

# **MICHIGAN STATE UNIVERSITY**

February 20, 2015

## **MEMORANDUM**

TO: Dr. Douglas Estray, Associate Provost for Undergraduate Education  
and Dean of Undergraduate Studies

FROM: Dr. John Gaboury, Associate Provost for Academic Services

RE: Request for a New Bachelor of Fine Arts Degree in Graphic Design  
For Transmittal to the University Committee on Undergraduate  
Education (UCUE)

The request referenced above is being sent to the University Committee on Undergraduate Education (UCUE) in accordance with the *Bylaws for Academic Governance*, 4.4.

### UCUE Response Requested:

Please ask the committee to consider the request referenced above and provide consultative commentary. Please mail the related materials referenced under the heading Attachments at the end of this memorandum to the committee members.

After receiving the committee's consultative response, the Provost will make a determination to forward or not to forward the request to the University Committee on Curriculum for its approval of curriculum and degree requirements.

If you have any questions, please call Joy Speas, University Curriculum Administrator, at 5-8420.

Thank you.

### Attachments:

1. Request to Establish a New Academic Program form dated January 5, 2015: Bachelor of Fine Arts Degree in Graphic Design and attachments.



## **University Curriculum and Catalog**

Hannah Admin. Building  
426 Auditorium Road  
Room 151A  
East Lansing, MI 48824

517-355-8420  
Fax: 517-353-1935

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<b>View a Program</b>		<b>Main Menu</b>
Joy Speas, RO	Monday, 1/5/2015	
<b>Program Name: Graphic Design</b> <b>Degree: BFA Sequence Number: 1</b>	Program Request ID: 2771	
<b>Effective Dates: Fall 2015 - Open Status: Interim Initial Action: New</b>		
<b>Requested Date: 9/15/2014 1:22:11 PM</b>		
<p><b>1. Department/School/College:</b> 04068 .... Department of Art, Art History, and Design</p> <p><b>2. Name of Program:</b> Graphic Design</p> <p><b>3. Name of Degree:</b> BFA</p> <p><b>4. Type of Program:</b> Major</p> <p><b>5. Effective Start Semester:</b> <del>Fall 2015</del> <i>Spring 2016</i></p> <p><b>6. Target student audience for the program:</b> Students interested in majoring in graphic design.</p> <p><b>7. Enrollment:</b> <b>What is the expected enrollment per year:</b> 40 <b>What is the minimum enrollment acceptable:</b> 15</p> <p><b>8. Source of budget for the program:</b> To align academic planning and curricular change, ALL requests for NEW funds must be included in the College's annual planning letter. Provost approval of new funds and the effective date for the new program must align. If funding is not approved, then the program request will not be forwarded to Faculty Senate.  Internal reallocation  If new funds, was this request included in the College's annual planning letter? Indicate yes or no. If no, then this is a department or college fund reallocation (If the program is implemented, no additional resources are required.).</p> <p><b>9. Projected Costs as compared to other programs in unit:</b> Same</p> <p><b>10. Staff requirement:</b> How many additional staff will be required: 0  Who will provide the primary instruction. Describe any external linkages(industry, government, etc.): Dept of Art, Art History, and Design faculty</p> <p><b>11. Will additional equipment be required:</b> Approximate cost: 0  Source of funding:</p> <p><b>12. Will additional library materials be required:</b> Approximate cost: 0  Source of funding: N/A</p> <p><b>13. Will additional space be required:</b> Type:  Approximate amount:</p> <p><b>14. If the program requirements contain a named concentration, do you wish for the concentration to be noted on the student's transcript?:</b> No</p>		

**15. Detailed Description:****A. Background Information and Considerations:**

The BFA in Graphic Design will be a separate degree option from what is now available. The Concentration in Graphic Design will be removed from the BFA in Studio Art.

Within the Department of Art, Art History, and Design in the College of Arts & Letters, study in graphic design will be offered in three degree options. The BFA in Graphic Design is the professional oriented undergraduate degree, which is situated between graphic design coursework of the BA in Studio Art and the MFA in Studio Art. (The BA in Studio Art, with a Concentration in Graphic Design is interdisciplinary study which introduces graphic design through a variety of lower level coursework. The MFA in Studio Art provides the graduate terminal degree for the field).

**B. Rationale for Offering the Program at MSU:**

Michigan State University has a strong tradition of studio practice in graphic design, within the Department of Art, Art History, and Design. MSU graphic design alumni hold respected positions in the field across the country. Establishing this degree furthers the students' competitiveness in the job market. The BFA in Graphic Design clarifies a student's professional preparation in graphic design. The varied expertise of the graphic design faculty, cutting-edge course offerings, and a required professional practice internship, ensures that the student will receive a complete undergraduate education in the field. **The BFA in Graphic Design is the professional standard consistent with peer CIC institutions and national accreditation requirements.**

**C. Rationale for the Program being housed in the College of Arts & Letters:**

The BFA in Graphic Design is administered by the Department of Art, Art History, and Design (AAHD) in the College of Arts & Letters (CAL). The BFA in Graphic Design uses existing graphic design curriculum and faculty expertise situated in the studio art program within AAHD.

**D. Education Objectives of the Program:**

Graphic design is the art of visual communication. Course projects range in concept, format, media, and collaborative opportunity, while enabling students to practice both traditional and digital tools. Students develop professional skills towards visual problem solving, and communicating to varying audiences.

**E. Faculty:**

Chris Corneal (AAHD), Zachary Kaiser (AAHD), Kelly Salchow MacArthur (AAHD), Rebecca Tegtmeyer (AAHD), Ben Van Dyke (AAHD), additional studio art faculty in AAHD, as well as fixed term as needed.

**F. Plan on Evaluating the Program and Assessing Student Outcomes:**

The Chair of the Department of Art, Art History, and Design, in consultation with the faculty in the BFA in Graphic Design, is responsible for regular evaluation of the BFA in Graphic Design. The processes for evaluating the quality of the BFA in Graphic Design will be a combination of the following: student evaluations, exit surveys, student enrollment, portfolio reviews, and professional placement.

**G. Program Description for University Catalog:**

The BFA in Graphic Design, which is administered by the Department of Art, Art History, and Design, is a professional degree that prepares students to enter the field of graphic design upon graduation. It involves intensive, immersive, upper level study in the several areas within the discipline.

The BFA in Graphic Design is available to undergraduate students at Michigan State University.

**Admission**

Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Studio Art if they:

1. have completed STA 360 and STA 365 and;
2. are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in STA.

To apply, students must submit an application consistent with the process outlined by the department. Applications will include a portfolio of graphic design produced in studio art course work taken to date at Michigan State University. Exceptions will be considered for transfer students. Applications are due by the end of the eighth week of the spring semester and decisions will be made in time for annual enrollment. Fall semester applications will be reviewed as warranted. Oral interviews may be requested. Students denied admission may reapply one additional time.

For further information, visit [www.art.msu.edu](http://www.art.msu.edu).

**Requirements for the Bachelor of Fine Arts degree in Graphic Design**

1. The University requirements for bachelor's degrees as described in the Undergraduate Education section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Graphic Design.

The University's Tier II writing requirements for the Graphic Design major is met by completing Studio Art 492. That course is referenced in item 2.a.(1) below.

2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.

The following requirements for the major:

a. The following Studio Art courses (65 to 68 credits):

(1) All of the following courses: Studio Art 110, 112, 113, 114, 160, 360, 365, 460, 492, and 492A. (28 credits)

The completion of Studio Art 492 and 492A satisfies the capstone course requirement for the Graphic Design major.

(2) Four courses from different subdisciplines (A, B, C, D, E, F) with at least one coming from each of the three areas (I, II, III). (12 credits):

I. Two-dimensional Area

A. Painting: Studio Art 320

B. Printmaking: Studio Art 330, 335

II. Three-Dimensional Area

C. Ceramics: Studio Art 340, 345

D. Sculpture: Studio Art 350, 351, 354, 355

III. Electronic Art & Intermedia and Photography Area

E. Photography: Studio Art 370

F. Electronic Art & Intermedia: Studio Art 380

(3) Five of the following Graphic Design electives: 303, 462, 463, 465, 466, 467, 468, and 491E. (18 - 20 credits)

(4) Service learning component in Studio Art 493 or 494. (3-4 credits)

(5) Studio Art electives: Additional credits in Studio Art courses as needed to meet the requirement of at least 65, but not more than 68 credits in courses in the major.

b. Art History and Visual Culture: Four courses including the following (12-14 credits):

(1) History of Art 101 or 102 (6 credits)

(2) At least one course that includes the post World War II period. History of Art 240, 252, 261, 450, 452, 474 or other applicable History of Art courses approved by the advisor (3 or 4 credits).

(3) One additional course in History of Art at the 200 or 400-level (3-4 credits).

**Assessing Student Outcomes****Michigan State University**

Assessing Student Outcomes

College: Arts and Letters

Department: Art, Art History, and Design

Program or Major: Graphic Design

Program Level: BFA

Contact Person: Kelly Salchow MacArthur ([salchow@msu.edu](mailto:salchow@msu.edu))

Rebecca Tegtmeyer ([tegtmey2@msu.edu](mailto:tegtmey2@msu.edu))

**1. List the student learning outcomes for this program. Learning outcomes are statements which describe what students should know or be able to do when they complete the program.**

Graphic design is the visual communication of ideas through various forms across disparate environments. The discipline simultaneously calls upon timeless and emerging design principles to present informative, representative, and persuasive messages to an audience.

This four-year undergraduate education in graphic design will establish a workable skill set that positions one to enter the profession with visual and verbal acuity, agile problem-solving skills, design thinking strategies, practice in concept innovation, collaborative abilities, critical research methods, and maturity in both analogue and digital production.

Student Learning Outcomes:

1. Through graphic design courses that survey different levels of complexity in graphic design, students will develop an understanding of formal theories and concepts used in graphic design practice.

2. Through the exposure to a variety of contexts in which design problems exist, students will research and structure systems that account for an audience and their interactions, whether for passive engagement or active use.

3. Through iterative activities that inform a visual outcome, students will practice and implement various methods of visual problem

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solving and critical thinking used in graphic design. They will be able to identify the appropriate tools, processes, and methods needed to successfully reach a design solution.

4. Through one-on-one, small group, and large group critiques, students will develop the ability to articulate the visual by practicing verbal and written critique practices, which will evolve their presentation skills over time.

5. Through course assignments that challenge students to build on previous knowledge, students will synthesize form and content towards clear communication across multiple forms of delivery.

6. Through collaborative engagements with peers, faculty, and clients, students will practice and demonstrate ways to effectively work with others, to perform within defined constraints, and to maintain a budget and timeline, all skills necessary to succeed in the graphic design profession.

7. Through extra-curricular experiences such as the AIGA MSU Student Group and Study Abroad programs, students will make external and professional connections at the local and international levels, broadening the reach of MSU as well as the student.

**Below are the institutional level Undergraduate Learning Goals and their associated dimensions. Check the boxes which align with the learning outcomes for this program. (If this program is a graduate program, skip to the next question).**

#### Analytical Thinking

Acquires, analyzes, and evaluates information from multiple sources

Synthesizes and applies information within and across disciplines

Identifies and applies, as appropriate, quantitative methods for defining and responding to problems

Identifies the credibility, use and misuse of scientific, humanistic and artistic methods

#### Cultural Understanding

Reflects on experiences with diversity to demonstrate knowledge and sensitivity

Demonstrates awareness of how diversity emerges within and across cultures

#### Effective Citizenship

Understands the structures of local, national, and global governance systems and acts effectively within those structures in both individual and collaborative ways.

Applies knowledge and abilities to solve societal problems in ethical ways.

#### Effective Communication

Identifies how contexts affect communication strategies and practices

Engages in effective communication practices in a variety of situations and with a variety of media.

#### Integrated Reasoning

Critically applies liberal arts knowledge in disciplinary contexts and disciplinary knowledge in liberal arts contexts

Uses a variety of inquiry strategies incorporating multiple views to make value judgments, solve problems, answer questions, and generate new understanding

**Briefly explain how the student learning outcomes for the program align with and support the institutional Undergraduate Learning Goals.**

This degree program benefits from a sequence of courses that begins with design foundations, progresses through visual communication for print and interactive media, and culminates with a skill set enabling excellence in professional practice. Through a curriculum that prepares students to define and solve problems across all media, our graduates are prepared to grow and adapt as visual communicators at the cutting edge of technology.

**2. Describe how you will assess each learning outcome listed in question 1. Include a description of the evidence you will collect as well as when the assessment will take place. (Evidence should be learning a student demonstrates and might include a set of questions from an examination, a course assignment, a final project in a capstone course, a national licensure exam, a senior thesis or project, an evaluation of student work at an internship or clinical site, auditions, performances, etc).**

The Chair of the Department of Art, Art History, and Design, in consultation with the faculty in the BFA in Graphic Design, is responsible for regular evaluation of the BFA in Graphic Design. The processes for evaluating the quality of the BFA in Graphic Design will be a combination of the following: student evaluations, exit surveys, student enrollment, portfolio reviews, and professional placement. These activities will take place each semester. Throughout each of the graphic design courses students are evaluated on the following:

**Process:** This is an assessment of each student's working strategy, as shown through the project deliverables communicated with each project brief. Their process should show articulation of the problems assigned, development of ideas across time, risk-taking, the ability to communicate ideas and research in visual form and show improvement across the semester and/or project.

**Product:** The objectives for each project assigned outlines desired learning outcomes for students to achieve throughout the project. Their final product is a deliverable of these objectives. An emphasis on successful acquisition and use of knowledge, skills and perspectives are the primary criteria in assessing their final project grades. Students must show an attention to detail as well as careful consideration of the quality of their final product i.e typographic details, materials used, spelling, grammar, etc. Their goal is to produce "professional" quality work.

**Professionalism:** This is an assessment of students' professional performance based on their daily attendance, meeting daily project deadlines, preparation and use of class times, oral and written presentation skills, and their regular participation in class during critiques and discussions.

Assessment Methods:

These three categories (process, product, and professionalism) are demonstrated through the evaluation of the following:

- a. Daily assignments: Students are expected to meet daily deadlines given throughout the duration of a project. This shows originality of ideas and their ability to manage time.
- b. Course Projects: Students are expected to show their acquisition of knowledge through visual artifacts.
- c. Project Critiques: Students are expected to engage in critiques with peers and faculty at various levels.
- d. Final Project Presentations: Students are expected to formally present a verbal presentation that reveals the narrative of their learning, process, and final outcomes.
- e. Written Reflections: Students are expected to share their perspectives on what they learned and built on throughout the duration of a project.
- f. Fall Semester Reviews: At the end of each semester, students are expected to select up to 5 pieces of their best work from that particular semester and present it to faculty and external guests.
- g. Senior Exhibition: In the student's final semester they are expected to participate in a group exhibition of their work.

Learning Objectives with Assessment Methods:

- Learning Objective 1: Assessments a,b,c,d,e,f,g  
 Learning Objective 2: Assessments a,b,d  
 Learning Objective 3: Assessments a,b,d  
 Learning Objective 4: Assessments c,d,e,f  
 Learning Objective 5: Assessments a,b,f,g  
 Learning Objective 6: Assessments a,b,d  
 Learning Objective 7: Assessments f,g

**16. Are there admissions requirements for this program?:**

Grade or grade-point average requirements and if so in which course(s), portfolio requirement, audition, essay, etc. If there are not admission requirements other than those required by the University policy indicate "none".

Yes. Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Graphic Design if they:  
 1. have completed STA 360 and STA 365 and; 2. are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in studio art.

**DEPARTMENT LEVEL APPROVAL STATUS**

Approved: Department of Art, Art History, and Design  
 12/24/2014 7:45:00 AM by Sherry Danner for Chris Corneal, Chairperson

**COLLEGE LEVEL APPROVAL STATUS**

Approved: College of Arts and Letters  
 1/5/2015 11:23:00 AM by Fred Rauscher for Fred Rauscher, Associate Dean

## COLLEGE OF ARTS AND LETTERS

1. Request to establish a **Bachelor of Fine Arts** degree in **Graphic Design** in the Department of Art, Art History, and Design. The University Committee on Undergraduate Education (UCUE) will consider this request.

- a. **Background Information:**

The Bachelor of Fine Arts degree in Graphic Design will be a separate degree option from what is now available as a concentration in the Bachelor of Fine Arts degree in Studio Art. The concentration will be removed from the studio art degree.

Within the Department of Art, Art History, and Design in the College of Arts and Letters, study in graphic design will be offered in three degree options. The Bachelor of Fine Arts in Graphic Design is the professional-oriented undergraduate degree, which is situated between graphic design course work of the Bachelor of Arts degree in Studio Art and the Master of Fine Arts in Studio Art degree. The Bachelor of Arts degree in Studio Art, with a concentration in graphic design is interdisciplinary study which introduces graphic design through a variety of lower level course work. The Master of Fine Arts degree in Studio Art provides the graduate terminal degree for the field.

Michigan State University has a strong tradition of studio practice in graphic design, within the Department of Art, Art History, and Design. MSU graphic design alumni hold respected positions in the field across the country. Establishing this degree furthers the students' competitiveness in the job market. The Bachelor of Fine Arts degree in Graphic Design clarifies a student's professional preparation in graphic design. The varied expertise of the graphic design faculty, cutting-edge course offerings, and a required professional practice internship, ensures that the student will receive a complete undergraduate education in the field. The degree is the professional standard consistent with peer CIC institutions and national accreditation requirements.

Graphic design is the art of visual communication. Course projects range in concept, format, media, and collaborative opportunity, while enabling students to practice both traditional and digital tools. Students develop professional skills towards visual problem solving, and communicating to varying audiences.

- b. **Academic Programs Catalog Text:**

The Bachelor of Fine Arts degree in Graphic Design, which is administered by the Department of Art, Art History, and Design, is a professional degree that prepares students through intensive, immersive, upper-level study in several areas within the discipline to be successful in the field of graphic design.

### **Admission**

Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Studio Art if they:

1. have completed STA 360 and STA 365 and;
2. are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in studio art.

To apply, students must submit an application consistent with the process outlined by the department. Applications will include a portfolio of graphic design produced in studio art course work taken to date at Michigan State University. Exceptions will be considered for transfer students. Applications are due by the end of the eighth week of the spring semester and decisions will be made in time for annual enrollment. Fall semester applications will be reviewed as warranted. Oral interviews may be requested. Students denied admission may reapply one additional time.

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## Requirements for the Bachelor of Fine Arts Degree in Graphic Design

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Graphic Design.

The University's Tier II writing requirement for the Graphic Design major is met by completing Studio Art 492. That course is referenced in item 3. a. (1) below.

2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.

3. The following requirements for the major:

- a. The following Studio Art courses (65 to 68 credits):

- (1) All of the following courses: Studio Art 110, 112, 113, 114, 160, 360, 365, 460, 492, and 492A (28 credits).

The completion of Studio Art 492 and 492A satisfies the capstone course requirement for the Graphic Design major.

- (2) Four of the following courses including at least *one* course from *each* of the following three areas (12 credits):

**Two-Dimensional Area**

*Painting:* Studio Art 320

*Printmaking:* Studio Art 330, 335

**Three-Dimensional Area**

*Ceramics:* Studio Art 340, 345

*Sculpture:* Studio Art 350, 351, 354, 355

**Electronic Art and Intermedia and Photography Area**

*Photography:* Studio Art 370

*Electronic Art and Intermedia:* Studio Art 380

- (3) Five of the following Graphic Design electives: Studio Art 303, 462, 465, 466, 467, 468, and 491E (18 to 20 credits).

- (4) Completion of a service learning component through enrollment in Studio Art 493 or 494 (3 or 4 credits).

- (5) Studio Art electives: Additional credits in Studio Art courses at the 300–400 level as needed to meet the requirement of at least 65, but not more than 68, credits in courses in the major.

- b. Art History and Visual Culture: Four courses including the following (12 to 14 credits):

- (1) History of Art 101 and 102 (6 credits).

- (2) At least one course that includes the post-World War II period. History of Art 240, 252, 261, 450, 452, 474 or other applicable History of Art courses approved by the advisor (3 or 4 credits).

- (3) One additional course in History of Art at the 200 or 400-level (3 or 4 credits).

Effective Spring 2016.



# DEPARTMENT of ART, ART HISTORY, and DESIGN

## *Christopher W. Corneal, Chairperson*

The Department of Art, Art History, and Design is dedicated to the creation and historical study of the visual arts through its undergraduate and graduate degree programs in studio art, art education, art history, and apparel and textile design.

*graphic design,*

Students are encouraged to develop aesthetic and conceptual awareness, perceptual and creative problem-solving skills, and informed judgment in a learning environment that values the development of personal vision, critical inquiry, and philosophical reflection.

In studio art students explore and create using the language of two- and three-dimensional form, space, and time in various media and technologies including ceramics, drawing, electronic art and intermedia, graphic design, painting, photography, printmaking and sculpture. In art history and visual culture, students study the history of contemporary and traditional art forms across a range of cultures. In art education, students prepare to become visual-arts teachers by engaging in studio production and studying aesthetics, theory, and art history. The apparel and textile design program focuses creative design that reflects an innovative and holistic approach to analysis and integration of knowledge.

The Department of Art, Art History, and Design sponsors rotating student exhibitions in Gallery 101 and Gallery 114, a diverse group of visiting artist and scholar lectures, and art events during the fall and spring semesters. Annually, the department features student research in undergraduate art exhibitions, an Art History Symposium, and a fashion show highlighting the designs of Apparel and Textile Design students. The Master of Fine Arts Exhibition is also held annually in the Eli and Edythe Broad Art Museum. All students are welcome to view exhibitions, attend lecture series, participate in numerous student clubs, and join in art activities offered by the department. For additional information call 1-517-355-7610, e-mail [art@msu.edu](mailto:art@msu.edu) or visit [www.art.msu.edu](http://www.art.msu.edu).

## **Policy on Retention of Students' Art Work**

All students enrolled in studio art, and apparel and textile design courses must assume responsibility for the retrieval of their semester's work [piece(s), portfolio, project(s), etc.] during the final examination period. Neither the department nor the instructor will assume responsibility for the retention or storage of such work after that time.

## **UNDERGRADUATE PROGRAMS**

The Department of Art, Art History, and Design offers six undergraduate degree programs, and a minor:

### **Bachelor of Arts**

Apparel and Textiles  
Art History and Visual Culture  
Studio Art

### **Bachelor of Fine Arts**

Apparel and Textile Design  
Art Education  
Studio Art

*Graphic Design*

### **Minor**

Art History and Visual Culture

Transfer Students. A maximum of 22 credits in apparel and textile design, art history, or studio art courses may be applied to the respective degree program. All Department of Art, Art History, and Design majors including those changing from other programs in this university must comply with the requirements listed below.

Students who are enrolled in bachelor's degree programs in the College of Arts and Letters may elect a *Specialization in Design*. For additional information, refer to the *Specialization in Design* statement in the *College of Communication Arts and Sciences* section of this catalog or contact the Department of Art, Art History, and Design or the College of Communication Arts and Sciences.

Students who are enrolled in the Bachelor of Arts or Bachelor of Fine Arts degree programs with a major in studio art may elect a *Specialization in Game Design and Development*. For additional information, refer to the *Specialization in Game Design and Development* statement in the *Department of Telecommunication, Information Studies and Media* section of this catalog.

## APPAREL AND TEXTILES

### Bachelor of Arts

The Bachelor of Arts degree program in Apparel and Textiles provides students with a foundation in art; art history and visual culture; design technology; textile materials; the historical and cultural aspects of dress and textiles; and their context within the global economy.

### Requirements for the Bachelor of Arts Degree in Apparel and Textiles

- The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog, 120 credits, including general elective credits, are required for the Bachelor of Arts degree in Apparel and Textiles.

The University's Tier II writing requirement for the Apparel and Textiles major is met by completing Apparel and Textile Design 439.

- The requirements of the College of Arts and Letters for the Bachelor of Arts degree. The completion of requirement 3. a. below satisfies one of the cognate requirements for the College of Arts and Letters.

- The following requirements for the major:

	CREDITS
a. All of the following courses: . . . . .	12
STA 110 Drawing I . . . . .	3
STA 112 Art and Design: Concepts and Practices . . . . .	3
STA 113 Color and Design . . . . .	3
STA 114 Three-Dimensional Form . . . . .	3
b. All of the following courses: . . . . .	19
ATD 111 Basic Apparel Structuring . . . . .	1
ATD 121 Explorations in Apparel and Textile Design . . . . .	3
ATD 222 Structuring, Couture and Tailored Garments . . . . .	4
ATD 231 Textile Materials . . . . .	4
ATD 323 Apparel Pattern Design . . . . .	4
ATD 439 Portfolio Development and Exhibition (W) . . . . .	3
c. Apparel and Textile Design electives: Additional credits in Apparel and Textile Design courses as needed to meet the requirement of at least 36, but not more than 40, credits in the major. Electives may be chosen from the following: . . . . .	8 to 12
ATD 325 Design by Draping . . . . .	4
ATD 332 Textile Design . . . . .	4
ATD 335 Design Development and Presentation . . . . .	4
ATD 423 Design Methods and Approaches . . . . .	4
ATD 424 Specialized Design . . . . .	4
ATD 427 Knitwear Design . . . . .	4
ATD 428 Design Studio . . . . .	4
ATD 490 Independent Study . . . . .	1 to 6
ATD 491A Special Topics in Apparel . . . . .	1 to 3
ATD 491T Special Topics in Textiles . . . . .	1 to 3
ATD 493 Internship in Apparel and Textiles . . . . .	1 to 6
d. Art History and Visual Culture	
Complete three courses from the following (9 credits):	
(1) The following course (3 credits):	
ATD 426 History of Dress and Textiles . . . . .	3
(2) One of the following courses (3 credits):	
ATD 430 Dress, Culture and Human Behavior . . . . .	3
ATD 431 Global Context for Sustainable Design . . . . .	3
(3) One History of Art course at the 100-200 level.	

## APPAREL AND TEXTILE DESIGN

### Bachelor of Fine Arts

The Bachelor of Fine Arts degree program in Apparel and Textile Design provides professional preparation in apparel and textile design. The core of the program emphasizes aesthetics and creativity; two- and three-dimensional design skills; design technology; textile materials; the historical and cultural aspects of apparel; and the role of apparel and textiles in a global context.

Apparel and Textile Design students are eligible to apply for a one-year visiting student program at the Fashion Institute of Technology (FIT) in New York in their junior year, if they choose. Students who complete a year at FIT receive an associate degree from FIT as well as the baccalaureate degree from Michigan State University.

### Admission

Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Apparel and Textile Design if they:

1. have completed or are currently enrolled in Apparel and Textile Design 222 or 323;
2. are in their second semester or later at Michigan State University or equivalent and have not earned more than 23 credits in apparel and textile design.

To apply, students must submit an application consistent with the process outlined by the department. Applications will include a portfolio of art and design work produced in studio courses taken to date at Michigan State University. Exceptions will be considered for transfer students. Applications are due by the end of the eighth week of the spring semester and decisions will be made in time for annual enrollment. Fall semester applications will be reviewed as warranted. Oral interviews may be requested. Students denied admission may reapply one additional time. For further information, visit [www.art.msu.edu](http://www.art.msu.edu).

### Requirements for the Bachelor of Fine Arts Degree in Apparel and Textile Design

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog, 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Apparel and Textile Design.

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2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.

3. The following requirements for the major:

	CREDITS
a. All of the following courses: . . . . .	12
STA 110 Drawing I . . . . .	3
STA 112 Art and Design: Concepts and Practices . . . . .	3
STA 113 Color and Design . . . . .	3
STA 114 Three-Dimensional Form . . . . .	3
b. One of the following courses: . . . . .	3
STA 300 Intermediate Drawing . . . . .	3
STA 391 Special Topics in Drawing . . . . .	3
c. Complete three additional Studio Art courses. Courses used in fulfillment of item 3. a. and 3. b. may not be used to fulfill this requirement. . . . .	9 to 11
d. All of the following courses: . . . . .	19
ATD 111 Basic Apparel Structuring . . . . .	1
ATD 121 Explorations in Apparel and Textile Design . . . . .	3
ATD 222 Structuring, Couture and Tailored Garmets . . . . .	4
ATD 231 Textile Materials . . . . .	4
ATD 323 Apparel Pattern Design . . . . .	4
ATD 439 Portfolio Development and Exhibition (W) . . . . .	3
e. Complete five of the following courses including one concurrent enrollment in a corresponding ATD Senior Project course or an approved internship for at least 3 credits (15 to 22 credits):	
ATD 325 Design by Draping . . . . .	4
ATD 332 Textile Design . . . . .	4
ATD 335 Design Development and Presentation . . . . .	4
ATD 423 Design Methods and Approaches . . . . .	4

ATD 424	Specialized Design	4
ATD 427	Knitwear Design	4
ATD 428	Design Studio	4
ATD 491A	Special Topics in Apparel	3
ATD 491T	Special Topics in Textiles	3
<i>ATD Senior Project courses:</i>		
ATD 423S	Senior Project in Design Methods and Approaches	3
ATD 424S	Senior Project in Specialized Design	3
ATD 427S	Senior Project in Knitwear Design	3
ATD 428S	Senior Project in Design Studio	3
ATD 491AS	Senior Projects in Special Topics: Apparel	3
ATD 491TS	Senior Project in Special Topics: Textiles	3
<i>ATD Internship course:</i>		
ATD 493	Internship in Apparel and Textiles	1 to 6
f.	Apparel and Textile Design, or Studio Art electives: Additional credits in Apparel and Textile Design, or Studio Art courses as needed to meet the requirement of at least 65, but not more than 68, credits in the major. Courses in item 3. g. may not be used in fulfillment of this requirement.	
g.	Art History and Visual Culture (a minimum of 12 credits) Complete four courses from the following: (1) The following course (3 credits): ATD 426 History of Dress and Textile . . . . . 3 (2) One or both of the following courses (3 or 6 credits): ATD 430 Dress, Culture and Human Behavior . . . . . 3 ATD 431 Global Context for Sustainable Design . . . . . 3 (3) One or two History of Art courses as approved by the student's academic advisor (3 to 8 credits).	

**STUDIO ART**

**Bachelor of Arts**

The Bachelor of Arts degree program with a major in Studio Art is a liberal arts program. Emphasis is on breadth of study, and the number of required Studio Art courses is limited so that students may complete college and university requirements and electives.

**Requirements for the Bachelor of Arts Degree in Studio Art**

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Arts degree in Studio Art.  
The University's Tier II writing requirement for the Studio Art major is met by completing Studio Art 492. That course is referenced in item 3. a. (1) below.
2. The requirements of the College of Arts and Letters for the Bachelor of Arts degree.  
The completion of requirement 3. b. referenced below satisfies one of the cognates that the College requires. The second cognate must be in a field outside the student's major.
3. The following requirements for the major:

CREDITS  
36 to 40

- a. The following Studio Art courses:
  - (1) All of the following courses: Studio Art 110, 112, 113, 114, 492 (14 credits).  
The completion of Studio Art 492 satisfies the capstone course requirement for the Studio Art major.
  - (2) Four of the following distribution courses including at least one course from each of the following three areas and one course from each of 4 subdisciplines (identified by the middle digit of the course number) (12 credits):  
Electronic Art and Intermedia, and Design Area: Studio Art 360, 365, 370, 380.  
Two-dimensional Area: Studio Art 320, 330, 335.  
Three-dimensional Area: Studio Art 340, 345, 350, 351, 354, 355.
  - (3) A concentration of at least 3 courses, including at least one 400-level course, in one of the following subdisciplines (8 to 12 credits):  
Ceramics: Studio Art 340, 345, 440, 491C.  
Electronic Art and Intermedia: Studio Art 380, 384, 385, 480, 491I.  
Graphic Design: Studio Art 360, 365, 460, 462, 465, 466, 467, 468, 491E, 494.  
Painting: Studio Art 320, 325, 420, 491A.  
Photography: Studio Art 370, 375, 472, 474, 475, 491F.  
Printmaking: Studio Art 330, 335, 439, 491B.  
Sculpture: Studio Art 350, 351, 354, 355, 450, 491D.
  - (4) Studio Art electives: Additional credits in 300-400 level Studio Art courses as needed to meet the requirement of at least 36, but not more than 40, credits in courses in the major.

A course that is listed in requirements 3. a. (2) and (3) may be counted toward both of those requirements.

- b. Art History and Visual Culture Cognate: Four courses including the following: ..... 12 to 14
- (1) History of Art 101 and 102 (6 credits).
  - (2) At least one course that includes the post World War II period. History of Art 240, 252, 261, 450, 452, 474 or other applicable History of Art courses approved by the advisor (3 or 4 credits).
  - (3) One additional course in History of Art at the 200 or 400-level (3 or 4 credits).

## ART HISTORY AND VISUAL CULTURE

### Bachelor of Arts

Students of art history and visual culture seek to investigate the production, form, and reception of images and objects, past and present, from a multicultural perspective, incorporating painting, sculpture, and architecture as conventionally defined by art history but extending beyond these boundaries to material culture and a wider range of media. Art history and visual culture poses questions regarding the social, economic, religious, philosophical and psychological influences affecting those who consume as well as those who produce images and objects thus broadly defined, asking how values and beliefs are given material form and how these forms themselves can be interpreted. Cognate study provides additional opportunities to explore visual culture from the perspectives of a wide range of fields.

### Requirements for the Bachelor of Arts Degree in Art History and Visual Culture

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Arts degree in Art History and Visual Culture.

The University's Tier II writing requirement for the Art History and Visual Culture major is met by completing History of Art 499. That course is referenced in item 3. a. (6) below.

2. The requirements of the College of Arts and Letters for the Bachelor of Arts degree. The completion of requirement 3.b. referenced below satisfies the College's foreign language requirement.

The completion of requirement 3.c. referenced below satisfies one of the cognates required by the College. The second cognate must be in a field outside the student's major.

3. The following requirements for the major:

#### CREDITS

- a. The following courses related to History of Art: ..... 38
- (1) Both of the following courses (6 credits):
    - HA 101 Western Art from the Paleolithic to Medieval Era ..... 3
    - HA 102 Western Art from the Renaissance to Contemporary ..... 3
  - (2) The following courses (6 credits):
    - HA 260 Asian Art ..... 3
    - or
    - HA 261 Modern Asian Art ..... 3
    - HA 271 African Art ..... 3
  - (3) One of the following courses (3 or 4 credits):
    - HA 209 Ancient Art ..... 3
    - HA 210 Medieval Art ..... 3
    - HA 230 Renaissance and Baroque Art ..... 3
    - HA 240 Modern Art ..... 3
    - HA 250 American Art ..... 3
    - HA 252 Introduction to Contemporary Art ..... 4
    - HA 291 Topics in Art History ..... 3 or 4
  - (4) The following course (4 credits):
    - HA 389 Methods in and Approaches to Art History ... 4
  - (5) At least three art history courses selected from the following (12 credits):
    - HA 401 Greek Art and Archaeology ..... 4
    - HA 402 Roman Art and Archaeology ..... 4
    - HA 410 Selected Topics in Medieval Art ..... 4
    - HA 420 Selected Topics in Renaissance Art ..... 4
    - HA 430 Selected Topics in Baroque Art ..... 4
    - HA 446 Impressionism ..... 4
    - HA 450 Selected Topics in Modern Art ..... 4
    - HA 451 American Art through 1875 ..... 4
    - HA 452 Selected Topics in Contemporary Art ..... 4
    - HA 453 American Art, 1875-1940 ..... 4
    - HA 461 Selected Topics in Modern Asian Art ..... 4
    - HA 462 The Arts of China ..... 4
    - HA 463 Japanese Art ..... 4

- HA 471 Selected Topics in African Art . . . . . 4
- HA 491 Special Topics in History of Art . . . . . 1 to 4
- (6) A capstone experience. Complete 3 credits of History of Art 499 Senior Research and Professional Development Seminar with concurrent enrollment in 1 credit of HA 499S Senior Research Project in History of Art (4 credits).
- (7) An experience involving an internship, field study, or overseas study approved by the student's academic advisor.
- (8) Additional credits in History of Art courses as needed to meet the requirement of at least 38 credits, but not more than 40 credits, in courses in the major.
- b. Second-year competency in a foreign language pertinent to the student's overall plan of study in consultation with the History of Art advisor. This requirement may be satisfied by placing into a 300-level foreign language course on a MSU placement test.
- c. A cognate of 12 credits from outside the student's major selected from areas such as museum studies, literature, a second language, material culture, or film studies. The cognate must be approved by the history of art advisor.
- d. A cognate of 12 credits from outside the student's major. Both the cognate and the related courses must be approved by the History of Art advisor. . . . . 12

**STUDIO ART**

**Bachelor of Fine Arts**

The Bachelor of Fine Arts degree program with a major in Studio Art is a professional studio art program. Its emphasis is for students anticipating careers in the practice of art or design, or for students planning on graduate study in either field.

**Admission**

Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Studio Art if they:

1. have completed or are currently enrolled in all of their distribution requirements and;
2. are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in studio art.

To apply, students must submit an application consistent with the process outlined by the department. Applications will include a portfolio of artwork produced in studio art course work taken to date at Michigan State University. Exceptions will be considered for transfer students. Applications are due by the end of the eighth week of the spring semester and decisions will be made in time for annual enrollment. Fall semester applications will be reviewed as warranted. Oral interviews may be requested. Students denied admission may reapply one additional time.

For further information, visit [www.art.msu.edu](http://www.art.msu.edu).

**Requirements for the Bachelor of Fine Arts Degree in Studio Art**

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Studio Art.

The University's Tier II writing requirement for the Studio Art major is met by completing Studio Art 492. That course is referenced in item 3. a. (1) below.

2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.
3. The following requirements for the major:

**CREDITS**

- a. The following Studio Art courses: . . . . . 65 to 68
  - (1) All of the following courses: Studio Art 110, 112, 113, 114, 300, 391, 492, and 492A (18 credits).  
 The completion of Studio Art 492 satisfies the capstone course requirement for the Studio Art major.
  - (2) Four of the following distribution courses including at least one course from each of the following 3 areas and one course from each of 4 subdisciplines (identified by the middle digit of the course number) (12 credits):  
 Electronic Art and Intermedia, and Design Area: Studio Art 360, 365, 370, 380.  
 Two-dimensional Area: Studio Art 320, 330, 335.  
 Three-dimensional Area: Studio Art 340, 345, 350, 351, 354, 355.

- (3) A first concentration of at least 6 courses (including reenrollments) in one of the following subdisciplines including one concurrent enrollment in a corresponding Studio Art Senior Project course or an approved internship for at least 3 credits (18 to 22 credits):  
Ceramics: Studio Art 340, 345, 440, 491C.  
Electronic Art and Intermedia: Studio Art 380, 384, 385, 480, 491I.  
Graphic Design: Studio Art 360, 365, 460, 462, 465, 466, 467, 468, 491E, 494.  
Painting: Studio Art 320, 325, 420, 491A.  
Photography: Studio Art 370, 375, 472, 474, 475, 491F.  
Printmaking: Studio Art 330, 335, 439, 491B.  
Sculpture: Studio Art 350, 351, 354, 355, 450, 491D.  
*Studio Art Senior Project courses and Internships:*  
Ceramics: Studio Art 440S.  
Graphic Design: Studio Art 493.  
Electronic Art and Intermedia: Studio Art 480S.  
Painting: Studio Art 420S.  
Photography: Studio Art 472S, 474S, 475S.  
Printmaking: Studio Art 439S.  
Sculpture: Studio Art 450S.  
Studio Art: Studio Art 491S, 493A.
- (4) A second concentration of two Studio Art courses in one subdiscipline other than the one that was used to satisfy requirement 3. a. (3) above (6 to 8 credits).
- (5) Studio Art electives: Additional credits in Studio Art courses at the 300–400 level as needed to meet the requirement of at least 65, but not more than 68, credits in courses in the major.
- b. Art History and Visual Culture: Four courses including the following: ..... 12 to 14
- (1) History of Art 101 and 102 (6 credits);
- (2) At least one course that includes the post World War II period. History of Art 240, 252, 261, 450, 452, 474 or other applicable History of Art courses approved by the advisor (3 or 4 credits).
- (3) One additional course in History of Art at the 200 or 400-level (3 or 4 credits).
- A course that is listed in requirements 3.a.(2) and (3) may be counted toward both of those requirements.

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## ART EDUCATION

### Bachelor of Fine Arts

The Bachelor of Fine Arts degree program with a major in art education leads to art teacher certification by the State of Michigan in grades K-12. In order for Michigan State University to recommend a person for teacher certification, that person must meet Department of Teacher Education admission requirements for the Internship Year Studies Program, and complete all course requirements and additional standards or tests set forth by the Department of Teacher Education and the Michigan Department of Education. See the section *Teacher Certification* in the *Department of Teacher Education* section of this catalog.

The art education program is designed to:

1. develop highly specialized multiple and technical skills and to address conceptual content in the disciplines of studio art and art history.
2. include pedagogy-specific content and clinical experiences in art teaching and learning situations with elementary and secondary students in preparation for the Teacher Certification Internship-Year Studies program.

Upon satisfactory completion of the requirements for the Bachelor of Fine Arts degree with a major in art education, the bachelor's degree is granted. However, in order for Michigan State University to recommend a person for a teaching certificate, that person must also complete the requirements for the Internship-Year Studies program described under the heading *TEACHER CERTIFICATION* in the *Department of Teacher Education* section of this catalog.

Students who have been admitted to the Bachelor of Fine Arts degree program with a major in art education and admitted to the teacher certification program and meet all program requirements, are thereby qualified to pursue the Internship-Year Studies pro-

## GRAPHIC DESIGN

The Bachelor of Fine Arts degree in Graphic Design, which is administered by the Department of Art, Art History, and Design, is a professional degree that prepares students through intensive, immersive, upper-level study in several areas within the discipline to be successful in the field of graphic design.

### Admission

Students enrolled at Michigan State University are eligible to apply for the Bachelor of Fine Arts degree in Graphic Design if they:

1. have completed STA 360 and STA 365 and;
2. are in their second semester or later at Michigan State University or equivalent standing at another university, and have not yet earned their 30th credit in studio art.

To apply, students must submit an application consistent with the process outlined by the department. Applications will include a portfolio of graphic design produced in studio art course work taken to date at Michigan State University. Exceptions will be considered for transfer students. Applications are due by the end of the eighth week of the spring semester and decisions will be made in time for annual enrollment. Fall semester applications will be reviewed as warranted. Oral interviews may be requested. Students denied admission may reapply one additional time.

For further information, visit [www.art.msu.edu](http://www.art.msu.edu).

### Requirements for the Bachelor of Fine Arts Degree in Graphic Design

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Graphic Design.

The University's Tier II writing requirement for the Graphic Design major is met by completing Studio Art 492. That course is referenced in item 3. a. (1) below.

2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.
3. The following requirements for the major:
  - a. The following Studio Art courses (65 to 68 credits):
    - (1) All of the following courses: Studio Art 110, 112, 113, 114, 160, 360, 365, 460, 492, and 492A (28 credits).  
The completion of Studio Art 492 and 492A satisfies the capstone course requirement for the Graphic Design major.
    - (2) Four of the following courses including at least *one* course from *each* of the following three areas (12 credits):
      - Two-Dimensional Area**
      - Painting:* Studio Art 320
      - Printmaking:* Studio Art 330, 335
      - Three-Dimensional Area**
      - Ceramics:* Studio Art 340, 345
      - Sculpture:* Studio Art 350, 351, 354, 355
      - Electronic Art and Intermedia and Photography Area**
      - Photography:* Studio Art 370
      - Electronic Art and Intermedia:* Studio Art 380
    - (3) Five of the following Graphic Design electives: Studio Art 303, 462, 465, 466, 467, 468, and 491E (18 to 20 credits).
    - (4) Completion of a service learning component through enrollment in Studio Art 493 or 494 (3 or 4 credits).



- (5) Studio Art electives: Additional credits in Studio Art courses at the 300–400 level as needed to meet the requirement of at least 65, but not more than 68, credits in courses in the major.
- b. Art History and Visual Culture: Four courses including the following (12 to 14 credits):
- (1) History of Art 101 and 102 (6 credits).
  - (2) At least one course that includes the post-World War II period. History of Art 240, 252, 261, 450, 452, 474 or other applicable History of Art courses approved by the advisor (3 or 4 credits).
  - (3) One additional course in History of Art at the 200 or 400-level (3 or 4 credits).

gram upon completion of the baccalaureate degree and successful performance on tests designated by the State of Michigan for teacher certification.

**Requirements for the Bachelor of Fine Arts Degree in Art Education**

1. The University requirements for bachelor's degrees as described in the *Undergraduate Education* section of this catalog; 120 credits, including general elective credits, are required for the Bachelor of Fine Arts degree in Art Education.

The University's Tier II writing requirement for the Art Education major is met by completing Studio Art 481 and 482. Those courses are referenced in item 4. below.

2. The requirements of the College of Arts and Letters for the Bachelor of Fine Arts degree.

3. The following requirements for the major:

	CREDITS
a. All of the following courses: .....	24
STA 110 Drawing I .....	3
STA 112 Art and Design: Concepts and Practices .....	3
STA 113 Color and Design .....	3
STA 114 Three-Dimensional Form .....	3
STA 320 Painting I .....	3
STA 340 Ceramics: Hand Building .....	3
STA 370 Photography I .....	3
STA 380 Electronic Art .....	3
b. One of the following courses: .....	3
STA 300 Intermediate Drawing .....	3
STA 391 Special Topics in Drawing .....	3
c. One of the following courses: .....	3
STA 360 Graphic Design I: Graphic Form .....	3
STA 365 Typography I: Form and Meaning .....	3
d. One of the following courses: .....	3
STA 350 Figure Modeling .....	3
STA 351 Mixed Media and Installation .....	3
STA 354 Casting .....	3
STA 355 Construction and Fabrication .....	3
e. One of the following courses: .....	3 or 4
STA 432 Lithography .....	4
STA 433 Etching .....	4
STA 491B Selected Topics - Printmaking .....	3
f. Complete an additional two studio art courses at the 300-400 level in one of the following areas: ceramics, electronic art and intermedia, graphic design, painting, photography, printmaking, or sculpture. ....	6 to 8
g. One of the following courses: .....	3
HA 101 Western Art from the Paleolithic to Medieval Era . 3	
HA 102 Western Art from the Renaissance to Contemporary .....	3
h. At least one of the following History of Art courses or other applicable art history and visual culture courses from the Post World War II period approved by the advisor.....	3 or 4
HA 240 Modern Art .....	3
HA 252 Introduction to Contemporary Art .....	4
HA 261 Modern Asian Art .....	3
HA 450 Selected Topics in Modern Art .....	4
HA 452 Contemporary Art .....	4
HA 474 Aesthetic Theory and Modernism .....	4
i. One additional History of Art course at the 200 or 400 level. ....	3 or 4
j. A cultural studies course. The course must be approved by the Art Education advisor. For an approved list of courses, see the Department of Art, Art History, and Design. ....	3 or 4
4. The following Professional Education courses: .....	23
STA 371 Art, Education and Society .....	3
STA 481 Art Experiences with Children and Youth I (W) .....	5
STA 482 Art Experiences with Children and Youth II (W) .....	5
TE 150 Reflections on Learning .....	3
TE 250 Human Diversity, Power, and Opportunity In Social Institutions .....	3
TE 302 Learners and Learning in Context - Secondary (W) .....	4

The completion of Studio Art 481 and 482 satisfies the capstone requirement for the Art Education major.

Enrollment in Teacher Education 302 requires admission to the teacher certification program in the College of Education.

**MINOR IN ART HISTORY AND VISUAL CULTURE**

The Minor in Art History and Visual Culture, which is administered by the Department of Art, Art History, and Design, provides a minimum foundation in the field that may be used to supplement majors in other visual and cultural fields and enhance interdisciplinary expertise within other majors in the humanities.

The minor is available as an elective to students who are enrolled in bachelor's degree programs at Michigan State University other than the Bachelor of Arts Degree in Art History and Visual

Culture. With the approval of the department and college that administers the student's degree program, the courses that are used to satisfy the minor may also be used to satisfy the requirements for the bachelor's degree. At least 12 unique credits counted towards the requirements for a student's minor must not be used to fulfill the requirements for that student's major.

Students who plan to complete the requirements for the minor must consult an undergraduate advisor in the Department of Art, Art History, and Design.

**Requirements for the Minor in Art History and Visual Culture**

CREDITS

The student must complete 17 to 21 credits from the following:

1. One of the following courses (3 credits):
  - HA 101 Western Art from the Paleolithic to Medieval Era . . . . . 3
  - HA 102 Western Art from the Renaissance to contemporary . . . 3
2. One of the following courses (3 credits):
  - HA 260 Asian Art . . . . . 3
  - HA 261 Modern Asian Art . . . . . 3
  - HA 271 African art . . . . . 3
3. Complete 11 to 15 credits of course work in history of art as approved by the student's academic advisor. At least one course must be at the 400-level.

**TEACHER CERTIFICATION OPTIONS**

The art education disciplinary major leading to the Bachelor of Fine Arts degree is available for teacher certification.

Students with a disciplinary major in art education must complete Studio Art 481 and 482 in lieu of Teacher Education 407 and 408.

Students who elect the art education disciplinary major must contact the Department of Art, Art History, and Design.

For additional information, refer to the statement on *TEACHER CERTIFICATION* in the *Department of Teacher Education* section of this catalog.

**GRADUATE STUDY**