4

## Total Credits for BID-133

**Summer Abroad.** Each student is required to attend the Summer Abroad Program offered every summer. This program is usually five weeks in duration. Students completing Professional Year One should make plans accordingly. For further information, consult the School of Architecture, Art & Design.

## Admission Procedures

### Admission Procedures

#### BSA Professional Degree Track, BID or BSCM

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## Undergraduate Minors

### Architectural Studies Minor

#### Minor Requirements - 23

- ARCH 126 - Drawing and Graphics Studio Credits: 3
- ARCH 150 - Introduction to Architecture and Design Credits: 3
- ARCH 215 - Introduction to Design Studio Credits: 5
- plus 12 additional credits with a minimum of 6 upper division credits from courses with ARCH acronym

## Masters

### Architecture, 3 1/2 Year Track

#### MArch

The 3½-year professional degree program is designed for students who have previously earned an undergraduate degree that may be in an unrelated area of study. Under this option, the student spends the first 2½ years completing undergraduate prerequisite architectural core courses. The final year is similar to the final year of the Master of Architecture 5½-year degree which results in the accredited professional degree. Please see the Academic Calendar for application deadlines.

#### Total Credits for 3½-Year MArch-102

## Architecture Core-88

- ARCH 150 - Introduction to Architecture and Design Credits: 3
- ARCH 201 - Construction I Credits: 3
- ARCH 202 - Construction II Credits: 3
- ARCH 205 - Structures I Credits: 4
- ARCH 247 - Architecture as Craft Studio Credits: 5
- ARCH 305 - Structures II Credits: 4
- ARCH 315 - History of Architecture I Credits: 3
- ARCH 316 - History of Architecture II Credits: 3
- ARCH 318 - Background Building Studio Credits: 5
- ARCH 320 - Placemaking Studio Credits: 5
- ARCH 335 - Environmental Technology I Credits: 4
- ARCH 336 - Environmental Technology II Credits: 4
- ARCH 370 - Person-Environment Theory Credits: 3
- ARCH 434 - Urban Studies Credits: 3
- ARCH 435 - Introduction to Building Information Modeling Credits: 3
- ARCH 441 - Comprehensive Building Design Studio Credits: 5
- ARCH 442 - Integrative Design Studio Credits: 5
- ARCH 449 - Integrative Design I Credits: 2
- ARCH 459 - Design Theory Credits: 3
- ARCH 469 - Integrative Design II Credits: 2
- ARCH 521 - Urban Design Studio Credits: 6
- ARCH 522 - Visiting Critic/Topic Studio Credits: 6
- ARCH 536 - Professional Practice I Credits: 2
- ARCH 537 - Professional Practice II Credits: 2

## Architecture Electives (ARCH, BSCM, INT) - 14

### Note:

#### Continued Graduate Enrollment Requirements

- No grade lower than C (2.00) in any course in the graduate portion of the program.
- A student whose cumulative graduate GPA falls below 3.0 in any given term is placed on academic probation. A student is normally disqualified if they do not increase their graduate GPA to 3.0 during the academic term of probation.
- A minimum cumulative GPA of 3.0 is required to receive the Master of Architecture degree.

## Admission Procedures

Application must be made online to the School of Graduate Studies & Research. In addition to meeting the application requirements of the School of Graduate Studies & Research, applicants should:

- Hold an undergraduate degree;
- Have a minimum cumulative undergraduate GPA of 3.0;
- Submit an online application.
- Submit a portfolio of work (this work need not be architectural in nature, it may include writing samples, drawings, photography, etc.) Original work will not be accepted.
- The following prerequisite courses may be required at the discretion of the Admissions Committee:
  - a. ARCH 126 - Drawing and Graphics Studio
  - b. ART 104 - Drawing I
  - c. MATH 168 - Precalculus
  - d. PHYS 141 - General Physics I

Upon acceptance, graduate standards of scholarship apply to all coursework.

### Architecture, 5 1/2 Year Track

#### MArch

The professional degree program consists of a pre-professional Bachelor of Science in Architecture and then a Master of Architecture. When earned sequentially, the degree track results in the accredited professional education.

# Total Credits for MArch-30

## Architecture Core-16

- ARCH 521 - Urban Design Studio Credits: 6
- ARCH 522 - Visiting Critic/Topic Studio Credits: 6
- ARCH 536 - Professional Practice I Credits: 2
- ARCH 537 - Professional Practice II Credits: 2

## Architecture Electives (ARCH, BSCM, INT) -14

A minimum of 14 credits of architecture electives at the graduate level. Selection of electives outside of School offerings requires the approval of the School faculty.

## Note:

### Continued Graduate Enrollment Requirements

- No grade lower than C (2.00) in any course in the graduate portion of the program.
- A student whose cumulative graduate GPA falls below 3.0 in any given term is placed on academic probation. A student is normally disqualified if they do not increase their graduate GPA to 3.0 during the academic term of probation.
- A minimum cumulative GPA of 3.0 is required to receive the Master of Architecture degree.

## Architecture

### ARCH 126 - Drawing and Graphics Studio

**Credits:** 3 | Introduction to freehand drawing and architectural drawing graphic conventions. Exercises include freehand and drafted drawings of building plans, sections, and elevations, and an introduction to three-dimensional representation. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **Offering:** Spring, Summer | **College Code:** SAAD

### ARCH 150 - Introduction to Architecture and Design

**Credits:** 3 | Emphasis on design concepts, professional vocabulary, historical appreciation, contemporary issues, and values that are important to the mission of the School of Architecture, Art & Design. Open to all students. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 201 - Construction I

**Credits:** 3 | An overview of site work, foundation, and structural systems as well as an investigation into the structural and material properties, assembly methods and detailing primarily for wood and masonry construction systems. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 202 - Construction II

**Credits:** 3 | An investigation into the structural and material properties, assembly methods and detailing primarily for steel and concrete construction systems as well as an introduction to cost estimating. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 201. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 205 - Structures I

**Credits:** 4 | Structural theory: statics by analytical and graphical solutions. Determinations of loads, resolution of force systems, and equilibrium analysis. Structural properties of shape (centroids, moment of inertia) and materials (stress, stiffness, modulus of elasticity). Shear and bending moments, deflection, column theory, introductory awareness of structural system behavior. Analysis and design of wood structures (joists, girders, columns). Introduction to the structural design process. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** MATH 168 & PHYS 141. | **Schedule Type:** Lecture/Lab | **Offering:** Fall | **College Code:** SAAD

### ARCH 215 - Introduction to Design Studio

**Credits:** 5 | Introduction to formal composition, architectural typology and principles of building context in the design of buildings and artifacts with simple program elements. Minimum cumulative GPA of 2.5. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 126. | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 247 - Architecture as Craft Studio

**Credits:** 5 | Design projects focusing on the materiality of architecture and the logic of construction. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) |

**Prerequisite(s):** ARCH 215 | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 299 - Independent Study

**Credits:** 1 | Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. | **Grade Mode:** Normal w S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning, Independent | **College Code:** SAAD

### ARCH 305 - Structures II

**Credits:** 4 | Structural problems in steel analysis and principles of concrete and masonry, lateral loads due to wind and seismic forces. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 205. | **Schedule Type:** Lecture/Lab | **Offering:** Spring | **College Code:** SAAD

### ARCH 315 - History of Architecture I

**Credits:** 3 | Chronological overview of the history of architecture from prehistory through the 14th century (Gothic). Emphasis is on the vocabulary and design of buildings, their symbolic relationships, and their meaning in a cultural and human context. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** HIST 117, HIST 118 & ENGL 115. | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 316 - History of Architecture II

**Credits:** 3 | Chronological overview of the history of architecture from the 15th century (Renaissance) to today. Emphasis is on the vocabulary and design of buildings, their symbolic relationships, and their meaning in a cultural and human context. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** HIST 117, HIST 118 & ENGL 115. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 318 - Background Building Studio

**Credits:** 5 | Design of a commercial and/or residential building(s) of increased programmatic complexity, in the physical and cultural setting of a traditional small town or urban neighborhood. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 320. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 320 - Placemaking Studio

**Credits:** 5 | The design of buildings as it relates to landscape and to human experience with increased complexity of program and form. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 247, admission to the Professional Degree Track. | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 330 - Analytical Summer Abroad

**Credits:** 6 | A course focusing upon study, analysis, and documentation of buildings, spaces, and/or gardens in another country. Venues may change from year to year. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 318. | **Schedule Type:** Blended Learning | **Offering:** Summer | **College Code:** SAAD

### ARCH 335 - Environmental Technology I

**Credits:** 4 | Introduction to environmentally, energy-conscious design concepts with the primary focus on climate and site analysis. An overview of standard evaluation methods for thermal performance in both design development and qualitative building evaluations covers heat loss/gain, thermal and solar envelope, HVAC system selection and layout. Principles of water conservation, collection and supply, and the treatment and disposal of liquid and solid wastes. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 336 - Environmental Technology II

**Credits:** 4 | Principles of design for fire safety and code compliance. Principles of electricity and a brief survey of electrical systems and wiring design. The design and location requirements of elevators and moving stairways and walks. A qualitative overview of lighting and acoustics and their integration into the design of buildings with introductory quantitative methods. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHYS 141. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 370 - Person-Environment Theory

**Credits:** 3 | Studies in the relationship between people and the environment, including a consideration of towns, cities, gardens, buildings, and artifacts, as well as the cultural and natural landscape. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 320. | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 390 - Special Topics in \_\_\_\_\_

**Credits:** 1 | Based on selected topics of current interest in architecture offered by the School of Architecture, Art & Design. May be repeated in different topic areas. | \$ -

Course or lab fee | **Grade Mode:** Normal with DG (A-F,I,W,DG,DN) | **Repeatable:** Repeatable | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 395 - Community Project in Architecture

**Credits:** 1 | "Hands-on" involvement in humanitarian and/ or service oriented projects in an on-site work environment. Work initiated by students requires prior approval of faculty. | **Course Attribute:** Service course | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning, Independent | **College Code:** SAAD

### ARCH 424 - Islamic Architecture

**Credits:** 2,3 | A focused view on the period of architectural history known as Islamic Architecture. Covers the beginnings of Islamic period from 600 CE to the present time, looking at Islamic buildings from all parts of the world. | Swing course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 315 & ARCH 316. | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 425 - Architecture of Ancient Americas

**Credits:** 2,3 | A focused view of the architectural history that covers ancient North, Central and South Americas. Covers the vernacular architecture and art of the Native American cultures. | Swing course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 315 & ARCH 316. | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 426 - Far Eastern Architecture

**Credits:** 2,3 | A focused view of the architectural history that covers ancient Far East. Covers the vernacular architecture and art from India to China, Japan and the Southeast Asian cultures. | Swing course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 315 & ARCH 316. | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 434 - Urban Studies

**Credits:** 3 | A broad survey, both typological and historical, of the physical characteristics of cities and their development, with an emphasis upon urban form as a cooperative human artifact embodying particular cultural values and ideas. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ENGL 115; HIST 117, HIST 118. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 435 - Introduction to Building Information Modeling

**Credits:** 3 | An introduction to Building Information Modeling (BIM) using Autodesk REVIT software. | **Grade Mode:** Normal (A-F,I,W) | **Corequisite(s):** ARCH 441, ARCH 449. | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 441 - Comprehensive Building Design Studio

**Credits:** 5 | Design of a public and/or civic building in the physical and cultural setting of a small town or urban neighborhood. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Corequisite(s):** ARCH 435, ARCH 449. | **Prerequisite(s):** ARCH 205, ARCH 318, ARCH 330; | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 442 - Integrative Design Studio

**Credits:** 5 | Comprehensive building design project: site design, building design, and development of architectural detail (including integration of materials and structural and environmental systems). | **Grade Mode:** Normal (A-F,I,W) | **Corequisite(s):** ARCH 469 | **Prerequisite(s):** ARCH 441. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 445 - Furniture Design

**Credits:** 2 | An exploratory course that prepares individuals to apply technical knowledge and skills to prepare and execute furniture design projects from assemblage to finish. Incorporates the safe use of a variety of hand and power tools and machinery. Projects vary according to the individual skill level of the student. May be repeated for up to 4 credits. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 449 - Integrative Design I

**Credits:** 2 | An introduction to the pre-design activities of programming and project budgeting; and an investigation into the design implications of building codes, accessibility standards, and zoning ordinances for a concurrent studio project. | **Grade Mode:** Normal (A-F,I,W) | **Corequisite(s):** ARCH 435, ARCH 441 | **Prerequisite(s):** ARCH 205 | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 459 - Design Theory

**Credits:** 3 | A survey and analysis of architectural thought, including readings from both historical and contemporary sources. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 315. | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 469 - Integrative Design II

**Credits:** 2 | The application of the principles of architectural detailing, building data evaluation, materials specifications, and comparative cost analysis for a concurrent studio project. | **Grade Mode:** Normal (A-F,I,W) | **Corequisite(s):** ARCH 442 | **Prerequisite(s):** ARCH 449 | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 480 - Architectural Community Service

**Credits:** 1 | Design of community service or architectural mission projects. May also include pre-construction management work associated with mission projects. Work initiated by students requires prior approval of faculty. May be repeated for up to 6 credits. | Swing course | **Grade Mode:** Normal with DG (A-F,I,W,DG,DN) | **Prerequisite(s):** ARCH 247. | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Lecture | **College Code:** SAAD

### ARCH 485 - Special Topics in \_\_\_\_\_

**Credits:** 1 | Based on selected topics of current interest in architecture offered by the School of Architecture, Art & Design. May be repeated in different topic areas. | \$ - Course or lab fee | Swing course | **Grade Mode:** Normal with DG (A-F,I,W,DG,DN) | **Repeatable:** Repeatable | **Schedule Type:** Lecture, Blended Learning | **College Code:** SAAD

### ARCH 496 - Cooperative Work Experience

**Credits:** 1–6 | Supervised work with an architecture or construction firm. 120 hours of work is required for each credit. May be repeated up to 6 credits. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Prerequisite(s):** 3rd year standing and application one semester in advance of the planned work. Graded on S/U basis. | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Practicum | **College Code:** SAAD

### ARCH 499 - Independent Research

**Credits:** 1 | Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. | **Grade Mode:** Normal w S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning, Independent | **College Code:** SAAD

### ARCH 521 - Urban Design Studio

**Credits:** 6 | Urban design proposal for a small town (or parts thereof), urban neighborhood, or college campus. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** Completion of BSA and Acceptance to Master of Architecture degree year. | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 522 - Visiting Critic/Topic Studio

**Credits:** 6 | Design project(s) to be determined by Visiting Critic and regular faculty. Topic of studio varies. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** Completion of BSA and Acceptance to Master of Architecture degree year. | **Schedule Type:** Studio | **Offering:** Spring | **College Code:** SAAD

### ARCH 530 - Analytical Summer Abroad

**Credits:** 3 | A course focusing upon study, analysis, and documentation of buildings, spaces, and/or gardens in another country. Venues may change from year to year. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 318. | **Schedule Type:** Blended Learning | **Offering:** Summer | **College Code:** SAAD

### ARCH 536 - Professional Practice I

**Credits:** 2 | Lectures and seminars focusing on Judeo-Christian values and social responsibilities in the profession. Studies introduce conventional practice methods and career planning for present and future. Topical areas include the role of the architect, organization and management of the firm, and project administration. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **Offering:** Fall | **College Code:** SAAD

### ARCH 537 - Professional Practice II

**Credits:** 2 | Lectures and seminars focusing on Judeo-Christian values and social responsibilities in the profession. Studies introduce conventional practice methods and career planning for present and future. Topical areas include the role of the architect, organization and management of the firm, and project administration. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 536 | **Schedule Type:** Lecture | **Offering:** Spring | **College Code:** SAAD

### ARCH 585 - Special Topics in \_\_\_\_\_

**Credits:** 1 | Based on selected topics of current interest in architecture offered by the School of Architecture, Art & Design. May be repeated in different topic areas. | \$ - Course or lab fee | **Grade Mode:** Normal with DG (A-F,I,W,DG,DN) | **Schedule Type:** Lecture, Blended Learning | **College Code:** SAAD

## ARCH 594 - Practicum

**Credits:** 7 | Experience under the supervision of a professional practitioner that meets the requirements of the Andrews University School of Architecture, Art & Design. May be for a for-profit or not-for-profit organization. | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Prerequisite(s):** Acceptance to Master of Architecture degree year and Acceptance to Practicum Program. | **Schedule Type:** Practicum | **College Code:** SAAD

## ARCH 595 - Community Project in Architecture

**Credits:** 1 | "Hands-on" involvement in humanitarian and/ or service oriented projects in an on-site work environment. Work initiated by students requires prior approval of faculty. | **Course Attribute:** Service course | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning, Independent | **College Code:** SAAD

## ARCH 599 - Independent Research

**Credits:** 1 | Study of special topics not currently offered by the School of Architecture, Art & Design. In consultation with a professor, the student researches a selected area, filing a copy of the completed project report in the School of Architecture, Art & Design office. A minimum of 30 hours of work required for each credit. May be repeated for a total of 6 credits. | **Grade Mode:** Normal w S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning, Independent | **College Code:** SAAD

# Construction Management

## BSCM 101 - History and Introduction to Construction Management

**Credits:** 2 | A historical background into the development of the construction industry, the roles of the different participants and an overview of the construction process. Career choices, industry firms, and key players in the construction management process will be explored. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** HIST 117, HIST 118, ENGL 115. | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 207 - Regulatory Issues

**Credits:** 2 | Examination of the regulations in planning, building, advocacy and civil rights rules. Includes investigative techniques, jurisdictional responsibilities and inspection procedures. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 215 - Construction Equipment and Methods

**Credits:** 2 | Construction equipment and selected construction methods including equipment application strategies, own/lease benefits and establishing operational costs for project estimating. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 301 - Cost Estimating I

**Credits:** 2 | Introduction to the estimating function and review and applications of material quantity survey techniques used in estimating costs of construction projects. Includes types of approximate and precise methods of estimating and their uses, and computer applications. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 302 - Cost Estimating II

**Credits:** 3 | Pricing and bidding of construction work including cost factors, labor and equipment, productivity factors, prices databases, job direct and indirect costs, methods of estimating time, materials, equipment, subcontractors' work, general expenses, and profit, bid preparations and submission, and computer applications. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** BSCM 301 | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 325 - Structural Systems Design

**Credits:** 2 | The study of typical construction materials as used in the design process. Concrete, wood, steel and composite structures and underlying mechanical and physical properties will be covered. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** MATH 168, PHYS 141 | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 349 - Construction Documents

**Credits:** 3 | This course examines construction documents for competitive bidding and execution of projects. Light and heavy construction types will be examined. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 365 - Site Construction and Surveying

**Credits:** 2 | The study of critical aspects of site construction and surveying relating to on-site logistics. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 401 - Construction Management I

**Credits:** 3 | Construction management concepts and practices, the management system, construction planning and programming, project control, environmental management, total quality management, and ethics in construction management. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 402 - Construction Management II

**Credits:** 3 | A management course in contract documents, safety, planning, scheduling, production control, and law and labor. Topics include contracts, planning, cost and production peripheral documents, and cost and work analysis, scheduling, material handling, layout, payment scheduling, and inspections. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 410 - Project Planning & Scheduling

**Credits:** 2 | Construction planning, scheduling, and communications required for project control, the practical and legal implications of each, as well as introduction to the use of scheduling software, and its benefits. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 420 - Construction Law

**Credits:** 2 | Study of the United States legal system and contractual issues that are significant to construction managers, and addresses ethics in the construction industry. Legal issues arising from design and construction services, focusing on risk management and liability awareness. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 430 - Professional Practice

**Credits:** 3 | Analyzes construction contracts, specifications, and practices with regard to business law and liability. Examines contractor, architect, and engineer responsibilities through case studies and class discussions. | Swing course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 445 - Building Information Modeling - Cost Analysis

**Credits:** 3 | Application of a Building Information Model that incorporates cost data, used for quantity takeoff and cost estimating. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 435 | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 455 - Building Information Modeling

**Credits:** 3 | Application of a Building Information Model used to visualize a construction schedule and sequence. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** BSCM445 | **Schedule Type:** Lecture | **College Code:** SAAD

## BSCM 465 - Collaborative Project Delivery

**Credits:** 3 | Application of project delivery in conjunction with a concurrent project within the School of Architecture, Art & Design. Building Information Modeling will be used as a method of applying cost analysis and project planning and scheduling. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** BSCM 455 | **Schedule Type:** Independent | **College Code:** SAAD

# Interior Design

## INT 200 - Color Theory

**Credits:** 3 | This course introduces students to the aesthetic, historical, perceptual, scientific, and psychological aspects of color and light and the implication of color principles and theories to interior design. Students will explore color through experimentation, observation and evaluation. Relevant design projects will be analyzed for their use of color theory. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## INT 300 - Materials & Methods

**Credits:** 2 | In this course students will examine non-textile based materials, available resources, and methods of production, construction and installation. Through a study of current product applications, they will learn how to select, specify and apply appropriate materials and finishes on the basis of aesthetics, material cost, environmental impact and performance. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## INT 315 - History and Theory of Interiors

**Credits:** 3 | This course is a survey of interior design throughout history. Emphasis is given to the historical, theoretical and cultural influences that have affected the design of the interior environment from antiquity through present-day. | **Grade Mode:**

Normal (A-F,I,W) | **Prerequisite(s):** HIST 117, HIST 118, ENGL 115. | **Schedule Type:** Lecture | **College Code:** SAAD

### **INT 341 – Interior Design Studio I**

**Credits:** 5 | Intermediate design studio building on previous design principles. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ARCH 247 & acceptance into Professional Degree Program. | **Schedule Type:** Studio | **College Code:** SAAD

### **INT 342 – Interior Design Studio II**

**Credits:** 5 | Intermediate design studio building on previous design principles. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** INT 341. | **Schedule Type:** Studio | **College Code:** SAAD

### **INT 420 – Textiles**

**Credits:** 3 | This course introduces students to the technical and aesthetic aspects of textiles and their use in interior design. Emphasis is placed on product knowledge, specifications, technology, safety, testing, and terminology. New textiles and fibers and their application and performance will be studied. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### **INT 435 – Professional Practice**

**Credits:** 3 | This course explores standard business procedures commonly associated with the practice of interior design. Students will study various types of design practices, financial management and compensation, ethical practices, professional development, legal liability, and issues related to licensing and certification. The management of a typical interior design project will be studied, including writing proposals and contracts, specifications, bidding procedures, budgets, construction schedules, contractor negotiations and collaboration, and project administration. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### **INT 441 – Interior Design Studio I**

**Credits:** 5 | Advanced design studio building on previous design principles. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** INT 342 | **Schedule Type:** Studio | **College Code:** SAAD

### **INT 442 – Interior Design Studio II**

**Credits:** 5 | Advanced design studio building on previous design principles. | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** INT 441 | **Schedule Type:** Studio | **College Code:** SAAD



# Visual Art & Design

Carey C. Carscallen, *Dean*  
Paula L. Dronen, *Assistant Dean*

Architecture Building, Room 101  
269-471-6003; 269-471-3450; FAX: 269-471-6261  
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## Visual Art & Design Faculty

Stefanie P. Elkins-Bates  
Kari A. Friestad  
Steven L. Hansen  
Paul B. Kim  
Diane J. Myers  
Rhonda G. Root  
David B. Sherwin  
Douglas A. Taylor  
Marc G. Ullom  
Sharon J. Prest Ullom

## Emeritus

Gregory J. Constantine

## Adjunct Faculty

Brian D. Manley  
Donald L. May

## Mission

We, the Andrews University Department of Visual Art & Design, mentor students to be Christ-centered, socially responsible creative individuals by developing their artistic gifts in a nurturing spiritual environment.

## Department Goal

It is the goal of the Department of Visual Art & Design to help each student achieve the traditional and digital skills necessary to achieve entrance into a graduate program, begin work as a professional artist or craftsman or achieve a professional portfolio that will allow them to directly pursue a career in their chosen track after graduation. Through dedicated faculty, quality education and active community involvement, we seek to empower students to honor God in their visual communication.

**Student Handbook.** The Department of Visual Art & Design Student Handbook, available at the department office, provides clarification of departmental guidelines, requirements and standards.

**Multiple Majors & Degrees.** The Department of Visual Art & Design allows students to graduate with a double BFA major or a BFA and a BA in Art History. Credits cannot be duplicated within the 45 credit BFA emphasis. In the second BFA emphasis 39 credits are required, and excludes ART485 Thesis Project (3), ART496 Portfolio Development (2), and ART497 BFA Exhibition (1).

**Computer Policy.** The Department of Visual Art & Design regards the computer as a tool integral to the success of the visual communicator in their professional development. All students are required to purchase a laptop computer and software meeting the department guidelines. Because computer technology is continually changing, a revised policy is drafted in the fall semester, outlining the specific requirements for each year. Laptop purchases should be made by mid-fall semester of the student's freshman year. Use of the computer in the curriculum varies by course.

## Associates

### Photography AS

The Associate of Science in Photography degree offers students the opportunity to gain marketable skills for entry-level employment in the photographic industry. The AS in Photography answers the need for a professional degree where a broad photographic skill set can be learned in a short period of time, addressing time and/or financial constraints, while still preparing the student for a viable place in the photographic industry.

**Total Credits: 63**

### Major Courses - 42

- PHTO 115 - Photography I Credits: 3 Or PHTO 116 - Digital Photography I Credits: 3

- PHTO 175 - Digital Imaging Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 210 - History of Photography Credits: 3
- PHTO 220 - Color Photography I Credits: 3
- PHTO 365 - Advanced Digital Imaging Credits: 3
- PHTO 380 - Lighting I Credits: 3
- PHTO 480 - Lighting II Credits: 3
- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 496 - Portfolio Development Credits: 2,3 (3 credits required)
- With an additional 6 credits to be chosen with your academic advisor from ART, COMM, DSGN, FILM, PHTO, BSAD, MKTG, or FNCE.

### General Education - 21

This degree utilizes the Professional General Education Package for Associate's degrees.

### Web Design AS

The Associate of Science in Web Design offers a competitive option for students that are interested in a 2-year degree to jump start their career as a web designer. This ever changing field is constantly shifting with technology and languages so to stay relevant and up-to-date is extremely important. To this end, the use of leading professional online resources are incorporated into our web classes to make sure content and applications being taught are current.

**Total Credits: 63**

### Major Courses - 42

- DSGN 150 - Web Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 250 - Web Design II Credits: 3
- DSGN 310 - Typography Credits: 3
- DSGN 335 - Web Design III Credits: 3
- DSGN 350 - Web Design IV Credits: 3
- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 496 - Portfolio Development Credits: 2,3 (3 credits required)
- ARTH 345 - History of Graphic Design Credits: 3
- With an additional 6 credits to be chosen with your academic advisor from ARCH, ART, ARTH, DSGN, FILM, and PHTO courses.

### General Education - 21

This degree utilizes the Professional General Education Package for Associate's degrees.

## Bachelors

### Art, Art History Emphasis BA

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 45 credits in art history and visual art courses, a minor in a non-art second area, and the Andrews Core Experience requirements including a foreign language.

**Total Credits: 124-129**

## Art History Emphasis—45

### Art History Core Foundation—18 credits

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3
- ART 380 - Topics in: Credits: 1  
Must be in Topics in: Method and Theory in Art History and be taken for 3 credits.
- ART 478 - Visual Art Study Tour Credits: 6

### Electives in Art History:

#### 9 credits from three of the following:

- ARTH 220 - Language of Art Credits: 3
- ARTH 328 - Artists of the Renaissance Credits: 3
- ARTH 329 - Nineteenth Century and Impressionism Credits: 3
- ART 380 - Topics in: Credits: 1 (Art History topics such as: Ancient Egyptian Art, Greek & Roman Art, Art in Archaeology, Modern and Contemporary Art, Woman and Gender in Art)
- ART 495 - Independent Reading/Project Credits: 1

#### 6 credits from two of the following:

- ARCH 424 - Islamic Architecture Credits: 2,3
- ARCH 425 - Architecture of Ancient Americas Credits: 2,3
- ARCH 426 - Far Eastern Architecture Credits: 2,3

#### 3 credits from one of the following:

- PHTO 210 - History of Photography Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3

#### 3 credits chosen from Studio Visual Art:

(only one visual arts course may be applied to major)

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 209 - Basic Design II Credits: 3
- PHTO 116 - Digital Photography I Credits: 3

#### 6 credits from Required Cognates:

- ANTH 200 - Cultural Anthropology Credits: 3
- Or ANTH 205 - Introduction to Archaeology Credits: 3
- ENGL 315 - Professional Writing Credits: 3
- Or ENGL 438 - Advanced Composition Credits: 3

## Minor - 20 credit minimum (depending on chosen minor)

Recommended Minors for Art History Majors:

French  
German  
Anthropology/Archaeology  
Religion  
Business Administration  
Communication

## Andrews Core Experience for BA Degree - 59-64

## Art History Requirements

Art history explores the historical meaning of art, architecture, and visual culture in all parts of the world from antiquity to the present. It analyzes visual objects through their form, technique, design, historical context, and ideological function. It also studies individual artists or makers, cultural institutions, audiences, and intercultural exchanges. It is inherently interdisciplinary, often requiring theoretical engagement with fields such as anthropology, philosophy, critical theory, political science, history, literature, film, performance, theater, and area studies.

The study of art history develops skills of informed and critical looking, reading, speaking, and writing. Thus, while it offers specialized knowledge of the visual world for those who want to pursue careers in the art world, academia, and the practice of art and design, the major is also excellent for any student seeking a solid foundation in the liberal arts. With its broad historical, cultural, geographic, and methodological spectrum, it offers an excellent background for students who want to specialize in areas such as law, medicine, business, international relations, politics, and education.

The Art History degree requires 45 credits in art history, visual art, and cognates; a minor in a non-art secondary area, and the General Education requirements including a foreign language (French or German recommended). A BA in Art History is recommended for those planning to do graduate work in the humanities or enter professions that require a broad overview of visual culture. Careers in museums generally require at least a master's degree. Careers in college and university teaching and research require a PhD.

Majors continuing on to graduate school are encouraged to do the following over and above the basic requirements for the major:

Maintain a GPA of 3.0 or above.

- Confer with your advisor early on to discuss academic plan.
- Develop a greater depth in a given area, beyond what is required.
- Attain reading competence in at least one foreign language.
- Spend a year abroad.
- Remember that in any graduate school application, you will be expected to produce evidence of strong research and writing skills, as in a paper from an upper level course or an Honors thesis/project.
- Be aware that the components of a serious application to graduate school include not only your transcript and GRE scores, but also three letters of recommendation from faculty members, a writing sample, a well-informed statement of purpose, and indication of foreign language skills.

## Additional Information

Students are encouraged to spend a year abroad at one of Andrews University's affiliate colleges in France or Italy. Students are also encouraged to seek an internship or Undergraduate Research Assistantship with one of the following:

One of the professors in the Department of Visual Art & Design  
The Horn Archaeological Museum on the Andrews University Campus  
The Art Institute of Chicago, Ill.  
The Museum of Natural History, Chicago, Ill.  
Other museums or galleries

## Art, Pre-Art Therapy Emphasis BA

"Art therapy is a mental health profession in which clients, facilitated by the art therapist, use art media, the creative process, and the resulting artwork to explore their feelings, reconcile emotional conflicts, foster self-awareness, manage behavior and addictions, develop social skills, improve reality orientation, reduce anxiety, and increase self-esteem. A goal in art therapy is to improve or restore a client's function and his or her sense of personal well-being. Art therapy practice requires knowledge of visual art (drawing, painting, sculpture, and other art forms) and the creative process, as well as of human development, psychological, and counseling theories and techniques."

- American Art Therapy Association 2013

Art therapists can find employment in a variety of areas including senior centers, hospitals, mental health centers, special education programs, veteran services, and in penal institutions.

A master's degree is required for entry level practice in art therapy from institutions of higher education recognized by regional accreditation bodies approved by the Council for Higher Education Accreditation (CHEA). It is recommended however, that a student complete a PhD in art therapy in order to be fully integrated into the field. Entrance requirements to universities and colleges offering programs in art therapy may vary; therefore it is imperative that students familiarize themselves with the requirements of the school of their choice. Information about the various schools in the USA, as well as Canada, offering a masters in art therapy can be found on the American Art Therapy Association (AATA) webpage: [www.arttherapy.org](http://www.arttherapy.org)

In addition, students should consider joining the American Art Therapy Association and plan on attending the annual conference (usually in July) between their junior and senior year. This conference offers excellent networking opportunities that will prove invaluable in connecting the student to resources within the healthcare field that can help develop their career. [www.arttherapyconference.com](http://www.arttherapyconference.com)

The Pre-Art Therapy emphasis within the Visual Art BA degree prepares students for entry into a graduate program in art therapy. The program combines a studio based major with a Psychology minor.

## Art History Foundation - 9

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

## Major Requirements - 33

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 209 - Basic Design II Credits: 3
- ART 496 - Portfolio Development Credits: 2,3

With an additional 12 credits to be chosen in consultation with your academic advisor from the following list:

- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 304 - Drawing II Credits: 3
- ART 305 - Painting II Credits: 2
- ART 307 - Ceramics II Credits: 2
- ART 308 - Sculpture I Credits: 2
- PHTO 115 - Photography I Credits: 3
- PHTO 116 - Digital Photography I Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3

## Psychology Minor - 20

A minor in the Behavioral Science area of Psychology is required for this degree. At least 14 credits must be in courses numbered 300 and above. Students should consult with their advisor and research the college(s) of their choice in order to determine the necessary classes needed for admission to an accredited art therapy program.

\*Please note that the Pre-Art Therapy Emphasis requires that students take specified courses within the Psychology Minor as listed below:

- PSYC 101 - Introduction to Psychology Credits: 3
- PSYC 301 - Human Development Credits: 3
- PSYC 454 - Theories of Personality Credits: 3
- PSYC 460 - Psychology of Abnormal Behavior Credits: 3

Choose at least one class from the following list:

- PSYC 364 - Learning and Behavior Credits: 3 (Strongly recommended)
- PSYC 445 - Cognitive Psychology Credits: 3 (Strongly recommended)
- PSYC 449 - Neuropsychopharmacology Credits: 3
- PSYC 465 - Physiological Psychology Credits: 3
- PSYC 471 - Behavior Modification Credits: 3

With an additional 5 credits to be chosen with your academic advisor from PSYC courses.

## Andrews Core Experience for BA Degree - 59-64

## Art, Visual Art Emphasis BA

The BA: Art is a liberal arts degree that relates broad intellectual knowledge to material, spiritual, and emotional awareness. The degree requires 45 credits in art history and visual art courses, a minor in a non-art second area, and the Andrews Core Experience requirements including a foreign language.

## Total Credits: 124-129

### Art History Foundation - 9

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

### Visual Art Emphasis - 36

Recommended for those planning to enter professions that require skilled eye-hand coordination, sensitive workmanship, and well-developed perceptual and conceptual skills. In addition to the 9 credits of Art History Foundation listed above, the following 21 credits of visual art and 15 credits from advanced visual art courses:

#### 2-D Courses - 15

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ART 207 - Basic Design I Credits: 3
- PHTO 116 - Digital Photography I Credits: 3

#### 3-D Courses - 6

- ART 107 - Ceramics I Credits: 3
- ART 209 - Basic Design II Credits: 3

#### Advanced Visual Art - 15

Selected in consultation with the advisor from advanced drawing, painting, printmaking, and ceramics courses.

## Minor in Non-art Area - 20 credit minimum (depending on minor choice)

## Andrews Core Experience for BA Degree - 59-64

## Design BFA

The Design major is recommended for those wishing to work in the design professions. The degree program combines the study of art, communication, design, web development and technology as mediums for visual communication and/or personal artistic expression. Our students join the Design program because they possess the ability to think, speak, draw, write and design. Students graduate as design leaders, having learned to inform, guide, clarify, promote and empower through visual form. The Senior Project and Senior Exhibition, as well as internships, bring students face-to-face with the design community. At the same time, students acquire valuable experience in problem solving and the application of design principles, making them cultural catalysts and sought-after design professionals.

## Total Credits: 124

### Art History - 9

- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

### Common Core - 12

- ART 104 - Drawing I Credits: 3

- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3

## Major Requirements - 64

- DSGN 150 - Web Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 225 - Digital Vector Graphics Credits: 3
- DSGN 250 - Web Design II Credits: 3
- DSGN 310 - Typography Credits: 3
- DSGN 335 - Web Design III Credits: 3
- DSGN 350 - Web Design IV Credits: 3
- DSGN 431 - Editorial Design Credits: 3
- DSGN 432 - Brand Design Credits: 3
- DSGN 433 - The Business of Design Credits: 3
- DSGN 434 - Design in Advertising Credits: 3
- DSGN 435 - Package Design Credits: 3
- PHTO 116 - Digital Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 300 - Media Ethics & Awareness Credits: 3
- PHTO 365 - Advanced Digital Imaging Credits: 3
- ART 485 - Senior Project Credits: 3
- ART 487 - Internship Credits: 1-3 (1 Credit Required)
- ART 496 - Portfolio Development Credits: 2,3 (1 Credit Required)
- ART 497 - Senior Project Credits: 1 (2 Credits Required)
- With an additional 9 credits to be chosen in consultation with your academic advisor from ARCH, ART, ARTH, COMM, DSGN, FILM, JOUR, MKTG, & PHTO.

## General Education - 36

Please note: The General Education requirements for Professional Degree Programs is 42 credits, 6 of the 42 credits are fulfilled through the BFA Common Core and Major Requirements.

## General Electives - 3

## Admission Procedures and Academic Standards

### *BFA Professional Degree in Design, Documentary Film, Illustration, Fine Art, and Photography*

Students seeking to pursue the BFA Professional Degree with majors in Design, Documentary Film, Fine Art, Illustration, or Photography must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the the first two Pre-Professional Years (typically at the end of the Sophomore Year) students must apply for acceptance into their respective BFA Professional Degree Programs which includes:

- Completion of the Application. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission are outlined in the packet.
- The BFA Review. All work created in Pre-professional Years One & Two should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design.
- Minimum cumulative GPA of 2.75 in all coursework.

### *Transfer Students*

Transfer students seeking advanced placement in a chosen BFA program must have a BFA Review. Students who have no previous coursework in art are not eligible to apply for advanced standing. Transfer coursework must be evaluated for content equivalency and students may be asked to provide course descriptions and syllabi.

### *Academic Standards*

Students accepted to a BFA Professional Degree program is expected to in Design, Documentary Film, Fine Art, Illustration, and Photography are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA major coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA may include a senior project, senior exhibition, internship, and portfolio of the student's work.

## Documentary Film BFA

We find and develop our identity in the stories we hear while growing up--whether they be about our family or our faith, about country or community. Increasingly, film is the medium of choice through which these stories are expressed, and in the nonfiction realm it inherently carries the capacity to examine our past while also exploring the pressing topics and ideas that define the present. The Documentary Film program at Andrews University was designed for the student who embraces the role of the nonfiction storyteller and visual communicator, for the student compelled to inform and engage audiences with deeply affecting narratives on important issues.

Film exists only through the advent of technology, so initial courses in the program will introduce students to the cameras, lights, computers and software that will enable them to explore their craft. Simultaneously, students will be taking a selection of BFA core courses which provide a broad base of art experiences in drawing, design, web development, digital media, photography and art history. With this foundation, the curriculum moves to immerse students in the art of directing, producing, writing, cinematography and editing. Included are courses in film history and film theory, as well as a periodic rotation through special topics such as international film production, social documentary, ethnographic film, non-profit video, environmental film production, and personal narrative films.

Whether learning how to light beautiful scenes with the latest film cameras, or editing sequences together that move audiences to tears, students will develop both a competence in the tools of the trade as well as the thoughtfulness to approach filmmaking with creativity and integrity. At the completion of their BFA in Documentary Film, majors will have finished several projects, including a thesis film that they will be able to share with audiences, and market themselves professionally.

## Total Credits: 124

## Art History - 12

- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3
- FILM 210 - Survey of Documentary Film Credits: 3
- FILM 315 - Movements in World Cinema Credits: 3

## Studio Electives - 9

Choose 3 classes from the following list:

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 209 - Basic Design II Credits: 3
- DSGN 150 - Web Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 225 - Digital Vector Graphics Credits: 3
- DSGN 250 - Web Design II Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 220 - Color Photography I Credits: 3

## Major Requirements - 63

- FILM 105 - Intro to Filmmaking Credits: 3
- FILM 225 - Screenwriting Credits: 3
- FILM 275 - Post-Production Credits: 3
- FILM 350 - Cinematography Credits: 3
- FILM 355 - Sound Recording and Editing Credits: 3
- FILM 398 - Directing the Documentary I Credits: 3
- FILM 399 - Directing the Documentary II Credits: 3

- FILM 486 - Senior Project II Credits: 3
- FILM 490 - Producing Practicum Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 485 - Senior Project Credits: 3
- ART 487 - Internship Credits: 1–3 (3 Credits Required)
- PHTO 115 - Photography I Credits: 3 or PHTO 116 - Digital Photography I Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 380 - Lighting I Credits: 3
- With an additional 18 credits to be chosen in consultation with your academic advisor from ARCH, ART, ARTH, DSGN, & FILM. Up to 9 credits may be taken in ANTH, COMM, ENGL, JOUR, PLSC, PSYC, & SOCI courses.

## General Education - 36

Please note: The General Education requirements for Professional Degree Programs is 42 credits, 6 of the 42 credits are fulfilled through the Studio Elective and Major Requirements.

## General Electives - 4

## Admission Procedures and Academic Standards

### *BFA Professional Degree in Design, Documentary Film, Illustration, Fine Art, and Photography*

Students seeking to pursue the BFA Professional Degree with majors in Design, Documentary Film, Fine Art, Illustration, or Photography must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the the first two Pre-Professional Years (typically at the end of the Sophomore Year) students must apply for acceptance into their respective BFA Professional Degree Programs which includes:

- Completion of the Application. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission are outlined in the packet.
- The BFA Review. All work created in Pre-professional Years One & Two should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design.
- Minimum cumulative GPA of 2.75 in all coursework.

### *Transfer Students*

Transfer students seeking advanced placement in a chosen BFA program must have a BFA Review. Students who have no previous coursework in art are not eligible to apply for advanced standing. Transfer coursework must be evaluated for content equivalency and students may be asked to provide course descriptions and syllabi.

### *Academic Standards*

Students accepted to a BFA Professional Degree program is expected to in Design, Documentary Film, Fine Art, Illustration, and Photography are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA major coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA may include a senior project, senior exhibition, internship, and portfolio of the student's work.

## Fine Art BFA

The Fine Art major is recommended for students who wish to become professional artists, illustrators, craftsmen, or art teachers on a college level. It is the first step toward acceptance into an MFA program, which is the necessary degree for pursuing a teaching position at the college level. After an exploratory period students are encouraged to concentrate the majority of their credits in a single area: painting, ceramics, sculpture, or printmaking. The Fine Art major cultivates the individual voice and vision of the Fine Art student and prepares the to sustain their professional lives as practicing artists.

**Total Credits: 124**

## Art History - 12

- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

### Choose two of the following courses:

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- FILM 210 - Survey of Documentary Film Credits: 3
- PHTO 210 - History of Photography Credits: 3

## Common Core - 12

- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3

## Studio Electives - 15

- ART 105 - Painting I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 209 - Basic Design II Credits: 3
- DSGN 150 - Web Design I Credits: 3
- DSGN 185 - Digital Publishing Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 225 - Digital Vector Graphics Credits: 3
- DSGN 250 - Web Design II Credits: 3
- FILM 105 - Intro to Filmmaking Credits: 3
- PHTO 115 - Photography I Credits: 3
- PHTO 116 - Digital Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3

## Major Requirements - 45

### *15 Credits in:*

- ART 304 - Drawing II Credits: 3
- ART 478 - Visual Art Study Tour Credits: 6
- ART 485 - Senior Project Credits: 3
- ART 496 - Portfolio Development Credits: 2,3 (2 credits needed)
- ART 497 - Senior Project Credits: 1 (1 credit needed)

### *18 Credits Chosen from:*

- ART 305 - Painting II Credits: 2
- ART 306 - Printmaking II Credits: 2
- ART 307 - Ceramics II Credits: 2
- ART 308 - Sculpture I Credits: 2

### *12 Credits Chosen from:*

To be chosen in consultation with your academic advisor from ART, ARTH, ARCH, DSGN, PHTO, and FILM courses.

## Andrews Core Experience - 36

Please note: The Andrews Core Experience requirements for Professional Degree Programs are normally 42 credits, 6 of the 42 credits are fulfilled through the studio elective line and major courses line.

## General Electives - 4

## Admission Procedures and Academic Standards

## **BFA Professional Degree in Design, Documentary Film, Illustration, Fine Art, and Photography**

Students seeking to pursue the BFA Professional Degree with majors in Design, Documentary Film, Fine Art, Illustration, or Photography must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the the first two Pre-Professional Years (typically at the end of the Sophomore Year) students must apply for acceptance into their respective BFA Professional Degree Programs which includes:

- Completion of the Application. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission are outlined in the packet.
- The BFA Review. All work created in Pre-professional Years One & Two should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design.
- Minimum cumulative GPA of 2.75 in all coursework.

### **Transfer Students**

Transfer students seeking advanced placement in a chosen BFA program must have a BFA Review. Students who have no previous coursework in art are not eligible to apply for advanced standing. Transfer coursework must be evaluated for content equivalency and students may be asked to provide course descriptions and syllabi.

### **Academic Standards**

Students accepted to a BFA Professional Degree program is expected to in Design, Documentary Film, Fine Art, Illustration, and Photography are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA major coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA may include a senior project, senior exhibition, internship, and portfolio of the student's work.

## Graphic Design BS

The Bachelor of Science in Graphic Design allows student to supplement their design education with business, marketing, and communication classes that will give them a more entrepreneurial background. The program requires students to self-brand themselves and create a personal brand, estimate and quote materials, acquire business and marketing knowledge, develop a portfolio, create invoice and quote sheets, learn how to price themselves in the market and how to interact with clients.

## Credits Required: 124

### Major Courses - 86

- DSGN 150 - Web Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 225 - Digital Vector Graphics Credits: 3
- DSGN 310 - Typography Credits: 3
- DSGN 431 - Editorial Design Credits: 3
- DSGN 432 - Brand Design Credits: 3
- DSGN 433 - The Business of Design Credits: 3
- DSGN 434 - Design in Advertising Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 487 - Internship Credits: 1-3 (1 credit required)
- ART 496 - Portfolio Development Credits: 2,3 (3 credits required)
- ART 497 - Senior Project Credits: 1 (1 credit required)
- PHTO 116 - Digital Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 300 - Media Ethics & Awareness Credits: 3
- BSAD 210 - Small Business Management Credits: 3
- MKTG 310 - Principles of Marketing Credits: 3
- COMM 320 - Interpersonal Communication Credits: 3

## Andrews Core Experience - 36

Please note: The Andrews Core Experience requirements for Professional Degree Programs are normally 42 credits, 6 of the 42 credits are fulfilled through the studio elective line and major courses line.

## General Electives - 2

## Illustration BFA

The Illustration track prepares students to enter a career in professional illustration. This program requires a wide range of media to prepare for a profession that is constantly changing, it is not just a fine art profession anymore. The successful illustrator is able to convey emotions, interpret events, tell a story or market a product or idea through the use of artistic concepts and images. Illustrators must master a wide range of drawing, painting and digital media and techniques to meet the objectives of a wide range of employers and projects. Most illustrators work as freelance artists.

## Total Credits: 124

### Art History - 12

- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

#### Choose two of the following courses:

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- FILM 210 - Survey of Documentary Film Credits: 3
- PHTO 210 - History of Photography Credits: 3

### Common Core - 12

- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3
- ART 207 - Basic Design I Credits: 3

## Major Requirements - 60

### 35 Credits in:

- ART 105 - Painting I Credits: 3
- ART 209 - Basic Design II Credits: 3
- ART 304 - Drawing II Credits: 3 (12 credits required)
- ART 305 - Painting II Credits: 2 (3 credits required)
- ART 478 - Visual Art Study Tour Credits: 6
- ART 485 - Senior Project Credits: 3
- ART 487 - Internship Credits: 1-3 (1 credit required)
- ART 496 - Portfolio Development Credits: 2,3 (3 credits required)
- ART 497 - Senior Project Credits: 1 (1 credit required)

### 25 Credits in Major Electives

To be chosen in consultation with your academic advisor from ART, ARTH, ARCH, DSGN, PHTO, and FILM courses. The following are suggested portfolio tracks:

#### Fine Art Portfolio

- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 305 - Painting II Credits: 2
- ART 306 - Printmaking II Credits: 2
- ART 307 - Ceramics II Credits: 2
- ART 308 - Sculpture I Credits: 2
- ART 380 - Topics in: Credits: 1 (Mixed Media, Classical Drawing, & Watercolor)
- ART 495 - Independent Reading/Project Credits: 1

- BSAD 210 - Small Business Management Credits: 3
- MKTG 310 - Principles of Marketing Credits: 3

### Digital Portfolio

- DSGN 150 - Web Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 225 - Digital Vector Graphics Credits: 3
- DSGN 310 - Typography Credits: 3
- PHTO 115 - Photography I Credits: 3 Or PHTO 116 - Digital Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 220 - Color Photography I Credits: 3
- PHTO 305 - Alternative Photographic Processes Credits: 3
- PHTO 365 - Advanced Digital Imaging Credits: 3
- PHTO 380 - Lighting I Credits: 3
- PHTO 400 - Digital Photographic Processes Credits: 3

## Andrews Core Experience - 36

Please note: The Andrews Core Experience requirements for Professional Degree Programs are normally 42 credits, 6 of the 42 credits are fulfilled through the studio elective line and major courses line.

## General Electives - 4

## Admission Procedures and Academic Standards

### *BFA Professional Degree in Design, Documentary Film, Illustration, Fine Art, and Photography*

Students seeking to pursue the BFA Professional Degree with majors in Design, Documentary Film, Fine Art, Illustration, or Photography must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the the first two Pre-Professional Years (typically at the end of the Sophomore Year) students must apply for acceptance into their respective BFA Professional Degree Programs which includes:

- Completion of the Application. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission are outlined in the packet.
- The BFA Review. All work created in Pre-professional Years One & Two should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design.
- Minimum cumulative GPA of 2.75 in all coursework.

### Transfer Students

Transfer students seeking advanced placement in a chosen BFA program must have a BFA Review. Students who have no previous coursework in art are not eligible to apply for advanced standing. Transfer coursework must be evaluated for content equivalency and students may be asked to provide course descriptions and syllabi.

### Academic Standards

Students accepted to a BFA Professional Degree program is expected to in Design, Documentary Film, Fine Art, Illustration, and Photography are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA major coursework. Students whose GPA falls below this minimum requirement are not allowed to graduate with the BFA. The completion of the BFA may include a senior project, senior exhibition, internship, and portfolio of the student's work.

## Photography BS

The Bachelor of Science in Photography addresses the job placement outlook of the photographic field focusing on the commercial industry and those with

entrepreneurial goals. The BS is more interdisciplinary than the BFA in Photography as the BS requires courses in business and communication.

## Total Credits: 124

## Major Courses - 88

- PHTO 115 - Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 210 - History of Photography Credits: 3
- PHTO 220 - Color Photography I Credits: 3
- PHTO 300 - Media Ethics & Awareness Credits: 3
- PHTO 326 - Business of Photography Credits: 3
- PHTO 365 - Advanced Digital Imaging Credits: 3
- PHTO 380 - Lighting I Credits: 3
- PHTO 400 - Digital Photographic Processes Credits: 3
- PHTO 480 - Lighting II Credits: 3
- DSGN 150 - Web Design I Credits: 3
- FILM 105 - Intro to Filmmaking Credits: 3
- FILM 275 - Post-Production Credits: 3
- FILM 350 - Cinematography Credits: 3
- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 487 - Internship Credits: 1-3 (3 credits required)
- ART 496 - Portfolio Development Credits: 2,3 (6 credits required, taken in 3 + 3 sequence)
- ART 497 - Senior Project Credits: 1 (1 credit required)
- BSAD 210 - Small Business Management Credits: 3
- MKTG 310 - Principles of Marketing Credits: 3
- COMM 320 - Interpersonal Communication Credits: 3

## Andrews Core Experience - 36

Please note: The Andrews Core Experience requirements for Professional Degree Programs are normally 42 credits, 6 of the 42 credits are fulfilled through the studio elective line and major courses line.

## Photography BFA

The Photography major is recommended for those wishing to pursue a career in the photographic field. The degree encompasses elements of traditional image making coupled with contemporary digital workflow methods while also focusing on developing a compelling personal vision.

## Total Credits Required: 124

## Art History - 12

- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

Choose two classes from the following list:

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- FILM 210 - Survey of Documentary Film Credits: 3 (Recommended)
- PHTO 210 - History of Photography Credits: 3 (Recommended)

## Common Core - 12

- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 200 - Color Theory and Use Credits: 3

- ART 207 - Basic Design I Credits: 3

## Major Requirements – 64

- PHTO 115 - Photography I Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 220 - Color Photography I Credits: 3
- PHTO 300 - Media Ethics & Awareness Credits: 3
- PHTO 305 - Alternative Photographic Processes Credits: 3
- PHTO 326 - Business of Photography Credits: 3
- PHTO 365 - Advanced Digital Imaging Credits: 3
- PHTO 380 - Lighting I Credits: 3
- PHTO 400 - Digital Photographic Processes Credits: 3
- PHTO 420 - Documentary Photography Credits: 1–6 (3 credits required)
- PHTO 480 - Lighting II Credits: 3
- DSGN 150 - Web Design I Credits: 3
- FILM 105 - Intro to Filmmaking Credits: 3
- FILM 275 - Post-Production Credits: 3
- FILM 350 - Cinematography Credits: 3
- ART 485 - Senior Project Credits: 3
- ART 487 - Internship Credits: 1–3 (1 credit required)
- ART 496 - Portfolio Development Credits: 2,3 (6 credits required, taken in 3+3 sequence)
- ART 497 - Senior Project Credits: 1 (3 credits required)
- With an additional 3 credits to be chosen with your academic advisor from ART, ARTH, ARCH, PHTO, DSGN, COMM, JOUR, FILM, or MKTG courses.

## General Education – 36

Please Note: The General Education requirements for Professional Degree Programs is 42 credits, 6 of the 42 credits are fulfilled through the BFA Common Core and Major Requirements.

## Admission Procedures and Academic Standards

### *BFA Professional Degree in Design, Documentary Film, Illustration, Fine Art, and Photography*

Students seeking to pursue the BFA Professional Degree with majors in Design, Documentary Film, Fine Art, Illustration, or Photography must first submit an Andrews University undergraduate application for acceptance to the University. Students admitted to the University on regular standing are eligible to begin the first two years of the BFA degree.

Upon completion of the the first two Pre-Professional Years (typically at the end of the Sophomore Year) students must apply for acceptance into their respective BFA Professional Degree Programs which includes:

- Completion of the Application. The application packet may be obtained from the Department Office and must be submitted directly to the Department Office by the application deadline. Minimum requirements to be considered for admission are outlined in the packet.
- The BFA Review. All work created in Pre-professional Years One & Two should be available for review. The BFA review is a critique of the student's portfolio by the faculty of the Department of Visual Art & Design.
- Minimum cumulative GPA of 2.75 in all coursework.

### *Transfer Students*

Transfer students seeking advanced placement in a chosen BFA program must have a BFA Review. Students who have no previous coursework in art are not eligible to apply for advanced standing. Transfer coursework must be evaluated for content equivalency and students may be asked to provide course descriptions and syllabi.

### *Academic Standards*

Students accepted to a BFA Professional Degree program is expected to in Design, Documentary Film, Fine Art, Illustration, and Photography are expected, by the end of the BFA degree program, to have a GPA of 3.0 or higher in all BFA major coursework. Students whose GPA falls below this minimum requirement are not allowed to

graduate with the BFA. The completion of the BFA may include a senior project, senior exhibition, internship, and portfolio of the student's work.

## Visual Arts Education Secondary (K-12) BS

### **(No minor required)**

This degree, offered in cooperation with the Department of Teaching and Learning, prepares students to teach art on both the elementary and secondary levels. The Visual Arts Education degree is a K–12 endorsement for secondary certificates. This degree should only be taken by those seeking teacher certification. Majors must complete the requirements for denominational and/or Michigan state teacher certification through the School of Education. The Andrews Core Experience for BS degrees will be followed for this degree. They match the Andrews Core Experience requirements outlined by the School of Education (SED). Students may not take ART 457, ART 459, ART 480 courses in the Department of Visual Art & Design until they have been accepted into the School of Education's Teacher Preparation Program and have completed the Foundation courses. The BS in Visual Arts Education requirement includes the successful completion of a senior exhibition and a portfolio of the student's work given to the Department of Visual Art & Design.

## Art History—12

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3

### *Choose one course from: 3*

- ARCH 424 - Islamic Architecture Credits: 2,3
- ARCH 425 - Architecture of Ancient Americas Credits: 2,3
- ARCH 426 - Far Eastern Architecture Credits: 2,3

## Art Methods—12

- ART 457 - Art Methods: Elementary Credits: 4
- ART 459 - Art Methods: Secondary Credits: 4
- ART 480 - Practicum in Visual Art Education Credits: 4

## Visual Art Foundation—18

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 209 - Basic Design II Credits: 3

## Senior Exhibition—3

- ART 497 - Senior Project Credits: 1

## Advanced Visual Art Requirements—8

In consultation with the advisor, choose 8 elective credits in **one studio area** from the following:

- ART 304 - Drawing II Credits: 3
- ART 305 - Painting II Credits: 2
- ART 306 - Printmaking II Credits: 2
- ART 307 - Ceramics II Credits: 2
- DSGN 310 - Typography Credits: 3
- DSGN 431 - Editorial Design Credits: 3
- DSGN 432 - Brand Design Credits: 3
- DSGN 433 - The Business of Design Credits: 3
- DSGN 434 - Design in Advertising Credits: 3
- DSGN 435 - Package Design Credits: 3



## Andrews Core Experience—Visual Arts

### Education with Secondary Certification

For more information regarding Andrews Core Experience or Secondary Certification with a BA or BS degree see the department of Teaching, Learning & Curriculum

#### Religion: 12

- RELT 100 - God and Human Life Credits: 3
- RELT 225 - Doctrines of the Adventist Faith Credits: 3
- RELH 400 - SDA History and Prophetic Heritage Credits: 3,4
- and a 3-credit elective chosen in consultation with your SED advisor

#### Language/Communication:

- ENGL 115 - College Writing I Credits: 3
- ENGL 215 - College Writing II Credits: 3
- COMM 450 - Communication in the Classroom Credits: 3

#### History:

- HIST 117 - Civilizations and Ideas I Credits: 3
- HIST 118 - Civilizations and Ideas II Credits: 3

#### Fine Arts/Humanities:

Covered by major

#### Life/Physical Sciences:

Take one course from Life Science and one from Physical Science. Choose from Andrews Core Experience requirements.

#### Mathematics:

BS degree requirement

#### Service:

- EDTE 165 - Philosophical and Social Foundations of Education Credits: 4

#### Social Sciences:

- GDPC 302 - Educational Psychology Credits: 3
- EDTE 228 - Strategies for Educating Exceptional and Diverse Learners Credits: 3

#### Fitness Education:

- HLED 120 - Fit for Life Credits: 1
- plus two additional courses from personal fitness, outdoor skills or team activity

## Undergraduate Minors

### Art History Minor

Recommended for students of literature, history, and sociology as a complementary area of study. The minor concentration in art history responds to the needs of those students pursuing a major in another field who would like to expand their knowledge of the art of various cultures and of art-historical research methods. The minor offers flexibility in the selection of courses to suit the interests of students in other fields of the humanities or sciences seeking the broad cultural perspective that art history provides.

#### Required courses:

- ARTH 325 - Prehistoric to Medieval Art Credits: 3
- ARTH 326 - Renaissance to Modern Art Credits: 3
- ARTH 440 - Art Since 1945 Credits: 3
- ARTH 450 - Study Tour: Credits: 0

#### 9 elective credits in Art History chosen from:

- ARTH 328 - Artists of the Renaissance Credits: 3
- ARTH 329 - Nineteenth Century and Impressionism Credits: 3
- ART 495 - Independent Reading/Project Credits: 1

- ART 380 - Topics in: Credits: 1 (Special topics in art history classes only)

#### and one course from the following:

- ARCH 424 - Islamic Architecture Credits: 2,3
- ARCH 425 - Architecture of Ancient Americas Credits: 2,3
- ARCH 426 - Far Eastern Architecture Credits: 2,3

### Total Credits: 21

## Documentary Film Minor

#### Required Courses:

- FILM 105 - Intro to Filmmaking Credits: 3
- FILM 210 - Survey of Documentary Film Credits: 3
- FILM 225 - Screenwriting Credits: 3
- FILM 275 - Post-Production Credits: 3
- FILM 350 - Cinematography Credits: 3
- FILM 398 - Directing the Documentary I Credits: 3
- FILM 399 - Directing the Documentary II Credits: 3

### Total Credits: 21

## Graphic Design Minor

Recommended for students interested in communication, marketing, architecture, photography and technology.

#### Required courses:

- ART 104 - Drawing I Credits: 3
- ART 130 - Introduction to Digital Media Credits: 3
- ART 207 - Basic Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 310 - Typography Credits: 3
- ARTH 345 - History of Graphic Design Credits: 3
- PHTO 175 - Digital Imaging Credits: 3

### Total Credit: 21

## Photography Minor

Recommended for students interested in technology, communication, architecture, the humanities and the design areas.

#### Required Courses:

- FILM 105 - Intro to Filmmaking Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- PHTO 115 - Photography I Credits: 3 OR PHTO 116 - Digital Photography I Credits: 3
- PHTO 200 - Advanced Photography I Credits: 3
- PHTO 220 - Color Photography I Credits: 3  
Upper Division Elective Credits in PHTO:

### Total Credits: 21

## Visual Art Minor

Recommended for students interested in technology, the humanities, and the design areas.

## Required courses:

- ART 104 - Drawing I Credits: 3
- ART 105 - Painting I Credits: 3
- ART 107 - Ceramics I Credits: 3
- ART 207 - Basic Design I Credits: 3
- ART 106 - Printmaking I Credits: 3
- ARTH 220 - Language of Art Credits: 3
- PHTO 116 - Digital Photography I Credits: 3

**Total Credits: 21**

## Web Design, BFA Major Option Minor

**Note:** A declared Minor is not available to students majoring in Graphic Design.

## Required courses:

- DSGN 250 - Web Design II Credits: 3
- DSGN 335 - Web Design III Credits: 3
- DSGN 350 - Web Design IV Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- DSGN 214 - Graphic Design I Credits: 3
- DSGN 310 - Typography Credits: 3
- FILM 105 - Intro to Filmmaking Credits: 3 OR DSGN 225 - Digital Vector Graphics Credits: 3

**Total Credits: 21**

## Web Design, Non-BFA Major Option Minor

**Note:** This minor is recommended for non-BFA majors interested in communication, technology and the design areas.

## Required courses:

- ART 130 - Introduction to Digital Media Credits: 3
- DSGN 150 - Web Design I Credits: 3
- DSGN 250 - Web Design II Credits: 3
- DSGN 335 - Web Design III Credits: 3
- DSGN 350 - Web Design IV Credits: 3
- PHTO 175 - Digital Imaging Credits: 3
- ART 207 - Basic Design I Credits: 3
- DSGN 214 - Graphic Design I Credits: 3

**Total Credits: 24**

## Pre-Professional

## Pre-Professional Program in Art Therapy

"Art therapy is a mental health profession in which clients, facilitated by the art therapist, use art media, the creative process, and the resulting artwork to explore their feelings, reconcile emotional conflicts, foster self-awareness, manage behavior and addictions, develop social skills, improve reality orientation, reduce anxiety, and increase self-esteem. A goal in art therapy is to improve or restore a client's function

and his or her sense of personal well-being. Art therapy practice requires knowledge of visual art (drawing, painting, sculpture, and other art forms) and the creative process, as well as of human development, psychological, and counseling theories and techniques."

- American Art Therapy Association 2013

A master's degree is required for entry level practice in art therapy from institutions of higher education recognized by regional accreditation bodies approved by the Council for Higher Education Accreditation (CHEA). It is recommended however, that a student complete a PhD in art therapy in order to be fully integrated into the field. Entrance requirements to universities and colleges offering graduate programs in art therapy may vary; therefore it is imperative that students familiarize themselves with the requirements of the school of their choice. Information about the various schools in the USA, as well as Canada, offering a masters in art therapy can be found on the American Art Therapy Association (AATA) webpage: [www.arttherapy.org](http://www.arttherapy.org)

As long as the below minimum requirements are completed, any major may apply to a master's program in art therapy. The recommended majors for students are:

- Art, Pre-Art Therapy Emphasis BA  
Psychology Minor
- Psychology, General BA
  - Visual Art Minor

## Art Studio

### ART 104 - Drawing I

**Credits:** 3 | A foundational course where basic drawing principles are introduced and observational abilities are developed. Standards of drawing, such as line, value, composition and perspective are explored using a variety of approaches, tools and media. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### ART 105 - Painting I

**Credits:** 3 | An introduction to various painting techniques, principles of color, composition and materials. Objective subject matter is emphasized and the development of a basic visual vocabulary. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### ART 106 - Printmaking I

**Credits:** 3 | Explores basic intaglio and relief printmaking methods such as linoleum cut, engraving and various etching techniques. Emphasis on technical skill development and personal imagery. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 104; Recommended: ART 207. | **Schedule Type:** Studio | **College Code:** SAAD

### ART 107 - Ceramics I

**Credits:** 3 | An introduction to working with clay and glazes for the creation of hand-built ceramic objects. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### ART 130 - Introduction to Digital Media

**Credits:** 3 | An introductory survey of the discipline of digital media. Students are introduced to Adobe Creative Suite applications (Photoshop, Illustrator, InDesign and Acrobat), basic printing principles, vector and raster graphics, image acquisition and output. Understanding the Macintosh computer is also covered. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### ART 200 - Color Theory and Use

**Credits:** 3 | A hands-on study of the aesthetic, historical, perceptual, scientific, and psychological aspects of color and color mixing. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### ART 207 - Basic Design I

**Credits:** 3 | A study of the elements and organizational principles of 2-dimensional design. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### ART 209 - Basic Design II

**Credits:** 3 | An introduction to the principles of three dimensional design and sculpture media. Introduces students to a variety of tools and materials which help to develop 3-D expression. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### ART 304 - Drawing II

**Credits:** 3 | In-depth study in the art and craft of drawing, designed to expand one's visual vocabulary. Emphasis placed on observational drawing with explorations in figure, still life. Conceptual drawing and illustration is also explored. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 104. | **Repeatable:** Repeatable | **Schedule Type:** Blended Learning, Studio | **College Code:** SAAD

### ART 305 - Painting II

**Credits:** 2 | Advanced-level painting course, with an in-depth study in the art and craft of painting, designed to expand one's visual vocabulary. Exploration in an area of painting practice; illustration, portrait, figurative, still life, landscape or conceptual. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 105. | **Repeatable:** Repeatable | **Schedule Type:** Studio | **College Code:** SAAD

### ART 306 - Printmaking II

**Credits:** 2 | One of the major methods (relief, intaglio, lithography, screenprinting) may be selected for semester-long exploration. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 106, ART 207 | **Repeatable:** Repeatable | **Schedule Type:** Studio | **College Code:** SAAD

### ART 307 - Ceramics II

**Credits:** 2 | A systematic exploration of a particular area of ceramic practice. Subjects may include: wheel throwing, glaze formulation, various firing practices, raku, ceramic sculpture, exploring a form, or other assignments chosen by the professor. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 107. | **Repeatable:** Repeatable | **Schedule Type:** Studio | **College Code:** SAAD

### ART 308 - Sculpture I

**Credits:** 2 | The expressive use of a range of materials through the skills of modeling, carving, and construction. Usually one medium is studied during the semester. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 209 | **Repeatable:** Repeatable | **Schedule Type:** Studio | **College Code:** SAAD

### ART 380 - Topics in:

**Credits:** 1 | Courses cover specific topic areas in Studio Art and Art History such as: African Art, Asian Art, Design, Egyptian Art, Near Eastern Art, Mixed Mediums, Method and Theory in Art History, and Watercolor. Prerequisites for advanced studio courses apply to Topics course. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Repeatable:** Repeatable | **Schedule Type:** Lecture, Blended Learning | **College Code:** SAAD

### ART 457 - Art Methods: Elementary

**Credits:** 4 | Covers the process of teaching creativity and artistic expression to students at the elementary level. The focus is on understanding the developmental levels of creativity in children. Art is also integrated in the rest of the curriculum. Art projects are part of this course. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ART 459 - Art Methods: Secondary

**Credits:** 4 | Deals with teaching creativity and artistic expression to students at the secondary level. It covers the developmental levels of students and gives practical ideas for developing individual creativity. Project ideas are part of the course. | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ART 478 - Visual Art Study Tour

**Credits:** 6 | This course is designed to take students to venues in various locations in the United States and around the world. This tour course is part of the degree requirements for all BA and BFA degrees as noted in each Emphasis. Each BFA Emphasis will design a tour that fits its discipline. The content of the 6 credits will be decided by each BFA Emphasis. | \$ - Tour fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Blended Learning | **College Code:** SAAD

### ART 480 - Practicum in Visual Art Education

**Credits:** 4 | Application of principles of art in education, and integrating various subjects into the art curriculum. An introduction to the curriculum of K12 schools, including unique SDA curricular materials and Michigan Content Standards and Benchmarks. Field experience included in class meeting time. | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Prerequisite(s):** ART 457, ART 459. | **Schedule Type:** Practicum | **College Code:** SAAD

### ART 485 - Senior Project

**Credits:** 3 | This capstone course allows for the synthesis of the students' academic and studio work, developing an individual project proposal and culminating in a thoughtful presentation that demonstrates knowledge of specific issues, methods, and materials. | **Grade Mode:** Normal w/S/DG (A-F,I,S,U,DG,W) | **Prerequisite(s):** Permission of the instructor. | **Schedule Type:** Independent | **College Code:** SAAD

### ART 487 - Internship

**Credits:** 1–3 | Supervised work experience in the student's major and/or emphasis area. 120 hours of work is required for each credit. | **Grade Mode:** Satisfactory w/DG (S,U,I,W,DG) | **Repeatable:** Repeatable up to 3 credits | **Schedule Type:** Practicum | **College Code:** SAAD

### ART 495 - Independent Reading/Project

**Credits:** 1 | Independent study under the supervision of a professor. Requirements vary. | Swing course | **Grade Mode:** Normal w/S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Independent | **Special Approval:** Instructor permission required. | **College Code:** SAAD

### ART 496 - Portfolio Development

**Credits:** 2,3 | This course focuses on student's job-seeking portfolios through lectures, demonstrations and studio work. Existing projects are refined and gaps are filled in new projects. All projects meet professional standards and quality. | Lab required | **Grade Mode:** Normal w/S/DG (A-F,I,S,U,DG,W) | **Prerequisite(s):** Minimum of 24 credits in a portfolio emphasis. | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Independent | **Special Approval:** Instructor permission required. | **College Code:** SAAD

### ART 497 - Senior Project

**Credits:** 1 | Presentation of the capstone Senior final project in a gallery exhibition. | **Grade Mode:** Normal w/S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 3 credits | **Schedule Type:** Independent | **College Code:** SAAD

### ART 597 - Independent Study

**Credits:** 1–3 | Individual study or research under the direction of an instructor. | **Grade Mode:** Normal w/S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Independent | **Special Approval:** Permission of department chair required. | **College Code:** SAAD

## Art History

### ARTH 220 - Language of Art

**Credits:** 3 | Presents the elements of visual language and studies them in relationship to images of famous paintings, sculptures, and contemporary advertisements. Does not duplicate an art history course. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 325 - Prehistoric to Medieval Art

**Credits:** 3 | Examines the ancient images of non-Western and Western cultures as they are manifested in famous works of art and architecture. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 326 - Renaissance to Modern Art

**Credits:** 3 | A survey of selected Western and non-Western artists, techniques, and cultural eras from 1300 to 1945. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 328 - Artists of the Renaissance

**Credits:** 3 | A chronology and analysis of Italian masters from Giotto to Raphael, and northern masters from van Eyck to Rembrandt. A study of the importance of social and cultural influences impacting these artists and the contributions made through their art. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 329 - Nineteenth Century and Impressionism

**Credits:** 3 | A chronological study of the major artists influencing culture, primarily in France, from David to Cezanne in the movements of Neo-classicism, romanticism, realism, impressionism, and postimpressionism. | \$ - Course or lab fee | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 345 - History of Graphic Design

**Credits:** 3 | Students are introduced to the creative thinkers, important innovations and breakthrough technologies that have shaped the evolution of visual communication, graphic design, and advertising. | \$ - Course or lab fee | **Course**

**Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, ART 130. | **Schedule Type:** Lecture | **College Code:** SAAD

### ARTH 420 – Seminar in Contemporary Trends

**Credits:** 1–3 | Studies current trends in a specific area of contemporary art and design. May contain readings, discussion, travel, and student presentations. | \$ - Course or lab fee | **Course Attribute:** Art History Course | **Grade Mode:** Normal (A-F,I,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Seminar | **College Code:** SAAD

### ARTH 440 – Art Since 1945

**Credits:** 3 | A study of selected artists associated with post-WWII Western culture, the critical schools they are associated with, and the major influences upon their work. | \$ - Course or lab fee | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Seminar | **College Code:** SAAD

### ARTH 450 – Study Tour:

**Credits:** 0 | Travel to destinations relevant to individual programs of study. Classes will be selected from department(s) offerings. Fee may be required. | \$ - Course or lab fee | Swing course—Approved 400–499 courses qualify for graduate-level credit for graduate students | **Grade Mode:** Normal w S/DG (A-F,I,S,U,DG,W) | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Blended Learning | **College Code:** SAAD

## Design

### DSGN 150 – Web Design I

**Credits:** 3 | This introductory course is designed to familiarize students with the design and creation of web pages and web sites. Students will learn basic HTML structure along with basic styling with CSS (Cascading Style Sheets) through video based lectures outside of class and hands-on work in-class. Beyond the basics of HTML, and CSS, students will learn how to publish their content on-line, validate code, and how accessibility plays a major role in development and content strategy. May be offered as an Intensive. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 130 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 185 – Digital Publishing

**Credits:** 3 | Students learn to produce a variety of publications using basic and advanced techniques with Adobe InDesign. Emphasis will be on designing, pre-flighting and publishing documents for print, online and mobile devices. Adding interactivity to layouts using animation, video and sound in page layouts is also covered. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 130 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 214 – Graphic Design I

**Credits:** 3 | A transition from design theory to design application as it relates to visual communication. A series of projects develops basic skills and familiarity with design process and the graphic design profession. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 130, ART 207 | **Schedule Type:** Lecture | **College Code:** SAAD

### DSGN 225 – Digital Vector Graphics

**Credits:** 3 | In this course, students study the art of vector graphics. Demonstrations will be provided through in-class instruction and on-line by industry professionals. Students work on projects in and out of class each week ranging from print to on-line publishing. Required: Adobe Illustrator CS5+ and laptop. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 130 or equivalent. | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 250 – Web Design II

**Credits:** 3 | This intermediate course expands the student's knowledge of HTML and advanced CSS techniques to include wireframe and rapid prototyping techniques. Students learn through a series of projects designed to advance not only their technical knowledge, but also their User Interface (UI) and User Experience (UX) design skills. Required: laptop. May be offered as an intensive. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** DSGN 150 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 310 – Typography

**Credits:** 3 | An exploration of typographic structures terminology, methods, and visual problem solving. This studio course addresses typographic design as a practical form of visual communication. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, ART 130. | **Schedule Type:** Lecture | **College Code:** SAAD

### DSGN 335 – Web Design III

**Credits:** 3 | In this course, students focus on interactive design and production utilizing JavaScript and other open source technologies. Students learn through in-class demonstrations and outside class through on-line video lectures by other industry professionals. Projects consist of small challenges while working towards a final semester project that will showcase the student's skills in interactive design. Required: laptop. May be offered as an intensive. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** DSGN 250 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 350 – Web Design IV

**Credits:** 3 | This course introduces basic and intermediate server-side scripting techniques, version control, open source Content Management software (CMS), and how to set up localhost testing servers. Students will learn through in-class demonstrations and outside of class through on-line video lectures by other industry professionals. Projects consist of small challenges while working towards a final semester project that will showcase the student's skills in techniques and technologies over the previous courses. Required: laptop. May be offered as an intensive. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** DSGN 335 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

### DSGN 431 – Editorial Design

**Credits:** 3 | This studio course focuses on page design in books, newspapers and magazines for both print and digital applications. Editorial concept, content, format, image and audience will all be explored. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, DSGN 214 DSGN 185. | **Schedule Type:** Studio | **College Code:** SAAD

### DSGN 432 – Brand Design

**Credits:** 3 | This studio course is concerned with creating a brand and provides a basis for deciding the procedures and practices for corporate communication goals. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, DSGN 214. | **Schedule Type:** Studio | **College Code:** SAAD

### DSGN 433 – The Business of Design

**Credits:** 3 | This studio course focuses on the business side of Graphic Design and will help students understand best practices when creating contracts, dealing with clients/partner relationships, developing design strategy, self-promotion, and communication both internal and external. Students will also develop their own brand, creating their own custom business forms and promotional materials. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Studio | **College Code:** SAAD

### DSGN 434 – Design in Advertising

**Credits:** 3 | This studio course is project-based and focuses on putting advertising theory into practice. Students will create advertising campaigns and develop creative solutions based on market research, taking their ideas from concept to completion. Idea-driven design based on a solid foundation of research is emphasized. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite/Corequisite:** ART 207, DSGN 214. | **Schedule Type:** Studio | **College Code:** SAAD

### DSGN 435 – Package Design

**Credits:** 3 | This studio course explores the many facets and theories of package design and puts them into practice. Students will learn how to create a die-line and develop effective visual solutions for complex packaging scenarios. Projects will be taken from the concept phase to fully realized, 3-dimensional prototypes. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, DSGN 214. | **Schedule Type:** Studio | **College Code:** SAAD

## Film

### FILM 105 – Intro to Filmmaking

**Credits:** 3 | To the generation of digital natives, film has become one of the most dominant forms of visual media and personal expression. This studio course is a broad introduction to the collective elements of film production with a focus on nonfiction storytelling. This class explores both the art and craft of filmmaking, mixing aesthetic understanding with production techniques. Labs and instruction focus on storytelling, basic high-definition video production, and post-production. While designed to be an engaging introduction to filmmaking, students should be prepared to work toward the goal of the class—the creation of a non-fiction short film. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### FILM 210 – Survey of Documentary Film

**Credits:** 3 | This course offers a historical and theoretical overview of documentary film. We will view and examine documentaries from the beginning of cinema through the present, all of film history. In the process we will discover the infinite forms the documentary can take. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## FILM 215 – Language of Cinema

**Credits:** 3 | This course examines public attitudes and assumptions about film. Through an exploration of film studies, students will look beyond film's immediate accessibility and broaden their cinematic vocabulary and analytical abilities. Elements of aesthetics such as mise-en-scene, cinematography, editing, and sound will be covered, including different theoretical approaches to understanding cinema. | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## FILM 225 – Screenwriting

**Credits:** 3 | This course provides a broad foundation to writing for the screen. Storytelling is at the heart of screenwriting, and we will explore the elements of story such as plot structure, narrative arc, and character development. Lectures will deal with these topics and more, but over the course of the semester students will work on writing a screenplay for a short film and also a proposal for a documentary. A major part of class will be devoted to analysis, discussion, and revision of student work, so students should expect to spend a considerable amount of time for creative writing outside of class hours. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## FILM 275 – Post-Production

**Credits:** 3 | An introduction to film editing and motion design. This course begins with a primer on digital video codecs and the post-production workflow. Then through the first half of the semester, participants will learn the language and technique of editing and develop a proficiency in professional non-linear editing systems. In the latter half of the semester, students will be introduced to the art and technique of motion design and gain exposure to Adobe After Effects and other professional compositing, 3D, or animation software. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 105 ART 207 | **Schedule Type:** Lecture | **Special Approval:** Instructor permission required. | **College Code:** SAAD

## FILM 315 – Movements in World Cinema

**Credits:** 3 | This course will offer an introduction to world cinema and the diversity of film movements and film cultures around the world. We will examine films outside of Hollywood and the phenomenon of world cinema in terms of movements that appear in different places and different times throughout film history. | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

## FILM 325 – Advanced Screenwriting

**Credits:** 3 | This course builds on the fundamentals of screenwriting and writing for visual media. Students will come to the course with screenplays and documentaries that they would like to develop, including stories that they have already started. They will refine their work in preparation for production or for submission to screenwriting competitions. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 225 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## FILM 350 – Cinematography

**Credits:** 3 | Intermediate course focusing on theoretical and practical applications of motion picture photography through appropriate lighting, exposure and selection of cinematic tools for the overall purpose of dramatic impact. Students will be required to operate both introductory digital cinema cameras, learning to select the right tools for the project. By the end of the semester students should have a demo reel, showcasing their abilities to film for both aesthetic and narrative purposes. Additional time outside of class should be expected for projects. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 105; PHTO 115 - Photography I or PHTO 116 - Digital Photography I | **Schedule Type:** Lecture | **College Code:** SAAD

## FILM 355 – Sound Recording and Editing

**Credits:** 3 | This course is an introduction to basic theories and techniques of sound through the entire filmmaking process, from the use of location sound recording packages to audio post-production editing and design. The course involves lecture and instruction, but the bulk of the course is spent on assignment both in the field and in post-production environments. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 105 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## FILM 398 – Directing the Documentary I

**Credits:** 3 | Directing the Documentary I & II are the principal courses in the Documentary Film program. Taken consecutively, it is a year-long execution drawing upon all the skills and experience that students have acquired thus far. Directing requires filmmakers to perform a broad and cumulative array of abilities and instincts to perform their role as the creative lead on a film. Students learn the art of directing through an intense study and analysis of contemporary documentary films, while working in small teams toward the goal of making a substantial film by the end of the year. A significant highlight that occurs during the course is a field trip to a major film festival, where students will spend several days immersing themselves in the art, culture, and business of cinema. | Lab required | \$ - Course or lab fee | **Grade**

**Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 325, FILM 486 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **Special Approval:** Instructor permission required. | **College Code:** SAAD

## FILM 399 – Directing the Documentary II

**Credits:** 3 | Directing the Documentary I & II are the principal courses in the Documentary Film program. Taken consecutively, it is a year-long execution drawing upon all the skills and experience that students have acquired thus far. Directing requires filmmakers to perform a broad and cumulative array of abilities and instincts to perform their role as the creative lead on a film. Students learn the art of directing through an intense study and analysis of contemporary documentary films, while working in small teams toward the goal of making a substantial film by the end of the year. A significant highlight that occurs during the course is a field trip to a major film festival, where students will spend several days immersing themselves in the art, culture, and business of cinema. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 398 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **Special Approval:** Instructor permission required. | **College Code:** SAAD

## FILM 410 – Advanced Documentary Studies

**Credits:** 3 | This course examines the evolution of the documentary and the contemporary issues that have come to define it. With each offering, the course will specify a different area of emphasis, which might include but is not limited to social documentary, ethnographic film, environmental filmmaking, personal narrative films, and human rights video advocacy. The course may include the creation of a film in the area of study. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Repeatable:** Repeatable | **Schedule Type:** Lecture, Lab, Lecture/Lab | **Offering:** Course may not be offered every year | **College Code:** SAAD

## FILM 450 – Advanced Cinematography

**Credits:** 3 | Advanced techniques in motion picture photography with study and analysis of the work of notable cinematographers. Students in this course will be expected to spend a considerable amount of lab time learning to work with professional digital cinema cameras and lighting instruments. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** FILM 105, FILM 275 | **Recommended:** Photography Courses: PHTO 380, PHTO 480 | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## FILM 486 – Senior Project II

**Credits:** 3 | This course is a continuation of the Senior Project but designed specifically for the Documentary Film major. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 485. Must be taken the semester after ART 485. | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## FILM 490 – Producing Practicum

**Credits:** 3 | This course outlines and explores the responsibilities of the producer and successful independent filmmaking. Topics covered include development, budgeting, fundraising, marketing, legal issues, and outreach. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Practicum | **College Code:** SAAD

# Photography

## PHTO 115 – Photography I

**Credits:** 3 | Basic introduction to the principles of the camera and darkroom techniques with consideration toward composition, psychological, and aesthetic attitudes in black-and-white photography. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture/Lab | **College Code:** SAAD

## PHTO 116 – Digital Photography I

**Credits:** 3 | Introduction to photography through the use of digital tools. Digital SLRs and archival pigment printers are used to explore the technical and aesthetic issues involved in the process of making images. Consideration will be given to digital workflow, managing data, and creating visually compelling photographs. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Blended Learning, Lecture/Lab | **College Code:** SAAD

## PHTO 175 – Digital Imaging

**Credits:** 3 | A foundation course in how to apply creative vision within the boundaries of Adobe Photoshop. Emphasis is on creative and technical issues as they relate to the creation of visual work. Layers, adjustment layers, compositing methods, and restoration are explored. Technical proficiency, creative expression, and attention to detail are stressed. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 130, (ART 207 recommended) or Permission of Instructor. | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD

## PHTO 200 – Advanced Photography I

**Credits:** 3 | Develops the art of photographic perception and use of photography as a visual language. The class focuses on aesthetics and the art of seeing creatively while challenging the student to use the camera to create work that is visually refined and sophisticated. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 115 or PHTO 116. | **Schedule Type:** Lecture/Lab | **College Code:** SAAD

### PHTO 210 - History of Photography

**Credits:** 3 | A study of selected photographers and processes relevant to the development of the photographic medium. This course also explores the societal fabric of the mid 19th and 20th century while investigating how photography impacted the culture of Europe and America during that time. By viewing work, listening to photographers speak about their images and discussing relevant trends, the student will better understand the society in which they live and how the medium of photography has influenced the world of art and popular culture. | **Course Attribute:** Art History course | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 220 - Color Photography I

**Credits:** 3 | Application of color materials and methods, their handling and exposure. Aesthetic and communicative aspects of color photography are stressed in producing visually effective color work. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 200, and PHTO 115 or PHTO 116 or by permission of instructor. | **Schedule Type:** Lecture/Lab | **College Code:** SAAD

### PHTO 300 - Media Ethics & Awareness

**Credits:** 3 | An exploration and discussion of the media and its effect on society, covering such issues as body image, violence, politics, etc. Students study how to recognize the way moral values of media professionals influence themselves and society. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 305 - Alternative Photographic Processes

**Credits:** 3 | This course is designed to provide the advanced student with additional methods of creative expression. The Cyanotype and VanDyke Brown processes will be learned as well as various methods of image transfer. Creative expression and technical proficiency in these techniques will be emphasized. The creation of a portfolio with strong visual unity will be a significant part of the class. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 175, PHTO 380. | **Schedule Type:** Lecture/Lab | **College Code:** SAAD

### PHTO 320 - Color Photography II

**Credits:** 3 | An image-oriented course, drawing on the student background in the use of color comprehension, photographic technical and aesthetic understanding, and working knowledge of emulsion and digital photography. Information in this class is for the sole purpose of comprehensive color image. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 175, PHTO 220. | **Schedule Type:** Lecture, Blended Learning | **College Code:** SAAD

### PHTO 326 - Business of Photography

**Credits:** 3 | Students will learn how to make sure the skills learned in the studio courses actually can be used to make a viable career from a business perspective. The intent of this course is to learn how to charge a fair fee for the work that you love. Students will learn how to bid on jobs, invoice, and brand themselves from a fiscal point of view. | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 365 - Advanced Digital Imaging

**Credits:** 3 | Builds a deeper understanding of how to use software to create compelling visual work. Emphasis is on learning how to finely control the variables available within Adobe Photoshop and other related software. The student learns how to use alpha channels, master complex masking, and understand critical color theory as they create a body of work that further defines a unique personal vision. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** ART 207, PHTO 175, PHTO 115 or PHTO 116. | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Lecture/Lab | **College Code:** SAAD

### PHTO 380 - Lighting I

**Credits:** 3 | As the still and motion picture photography industries grow closer together, this course is uniquely designed to introduce the universal principles of lighting as they are applied to both fields. Students will work on projects involving still life, portraiture, location, and commercial subjects, learning to employ the right equipment - strobe vs. continuous lights, still camera vs. digital camera - for the desired outcome. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 200 or PHTO 220. | **Schedule Type:** Lecture, Lab, | **College Code:** SAAD

### PHTO 400 - Digital Photographic Processes

**Credits:** 3 | In this course students explore methods of digital photographic compositing to create modern illustrative images. A high level of production and craftsmanship is emphasized throughout the pre- and postproduction stages. Refined digital capture and processing of RAW files while refining illustrative techniques using the photographic medium will be stressed. Attention to crafting the highest quality prints using modern output methods will also be highlighted. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 220, PHTO 365. | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 410 - Advanced Photography II

**Credits:** 3 | A course designed for the advanced photographer to investigate personal potential in visual exploration, experimentation, and technical excellence. Discussion involves expanding personal vision and exploring new techniques to achieve goals. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 380. | **Repeatable:** Repeatable up to 6 credits | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 420 - Documentary Photography

**Credits:** 1-6 | Documentary photography provides students with a unique opportunity to grapple with documenting images that tell a story about a particular endeavor. Students will be encouraged to go much further in-depth with a specific project than they have ever done before. The class hours will be devoted to lectures, and critiquing of assignments. Labs will consist of carrying out the semester-long project, photographing assignments, developing film/digital, printing for critiques, and mounting images for the final project. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Repeatable:** Repeatable up to 4 credits | **Schedule Type:** Lecture | **College Code:** SAAD

### PHTO 425 - Travel Photography

**Credits:** 3 | Designed to be done in conjunction with on-location photography, and provides a background in the specific needs related to travel. Photographing people and their land in foreign environments is emphasized. Unique materials and equipment are discussed as they relate to travel photography. | Lab required | \$ - Course or lab fee | **Course Attribute:** Studio Art course | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 115 or PHTO 116. | **Repeatable:** Repeatable up to 9 credits | **Schedule Type:** Lecture, Blended Learning | **College Code:** SAAD

### PHTO 480 - Lighting II

**Credits:** 3 | An advanced course in lighting design, students will choose a concentration in the following areas: portraiture, people/fashion, still-life, advertising/illustration, and location photography. Designed to emphasize visual concepts, this course challenges students to solve visual problems as they relate to the commercial photography industry. | Lab required | \$ - Course or lab fee | **Grade Mode:** Normal (A-F,I,W) | **Prerequisite(s):** PHTO 380. | **Repeatable:** Repeatable up to 9 credits | **Schedule Type:** Lecture, Lab, Lecture/Lab | **College Code:** SAAD