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| For Academic Affairs and Research Use Only |
| Proposal Number: | LAC83 |
| CIP Code:  |  |
| Degree Code: |  |

 **Course Deletion Proposal Form**

**[X] Undergraduate Curriculum Council**

**[ ] Graduate Council**

Signed paper copies of proposals submitted for consideration are no longer required. Please type approver name and enter date of approval.

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| Katherine Baker | 3/11/2022 |

**Department Curriculum Committee Chair** |

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**COPE Chair (if applicable)** |
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| Temma Balducci | 3/11/2022 |

**Department Chair** |

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| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Enter date |

**Head of Unit (if applicable)**   |
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| Warren Johnson | 3/16/2022 |

**College Curriculum Committee Chair** |

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**Undergraduate Curriculum Council Chair** |
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| Carl M. Cates | 4/5/2022 |

**College Dean** |

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**Graduate Curriculum Committee Chair** |
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**General Education Committee Chair (if applicable)**   |

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**Vice Chancellor for Academic Affairs** |

1. **Course Title, Prefix and Number**

Design I ART 1013

1. **Contact Person** (Name, Email Address, Phone Number)

Temma Balducci Dept. of Art + Design tbalducci@astate.edu (870) 972-3050

1. **Justification**

The material currently taught in this course will now be taught in new courses and in our 3000-level ART courses.

1. **Last semester course will be offered**

Spring 2022

1. Yes **Does this course appear in your curriculum? (if yes, and this deletion changes the curriculum, a Program Modification Form is required)**

Enter text...

1. No **Is this course dual-listed (undergraduate/graduate)?**

1. No **Is this course cross-listed with a course in another department?**

If yes, which course(s)?

 Enter text...

1. No **Is there currently a course listed in the Bulletin or Banner which is a one-to-one equivalent to this course (please check with the Registrar’s Office if unsure)?**

If yes, which course?

Enter text...

**Bulletin Changes**

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| **Instructions**  |
| **Please visit** [**http://www.astate.edu/a/registrar/students/bulletins/index.dot**](http://www.astate.edu/a/registrar/students/bulletins/index.dot) **and select the most recent version of the bulletin. Copy and paste all bulletin pages this proposal affects below. Please include a before (with changed areas highlighted) and after of all affected sections.** **\*Please note: Courses are often listed in multiple sections of the bulletin. To ensure that all affected sections have been located, please search the bulletin (ctrl+F) for the appropriate courses before submission of this form.**  |

CURRENT VERSION

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|  |  |  |
| --- | --- | --- |
| **Advanced Placement Exam** | **Minimum AP Score for Credit** | **Course Awarded** |
| AP14: Studio Art (Drawing Portfolio) | 5 | ART 1033 |
| **~~AP15: Studio Art 2D Design~~** | **~~5~~** | **~~ART 1013~~** |
| AP16: Studio Art 3D Design | 5 | ART 1023 |

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BFA/TRANSFER REVIEW POLICY

**BFA review (ART 3330)** is an admissions screening procedure for the BFA of Fine Arts (Major in Art: Studio Art or Art Education). Students should enroll in ART 3330 the semester they will complete the BFA Art Major Core. Students must pass BFA Review PRIOR to enrollment for required 3000-level ART courses, except ART 3033, Drawing III. Prerequisites are a grade of C or better in **~~ART 1013~~**, ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593, and a 2.75 GPA in all ART, ARTH, ARED and GRFX courses. In addition, Art Education students are encouraged to have a passing score for the Teacher Education Application exam. Students will be limited to two attempts to pass the BFA Review. Minors and Certificates do not participate in the Review.

**Graphic Design Review (GRFX 3400)** is an admissions screening procedure for the BFA (Major in Graphic Design: Graphic Design or Graphic Design with an Emphasis in Digital Design) Students should enroll in GRFX 3400 the semester they are completing GRFX 2303 Typography and Layout. Students must pass the Graphic Design Review PRIOR to enrollment for 3000-level GRFX courses. Prerequisites are a grade of C or better in **~~ART 1013~~**, ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593, and GRFX 2303, and a 2.75 GPA in ART, ARTH and GRFX courses.

**[Note: For comprehensive list of changes to Art programs, see separate proposals.]**

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Major in Art

**Bachelor of Arts Emphasis in Art History**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
| --- | --- |
| **Major Requirements:**Grade of “C” or better required for all Major Requirements, including prerequisites. | **Sem. Hrs.** |
| **~~ART 1013, Design I~~** | ~~3~~ |
| ART 1023, Design II | 3 |
| ART 1033, Drawing I  | 3 |
| ART 1043, Drawing II | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **18** |

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Major in Art

**Bachelor of Fine Arts Emphasis in Studio Art**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
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| **B.F.A. Art Major Core:**Grade of “C” or better required for all B.F.A. Art Major Core Requirements, includingprerequisites. | **Sem Hrs.** |
| **~~ART 1013, Design I~~** | ~~3~~ |
| ART 1023, Design II | 3 |
| ART 1033, Drawing I | 3 |
| ART 1043, Drawing II | 3 |
| ART 3033, Drawing III | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **21** |

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Major in Art

**Bachelor of Fine Arts Emphasis in Art Education**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

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| **B.F.A. Art Major Core:**Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites. | **Sem Hrs.** |
| **~~ART 1013, Design I~~** | ~~3~~ |
| ART 1023, Design II | 3 |
| ART 1033, Drawing I | 3 |
| ART 1043, Drawing II | 3 |
| ART 3033, Drawing III | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **21** |

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**Major in Graphic Design**

**Bachelor of Fine Arts**

A complete 8-semester degree plan is available at https://www.astate.edu/info/academics/degrees/

|  |  |
| --- | --- |
| **B.F.A. Art Major Core:** Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites.  | **Sem Hrs.**  |
| **~~ART 1013, Design I~~** | ~~3~~  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing I | 3  |
| ART 1043, Drawing II | 3  |
| ARTH 2583, Survey of Art History I | 3  |
| ARTH 2593, Survey of Art History II | 3  |
| **Sub-total**  | **21**  |

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**Major in Graphic Design**

**Emphasis in Digital Design**

**Bachelor of Fine Arts**

A complete 8-semester degree plan is available at https://www.astate.edu/info/academics/degrees/

|  |  |
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| **B.F.A. Art Major Core:** Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites.  | **Sem Hrs.**  |
| **~~ART 1013, Design I~~** | ~~3~~  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing I | 3  |
| ART 1043, Drawing II | 3  |
| ARTH 2583, Survey of Art History I | 3  |
| **ARTH 2593, Survey of Art History II** | 3  |
| **Sub-total**  | **21**  |

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**Minor in Art**

|  |  |
| --- | --- |
| **Required Courses:** Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum)Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor.  | **Sem. Hrs.**  |
| ~~ART 1013, Design I~~  | ~~3~~  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing I | 3  |
| ART 1043, Drawing II  | 3  |

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**Minor in Graphic Design**

|  |  |
| --- | --- |
| **Required Courses:** Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum)Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor.  | **Sem. Hrs.**  |
| **~~ART 1013, Design I~~**  | **~~3~~**  |
| ART 1033, Drawing I | 3  |
| GRFX 1111, Design Technology | **3** |
| GRFX 2203, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout\* | 3 |

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**Certificate in Digital Humanities**

|  |  |
| --- | --- |
| **Required Courses:**  | **Sem. Hrs.**  |
| **Select three of the following:** **~~ART 1013, Design I~~**  ART 1023, Design II CS 1114 Concepts of Programming … | 3  |

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**Anthropology (ANTH)**

ANTH 2233. **Introduction to Cultural Anthropology** Introduction to the concept of culture.

 Fall, Spring, Summer. (ACTS#: ANTH 2013)

ANTH 2243. **Introduction of Physical Anthropology**  population genetics and micro evolution. Fall.

ANTH 3203. I**ntroduction to Archaeology** Introduces primatology, human population genetics and micro

 evolution. Fall.

ANTH 3203.  **Introduction to Archaeology** Methods, theory, history, and techniques of archaeology as a

 branch of anthropology and a world survey of the prehistoric development of culture. Spring, odd.

ANTH 3233. **Native American Culture in the Mid-South** Study of the regions early inhabitants, with field work

 opportunities. Offered in alternative years. Prerequisites, ANTH 2233 or permission of the instructor. Spring, even.

ANTH 460V. **Special Problems** Individually directed problems in Anthropology. Must be arranged with the professor and approved by department chair. Irregular.

**Art Education (ARED)**

ARED 3702. **Children and Art** Processes and methods for integrating art with the elementary classroom

 experience, as designed for the non-art major; may not be used to satisfy any art degree. Prerequisite, 30 semester

 hours. Fall, Spring, Summer.

ARED 3803. **Teaching Art in the Elementary Grades** Techniques and strategies for teaching visual art to

 children in the elementary grades, developing an art curriculum, and learning to assess children’s artwork are the

 focus of this course. Prerequisite, a grade of C or better in **~~ART 1013~~**, ART 1033, ARTH 2583, and ARTH 2593; 30

 semester hours completed. Spring.

ARED 4703. **Concepts in Art Education** A study of historical and contemporary philosophical concepts in art

 education. Prerequisites, a grade of C or better in ARED 3803; acceptance into a teacher education program. Spring.

ARED 4753. **Independent Study in Art Education** Individual study of approved topics in Art Education.

 May be repeated for credit. Prerequisite, instructor permission. Fall, Spring.

ARED 4763. **Special Topics in Art Education** Advanced studies on a topic in Art Education. May be repeated for credit. Prerequisite, a grade of C or better in ARED 3803; or instructor permission. Fall, Spring.

**Art (ART)**

**~~ART 1013. Design I Fundamental principles of design and the theory of color. This course requires three or more hours per week outside of class. Fall, Spring.~~**

ART 1023. **Design II** Basic vocabulary and principles of three dimensional design. Formal and conceptual decision making skills are developed through fundamental exercises in additive, subtractive, substitutive and constructive processes. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in **~~ART 1013~~** and ART 1033. Fall, Spring.

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**ART 1043. Drawing II** Builds on fundamental drawing skills using a broad range of materials and techniques while expanding subject matter and considering abstraction, process, conceptual thinking and incorporating digital tools. This course requires three or more hours per week outside of class. Prerequisite, a grade of C or better in ART 1033. Fall, Spring, Summer.

**ART 1053. Elective Drawing for Non Majors** Fundamental elements of drawing, including skill, observation, material and technique. This course requires three or more hours per week outside of class. May only be taken once. Restricted to non-Art majors. Fall, Spring, Summer.

**ART 1063. Elective Painting for Non majors** Introduction to painting with color. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art Majors. Fall, Spring.

**ART 1073. Elective Fine Art Photography for Non majors** Introduction to photography as a means of personal expression. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art majors. Fall, Spring.

**ART 1083. Elective Printmaking for Non majors** Basic techniques in printmaking media such as monotype, relief or screen printing. This course requires three or more hours per week outside of class. May only be taken once. Restricted to non-Art Majors. Fall, Spring.

**ART 1093. Elective Ceramics for Non majors** Basic exploration of techniques of clay manipulation including the use of the potter’s wheel. Selected pieces will be fired. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art Majors. Fall, Spring.

**ART 2503. Fine Arts-Visual** FINE ARTS. Introduction to major artists, media, styles and works of art within their cultural and historical contexts for the non-art major. Note, this course does not meet general education requirements for any degree in art. Fall, Spring, Summer. (ACTS#: ARTA 1003)

**ART 2523. Introduction to Game Design** Foundational principles and theories of game de- sign, development, and analysis. Students create their own board games and concepts. This course requires three or more hours per week outside of class. Fall.

ART 3033. Drawing III Students will focus on the human figure through drawing ses- sions employing life models, undergoing detailed studies of anatomy, and creating independent projects involving the figure. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in **~~ART 1013~~**, ART 1033 and ART 1043. Fall, Spring, Summer.

**ART 3063. Painting** Introduction to composition and techniques in painting media. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

**ART 3073. Watercolor Painting** Emphasis on the development of composition and techniques with transparent watercolor media including color theory and various methodologies. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, a grade of C or better in ART 3063 and a grade of CR in ART 3330. Fall.

**ART 3083. Printmaking** Covers intaglio, relief, screen printing, lithography and contemporary printmaking techniques. This course requires three or more hours per week outside of class. Prerequisites, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

**ART 3093. Ceramics** Introduction to ceramic materials and techniques, wheelthrown and handbuilt forms. Glazing and firing undertaken. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

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**ART 3183. Unique Prints and Artist Books** Techniques for making unique prints and artist’s books. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, junior standing. Spring, Summer.

**ART 3283. Printmaking for Designers** Hands-on application of photographic, graphic, and digital artwork in two dimensions. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, junior standing. Fall.

**ART 3330. BFA Review** Admissions screening, transfer screening for all BFA students. Artistic practice emphasized through written statement, oral presentation and portfolio review. Students may take this course only twice. Passing is prerequisite for required 3000-level ART courses. Prerequisites, a grade of C or better in **~~ART 1013~~**, ART 1023, ART 1033, ART 1043, ARTH 2583, and ARTH 2593; a 2.75 GPA in all ART, ARTH, and ARED courses; and advisor permission. Fall, Spring.

**ART 3403. Photography** Photographic concepts, historical precedents, aesthetics, equip- ment, techniques, and processes, both silver based and digital. Emphasis is placed on photography as applied to art and design. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400. Fall.

**ART 3433. Digital Illustration** Introduction to illustration using computer applications.This course requires three or more hours per week outside of class. May be repeated for credit. Pre- requisites, a grade of C or better in **~~ART 1013~~**, ART 1033, and ART 1043, or instructor permission. Fall, Spring.

**ART 3503. New Media** Artworks created in relation to screen, time and code-based media. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of CR in ART 3330 or GRFX 3400 or instructor permission. Fall, Spring.

**ART 3523. 2D Animation and Graphics** Foundations in creating digital 2D content for animation, interactive, and game design, including vector art, lighting, sprites and other methodologies. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330, or instructor permission. Spring.

**ART 3543. Game Engines and Development** Foundations in game development engines incorporating 2D and 3D art assets, including game logic programming, interaction modes, menu design, and win/loss conditions. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or instructor permission. Spring.

**ART 3863. Intermediate Painting** Explores color and space using a variety of subjects and approaches requiring both drawing and painting skills. Emphasis on historical and contemporary art in relation to studio practice. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, a grade of C or better in ART 3063; or instructor permission. Fall, Spring

**ART 4033. Advanced Drawing** Working from various subject matter, including the figure model, in different media. Experimental studies in composition and technique. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of C or better in ART 3033, and a grade of CR in ART 3330; or instructor permission. Fall, Spring.

**ART 4063. Advanced Painting** Individual work for advanced students. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of C or better in ART 3063, and a grade of CR in ART 3330; or instructor permis- sion. Fall, Spring.

**ART 4083. Advanced Printmaking** Specific print media produced in series. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of B or better in ART 3083, and a grade of CR in ART 3330; or instructor permis- sion. Fall, Spring.

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**Graphic Design (GRFX)**

**GRFX 1111. Design Technology** Basic levels of graphic design utilizing Adobe Illustrator, Adobe Photoshop, and Adobe InDesign software. Prerequisites, Declared Graphic Design Major, Co-requisite GRFX 2203 or instructor permission. Spring.

**GRFX 1113. Design Literacy** Introduction to design literacy, color theory, typography, composi- tion, and digital design software. Restricted to BS Digital Technology and Design majors. Fall, Spring, Summer.

**GRFX 1223. Introduction to Digital Game Development** Foundations in digital game devel- opment using industry standards; practical application of the tools, techniques, and concepts to build a basic 3D game. Fall, Spring.

**GRFX 2103. Ideation** Focuses on the process of lateral thinking and the visualization of design problems and their solutions. Emphasizes effective research, imagination, originality, and execu- tion in various media. This course requires three or more hours per week outside of class. Fall, Spring.

**GRFX 2203. Introduction to Graphic Design** Graphic design application, career paths, and role in media and technology; layout, typography, media, color, photography, illustration and technology. This course requires three or more hours per week outside of class. Prerequisites, Graphic Design Major or instructor permission. Corequisite GRFX 1111. Fall, Spring.

**GRFX 2223. Digital Game Asset Creation** Introduction to the process and tools used in game asset creation, including 3D modeling and 2D sprite design. Fall, Spring.

**GRFX 2233. Digital Game Production Design** Introduction to animation, rendering, lighting, and texturing of 3D game assets in an environment, including best practices for platforms such as VR. Fall, Spring.

**GRFX 2303. Typography and Layout** Comprehensive study of typography, visual hierarchy, and design system creation for optimal user experience in multiple media. This course requires three or more hours per week outside of class. Prerequisites, C or better in **~~ART 1013 and~~** GRFX 2203; or instructor permission. Corequisite, GRFX 3400. Fall, Spring.

**GRFX 2703. Interaction Design** Key principles and techniques of human-centered interaction design across a range of contexts including web; from touch screens to emerging digital prod- ucts using voice and gesture interactions. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2303; or instructor permission. Fall.

**GRFX 2723. Virtual Reality Concepts** Introduction to VR and AR career opportunities, tech- niques, and technologies. Focus on the design principles and challenges of virtual reality content creation. Prerequisite, a grade of C or better in GRFX 2223. Fall.

**GRFX 2783. Human Centered Design** User Experience Design principles of inspiration, ideation and implementation. Focus on the development of solutions to problems by involving an understanding of the human perspective in the creative problem-solving process. Restricted to BS Digital Technology and Design students. Prerequisites, a grade of C or better in GRFX 1113. Summer.

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**GRFX 3303. Intermediate Typography** Principles and practice of typography in complex situa- tions including creating visual narrative, designing typeface, and experimenting with typography. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2303 and a grade of CR in GRFX 3400; or instruc- tor permission. Fall, Spring.

**GRFX 3400. Graphic Design Review** Portfolio review for BFA in Graphic Design admission. Prerequisites, a grade of C or better in **~~ART 1013~~**, ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593; a 2.75 GPA in all ART, ARTH, GRFX courses; and advisor permission required. Corequisite, GRFX 2303. Fall, Spring.

**GRFX 3503. Identity Design** Graphic design strategies using metaphors, iconography, and the creative process. Emphasis on problem solving using type and image and conceptual think- ing. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2013, and CR in GRFX 3400. Fall, Spring.

**GRFX 3603. Art Direction for Advertising** Campaign creation across multiple media. Empha- sis on ideation, art direction, copywriting, and social media content creation to answer objec- tives. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2303 and a grade of CR in GRFX 3400, or instructor permission. Fall.

**GRFX 3613. Information Design** Visual translation of complex data and narrative using art and design skills, concepts, and technologies. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400, or instructor permission. Spring, even.

**GRFX 3703. Front End Web Development** Advanced HTML and CSS techniques; introduc- tion to client-side web interactivity using the jQuery library. Student is required to create a full featured, graphic design portfolio website. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2703 and GRFX 3303; CR in GRFX 3400. Spring.

**GRFX 3713. 3D Digital and Game Design** Beginning digital 3D content creation for use
in animation, fabrication, game design, and interactive digital environments. Includes textual analysis of video games and game mechanisms. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in ART 1023 and GRFX 2103; CR in GRFX 3400; or instructor permission. Fall.

**GRFX 3723. Virtual Reality Filmmaking** Creation, editing and publishing of 360-degree immer- sive video content using industry standard software and equipment. Prerequisite, a grade of C or better in GRFX 1113. Spring.

**GRFX 3753. Motion Graphics** Design for screen focusing on effective use of typography, graph- ical elements, sound, video and motion, including simple animations, logo and shape motion and environmental visual effects. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2703 and GRFX 3303; CR in GRFX 3400. Spring.

**GRFX 4103. Photography for the Graphic Designer** Study of photographic equipment, tech- niques and processes with emphasis on graphic design applications. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3403 and GRFX 3303; a grade of CR in GRFX 3400; or instructor permission. Fall.

**GRFX 4143. Advanced Photography for the Graphic Designer** This course offers advanced studies in photography as it is utilized in graphic design. Advanced studies in studio and site photography and the application of photography to print and digital media. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 4103; or instructor permission. Spring.

FINAL VERSION

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|  |  |  |
| --- | --- | --- |
| **Advanced Placement Exam** | **Minimum AP Score for Credit** | **Course Awarded** |
| AP14: Studio Art (Drawing Portfolio) | 5 | ART 1033 |
| AP16: Studio Art 3D Design | 5 | ART 1023 |

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BFA/TRANSFER REVIEW POLICY

**BFA review (ART 3330)** is an admissions screening procedure for the BFA of Fine Arts (Major in Art: Studio Art or Art Education). Students should enroll in ART 3330 the semester they will complete the BFA Art Major Core. Students must pass BFA Review PRIOR to enrollment for required 3000-level ART courses, except ART 3033, Drawing III. Prerequisites are a grade of C or better in ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593, and a 2.75 GPA in all ART, ARTH, ARED and GRFX courses. In addition, Art Education students are encouraged to have a passing score for the Teacher Education Application exam. Students will be limited to two attempts to pass the BFA Review. Minors and Certificates do not participate in the Review.

**Graphic Design Review (GRFX 3400)** is an admissions screening procedure for the BFA (Major in Graphic Design: Graphic Design or Graphic Design with an Emphasis in Digital Design) Students should enroll in GRFX 3400 the semester they are completing GRFX 2303 Typography and Layout. Students must pass the Graphic Design Review PRIOR to enrollment for 3000-level GRFX courses. Prerequisites are a grade of C or better in ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593, and GRFX 2303, and a 2.75 GPA in ART, ARTH and GRFX courses.

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Major in Art

**Bachelor of Arts Emphasis in Art History**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
| --- | --- |
| **Major Requirements:**Grade of “C” or better required for all Major Requirements, including prerequisites. | **Sem. Hrs.** |
| ART 1023, Design II | 3 |
| ART 1033, Drawing and Imaging  | 3 |
| ART 1043, Drawing II | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **18** |

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Major in Art

**Bachelor of Fine Arts Emphasis in Studio Art**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
| --- | --- |
| **B.F.A. Art Major Core:**Grade of “C” or better required for all B.F.A. Art Major Core Requirements, includingprerequisites. | **Sem Hrs.** |
| ART 1023, Design II | 3 |
| ART 1033, Drawing and Imaging | 3 |
| ART 1043, Drawing II | 3 |
| ART 3033, Drawing III | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **21** |

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Major in Art

**Bachelor of Fine Arts Emphasis in Art Education**

A complete 8-semester degree plan is available at [https://www.astate.edu/info/academics/degrees/](http://www.astate.edu/info/academics/degrees/)

|  |  |
| --- | --- |
| **B.F.A. Art Major Core:**Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites. | **Sem Hrs.** |
| ART 1023, Design II | 3 |
| ART 1033, Drawing and Imaging | 3 |
| ART 1043, Drawing II | 3 |
| ART 3033, Drawing III | 3 |
| ARTH 2583, Survey of Art History I | 3 |
| ARTH 2593, Survey of Art History II | 3 |
| **Sub-total** | **21** |

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**Major in Graphic Design**

**Bachelor of Fine Arts**

A complete 8-semester degree plan is available at https://www.astate.edu/info/academics/degrees/

|  |  |
| --- | --- |
| **B.F.A. Art Major Core:** Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites.  | **Sem Hrs.**  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing II | 3  |
| ART 1043, Drawing III | 3  |
| ARTH 2583, Survey of Art History I | 3  |
| ARTH 2593, Survey of Art History II | 3  |
| **Sub-total**  | **21**  |

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**Major in Graphic Design**

**Emphasis in Digital Design**

**Bachelor of Fine Arts**

A complete 8-semester degree plan is available at https://www.astate.edu/info/academics/degrees/

|  |  |
| --- | --- |
| **B.F.A. Art Major Core:** Grade of “C” or better required for all B.F.A. Art Major Core Requirements, including prerequisites.  | **Sem Hrs.**  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing II | 3  |
| ART 1043, Drawing III | 3  |
| ARTH 2583, Survey of Art History I | 3  |
| **ARTH 2593, Survey of Art History II** | 3  |
| **Sub-total**  | **21**  |

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**Minor in Art**

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| --- | --- |
| **Required Courses:** Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum)Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor.  | **Sem. Hrs.**  |
| ART 1023, Design II  | 3  |
| ART 1033, Drawing I | 3  |
| ART 1043, Drawing II  | 3  |

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**Minor in Graphic Design**

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| --- | --- |
| **Required Courses:** Grade of “C” or better required for all ART/ARTH Minor Requirements, including prerequisites (Department of Art + Design minimum)Courses used to meet the requirements for the major cannot be used to meet the requirements for the minor.  | **Sem. Hrs.**  |
| ART 1023, Design II  | 3  |
| GRFX 1111, Design Technology | **3** |
| GRFX 2203, Ideation | 3 |
| GRFX 2203, Introduction to Graphic Design | 3 |
| GRFX 2303, Typography and Layout\* | 3 |

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**Certificate in Digital Humanities**

|  |  |
| --- | --- |
| **Required Courses:**  | **Sem. Hrs.**  |
| **Select three of the following:** ART 1023, Design II CS 1114 Concepts of Programming … | 3  |

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**Anthropology (ANTH)**

ANTH 2233. **Introduction to Cultural Anthropology** Introduction to the concept of culture.

 Fall, Spring, Summer. (ACTS#: ANTH 2013)

ANTH 2243. **Introduction of Physical Anthropology**  population genetics and micro evolution. Fall.

ANTH 3203. I**ntroduction to Archaeology** Introduces primatology, human population genetics and micro

 evolution. Fall.

ANTH 3203.  **Introduction to Archaeology** Methods, theory, history, and techniques of archaeology as a

 branch of anthropology and a world survey of the prehistoric development of culture. Spring, odd.

ANTH 3233. **Native American Culture in the Mid-South** Study of the regions early inhabitants, with field work

 opportunities. Offered in alternative years. Prerequisites, ANTH 2233 or permission of the instructor. Spring, even.

ANTH 460V. **Special Problems** Individually directed problems in Anthropology. Must be arranged with the professor and approved by department chair. Irregular.

**Art Education (ARED)**

ARED 3702. **Children and Art** Processes and methods for integrating art with the elementary classroom

 experience, as designed for the non-art major; may not be used to satisfy any art degree. Prerequisite, 30 semester

 hours. Fall, Spring, Summer.

ARED 3803. **Teaching Art in the Elementary Grades** Techniques and strategies for teaching visual art to

 children in the elementary grades, developing an art curriculum, and learning to assess children’s artwork are the

 focus of this course. Prerequisite, a grade of C or better in ART 1033, ARTH 2583, and ARTH 2593; 30

 semester hours completed. Spring.

ARED 4703. **Concepts in Art Education** A study of historical and contemporary philosophical concepts in art

 education. Prerequisites, a grade of C or better in ARED 3803; acceptance into a teacher education program. Spring.

ARED 4753. **Independent Study in Art Education** Individual study of approved topics in Art Education.

 May be repeated for credit. Prerequisite, instructor permission. Fall, Spring.

ARED 4763. **Special Topics in Art Education** Advanced studies on a topic in Art Education. May be repeated for credit. Prerequisite, a grade of C or better in ARED 3803; or instructor permission. Fall, Spring.

**Art (ART)**

ART 1023. **Design II** Basic vocabulary and principles of three dimensional design. Formal and conceptual decision making skills are developed through fundamental exercises in additive, subtractive, substitutive and constructive processes. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in and ART 1033. Fall, Spring.

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**ART 1043. Drawing II** Builds on fundamental drawing skills using a broad range of materials and techniques while expanding subject matter and considering abstraction, process, conceptual thinking and incorporating digital tools. This course requires three or more hours per week outside of class. Prerequisite, a grade of C or better in ART 1033. Fall, Spring, Summer.

**ART 1053. Elective Drawing for Non Majors** Fundamental elements of drawing, including skill, observation, material and technique. This course requires three or more hours per week outside of class. May only be taken once. Restricted to non-Art majors. Fall, Spring, Summer.

**ART 1063. Elective Painting for Non majors** Introduction to painting with color. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art Majors. Fall, Spring.

**ART 1073. Elective Fine Art Photography for Non majors** Introduction to photography as a means of personal expression. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art majors. Fall, Spring.

**ART 1083. Elective Printmaking for Non majors** Basic techniques in printmaking media such as monotype, relief or screen printing. This course requires three or more hours per week outside of class. May only be taken once. Restricted to non-Art Majors. Fall, Spring.

**ART 1093. Elective Ceramics for Non majors** Basic exploration of techniques of clay manipulation including the use of the potter’s wheel. Selected pieces will be fired. This course requires three or more hours per week outside of class. May be taken only once. Restricted to non-Art Majors. Fall, Spring.

**ART 2503. Fine Arts-Visual** FINE ARTS. Introduction to major artists, media, styles and works of art within their cultural and historical contexts for the non-art major. Note, this course does not meet general education requirements for any degree in art. Fall, Spring, Summer. (ACTS#: ARTA 1003)

**ART 2523. Introduction to Game Design** Foundational principles and theories of game de- sign, development, and analysis. Students create their own board games and concepts. This course requires three or more hours per week outside of class. Fall.

ART 3033. Drawing III Students will focus on the human figure through drawing ses- sions employing life models, undergoing detailed studies of anatomy, and creating independent projects involving the figure. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in, ART 1033 and ART 1043. Fall, Spring, Summer.

**ART 3063. Painting** Introduction to composition and techniques in painting media. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

**ART 3073. Watercolor Painting** Emphasis on the development of composition and techniques with transparent watercolor media including color theory and various methodologies. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, a grade of C or better in ART 3063 and a grade of CR in ART 3330. Fall.

**ART 3083. Printmaking** Covers intaglio, relief, screen printing, lithography and contemporary printmaking techniques. This course requires three or more hours per week outside of class. Prerequisites, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

**ART 3093. Ceramics** Introduction to ceramic materials and techniques, wheelthrown and handbuilt forms. Glazing and firing undertaken. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of CR in ART 3330 or GRFX 3400. Fall, Spring.

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**ART 3183. Unique Prints and Artist Books** Techniques for making unique prints and artist’s books. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, junior standing. Spring, Summer.

**ART 3283. Printmaking for Designers** Hands-on application of photographic, graphic, and digital artwork in two dimensions. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, junior standing. Fall.

**ART 3330. BFA Review** Admissions screening, transfer screening for all BFA students. Artistic practice emphasized through written statement, oral presentation and portfolio review. Students may take this course only twice. Passing is prerequisite for required 3000-level ART courses. Prerequisites, a grade of C or better in ART 1023, ART 1033, ART 1043, ARTH 2583, and ARTH 2593; a 2.75 GPA in all ART, ARTH, and ARED courses; and advisor permission. Fall, Spring.

**ART 3403. Photography** Photographic concepts, historical precedents, aesthetics, equip- ment, techniques, and processes, both silver based and digital. Emphasis is placed on photography as applied to art and design. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400. Fall.

**ART 3433. Digital Illustration** Introduction to illustration using computer applications.This course requires three or more hours per week outside of class. May be repeated for credit. Pre- requisites, a grade of C or better in ART 1033, and ART 1043, or instructor permission. Fall, Spring.

**ART 3503. New Media** Artworks created in relation to screen, time and code-based media. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of CR in ART 3330 or GRFX 3400 or instructor permission. Fall, Spring.

**ART 3523. 2D Animation and Graphics** Foundations in creating digital 2D content for animation, interactive, and game design, including vector art, lighting, sprites and other methodologies. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330, or instructor permission. Spring.

**ART 3543. Game Engines and Development** Foundations in game development engines incorporating 2D and 3D art assets, including game logic programming, interaction modes, menu design, and win/loss conditions. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or instructor permission. Spring.

**ART 3863. Intermediate Painting** Explores color and space using a variety of subjects and approaches requiring both drawing and painting skills. Emphasis on historical and contemporary art in relation to studio practice. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisite, a grade of C or better in ART 3063; or instructor permission. Fall, Spring

**ART 4033. Advanced Drawing** Working from various subject matter, including the figure model, in different media. Experimental studies in composition and technique. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of C or better in ART 3033, and a grade of CR in ART 3330; or instructor permission. Fall, Spring.

**ART 4063. Advanced Painting** Individual work for advanced students. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of C or better in ART 3063, and a grade of CR in ART 3330; or instructor permis- sion. Fall, Spring.

**ART 4083. Advanced Printmaking** Specific print media produced in series. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequi- sites, a grade of B or better in ART 3083, and a grade of CR in ART 3330; or instructor permis- sion. Fall, Spring.

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**Graphic Design (GRFX)**

**GRFX 1111. Design Technology** Basic levels of graphic design utilizing Adobe Illustrator, Adobe Photoshop, and Adobe InDesign software. Prerequisites, Declared Graphic Design Major, Co-requisite GRFX 2203 or instructor permission. Spring.

**GRFX 1113. Design Literacy** Introduction to design literacy, color theory, typography, composi- tion, and digital design software. Restricted to BS Digital Technology and Design majors. Fall, Spring, Summer.

**GRFX 1223. Introduction to Digital Game Development** Foundations in digital game devel- opment using industry standards; practical application of the tools, techniques, and concepts to build a basic 3D game. Fall, Spring.

**GRFX 2103. Ideation** Focuses on the process of lateral thinking and the visualization of design problems and their solutions. Emphasizes effective research, imagination, originality, and execu- tion in various media. This course requires three or more hours per week outside of class. Fall, Spring.

**GRFX 2203. Introduction to Graphic Design** Graphic design application, career paths, and role in media and technology; layout, typography, media, color, photography, illustration and technology. This course requires three or more hours per week outside of class. Prerequisites, Graphic Design Major or instructor permission. Corequisite GRFX 1111. Fall, Spring.

**GRFX 2223. Digital Game Asset Creation** Introduction to the process and tools used in game asset creation, including 3D modeling and 2D sprite design. Fall, Spring.

**GRFX 2233. Digital Game Production Design** Introduction to animation, rendering, lighting, and texturing of 3D game assets in an environment, including best practices for platforms such as VR. Fall, Spring.

**GRFX 2303. Typography and Layout** Comprehensive study of typography, visual hierarchy, and design system creation for optimal user experience in multiple media. This course requires three or more hours per week outside of class. Prerequisites, C or better in GRFX 2203; or instructor permission. Corequisite, GRFX 3400. Fall, Spring.

**GRFX 2703. Interaction Design** Key principles and techniques of human-centered interaction design across a range of contexts including web; from touch screens to emerging digital prod- ucts using voice and gesture interactions. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2303; or instructor permission. Fall.

**GRFX 2723. Virtual Reality Concepts** Introduction to VR and AR career opportunities, tech- niques, and technologies. Focus on the design principles and challenges of virtual reality content creation. Prerequisite, a grade of C or better in GRFX 2223. Fall.

**GRFX 2783. Human Centered Design** User Experience Design principles of inspiration, ideation and implementation. Focus on the development of solutions to problems by involving an understanding of the human perspective in the creative problem-solving process. Restricted to BS Digital Technology and Design students. Prerequisites, a grade of C or better in GRFX 1113. Summer.

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**GRFX 3303. Intermediate Typography** Principles and practice of typography in complex situa- tions including creating visual narrative, designing typeface, and experimenting with typography. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2303 and a grade of CR in GRFX 3400; or instruc- tor permission. Fall, Spring.

**GRFX 3400. Graphic Design Review** Portfolio review for BFA in Graphic Design admission. Prerequisites, a grade of C or better in ART 1023, ART 1033, ART 1043, ARTH 2583, ARTH 2593; a 2.75 GPA in all ART, ARTH, GRFX courses; and advisor permission required. Corequisite, GRFX 2303. Fall, Spring.

**GRFX 3503. Identity Design** Graphic design strategies using metaphors, iconography, and the creative process. Emphasis on problem solving using type and image and conceptual think- ing. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2013, and CR in GRFX 3400. Fall, Spring.

**GRFX 3603. Art Direction for Advertising** Campaign creation across multiple media. Empha- sis on ideation, art direction, copywriting, and social media content creation to answer objec- tives. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2303 and a grade of CR in GRFX 3400, or instructor permission. Fall.

**GRFX 3613. Information Design** Visual translation of complex data and narrative using art and design skills, concepts, and technologies. This course requires three or more hours per week outside of class. Prerequisite, a grade of CR in ART 3330 or GRFX 3400, or instructor permission. Spring, even.

**GRFX 3703. Front End Web Development** Advanced HTML and CSS techniques; introduc- tion to client-side web interactivity using the jQuery library. Student is required to create a full featured, graphic design portfolio website. This course requires three or more hours per week outside of class. Prerequisites, a grade of C or better in GRFX 2703 and GRFX 3303; CR in GRFX 3400. Spring.

**GRFX 3713. 3D Digital and Game Design** Beginning digital 3D content creation for use
in animation, fabrication, game design, and interactive digital environments. Includes textual analysis of video games and game mechanisms. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in ART 1023 and GRFX 2103; CR in GRFX 3400; or instructor permission. Fall.

**GRFX 3723. Virtual Reality Filmmaking** Creation, editing and publishing of 360-degree immer- sive video content using industry standard software and equipment. Prerequisite, a grade of C or better in GRFX 1113. Spring.

**GRFX 3753. Motion Graphics** Design for screen focusing on effective use of typography, graph- ical elements, sound, video and motion, including simple animations, logo and shape motion and environmental visual effects. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 2703 and GRFX 3303; CR in GRFX 3400. Spring.

**GRFX 4103. Photography for the Graphic Designer** Study of photographic equipment, tech- niques and processes with emphasis on graphic design applications. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in ART 3403 and GRFX 3303; a grade of CR in GRFX 3400; or instructor permission. Fall.

**GRFX 4143. Advanced Photography for the Graphic Designer** This course offers advanced studies in photography as it is utilized in graphic design. Advanced studies in studio and site photography and the application of photography to print and digital media. This course requires three or more hours per week outside of class. May be repeated for credit. Prerequisites, a grade of C or better in GRFX 4103; or instructor permission. Spring.