

# Art

## Bachelor of Arts (Studio)

Cognitive Outcomes. Students should be able to:

- Understand and be conversant in the fundamentals of at least one of the primary studio areas in art (drawing, painting, photography, ceramics, sculpture, printmaking, or design).
- Become visually literate, including competence with the non-verbal languages of art and design.
- Develop the capacity to identify and solve problems within a variety of physical, technological, social, and cultural contexts.
- Become familiar with the major achievements in the history of art/design, including the works and intentions of leading artists/designers in the past and present.
- Understand and evaluate contemporary thinking about art or design;
- Acquire a conceptual understanding of components and processes integral to work in the visual arts and design.
- Increase their understanding of art across a broad range of cultures and history.
- Develop an understanding of principles of visual organization in many media.
- Demonstrate an ability to make workable connections among concepts and media.
- Develop their knowledge of both western and non-western art worlds.
- Develop their knowledge of contemporary thinking of the visual arts.

Behavioral Outcomes. Students should be able to:

- Develop basic technical skills in two-dimensional and three-dimensional studio areas.
- Produce art competently using appropriate tools and methods in at least one of the primary studio areas (drawing, painting, photography, ceramics, sculpture, printmaking, or design).
- Develop the requisite skills and background to prepare them for a career in art and design.
- Develop their perceptual abilities.
- Develop visual, verbal, and written responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively.
- Become capable at independent work in the art and design professions.
- Exhibit the ability to think, speak and write clearly and effectively.
- Develop the capacity to explain and defend views effectively and rationally.

Affective Outcomes. Students should have an interest in and nurture:

- Artistic experiences that help them understand and continually develop their passion for the arts.
- The continued development of visual sensitivity.
- An ability to make valid assessments of quality and effectiveness in design projects and works of art, especially their own.
- An interest for continued practice in creating, interpreting, presenting, analyzing, and evaluating the visual arts and design.

## Bachelor of Arts (History)

Cognitive Outcomes. Students should be able to:

- Demonstrate a general knowledge of major monuments, artists, and movements of the European and North American traditions, as well as show an awareness of the development of art in cultures outside of Europe and North America.
- Demonstrate knowledge of modern art ranging from the 18<sup>th</sup> century through the present.
- Engage in art criticism and issues in exhibition politics.
- Demonstrate familiarity with world history as well as critical and analytic methods appropriate for developing the techniques of art-historical scholarship.
- Demonstrate knowledge of art and creative process in both western and non-western art worlds.
- Become visually literate, including competence with the non-verbal languages of art and design.
- Become familiar with the major achievements in the history of art/design, including the works and intentions of leading artists/designers in the past and present.
- Understand and evaluate contemporary thinking about art or design.
- Acquire a conceptual understanding of components and processes integral to work in the visual arts and design.
- Increase their understanding of art across a broad range of cultures and history.
- Develop an understanding of principles of visual organization in many media.
- Demonstrate an ability to make workable connections among concepts and media.

Behavioral Outcomes. Students should be able to:

- Develop basic technical skills in two-dimensional and three-dimensional studio areas.
- Develop visual, verbal, and written responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively.
- Become capable at independent work in the art and design professions.
- Exhibit the ability to think, speak and write clearly and effectively.
- Develop the capacity to explain and defend views effectively and rationally.

Affective Outcomes. Students should have an interest in and nurture:

- Artistic experiences that help them understand and continually develop their passion for the arts.
- The continued development of visual sensitivity.
- An ability to make valid assessments of quality and effectiveness in design projects and works of art, especially their own.
- An interest for continued practice in interpreting, presenting, analyzing, and evaluating the visual arts and design.

### Bachelor of Fine Arts (Two-Dimensional)

Cognitive Outcomes. Students should:

- Understand of basic design principles, concepts, media, and formats in the various fine arts disciplines.
- Have the ability to apply principles of design and color and competency in drawing to work in specific fine arts specializations.
- Demonstrate the ability to conceive, design, and create works in one or more specific fine arts fields.
- Have a working knowledge of various aesthetic issues, processes, and media and their relationship to the conceptualization, development, and completion of works of art.
- Exhibit an understanding of the similarities, differences, and relationships among the various fine arts areas.
- Become visually literate, including competence with the non-verbal languages of art and design.

- Develop the capacity to identify and solve problems within a variety of physical, technological, social, and cultural contexts.
- Become familiar with the major achievements in the history of art/design, including the works and intentions of leading artists/designers in the past and present.
- Be able to understand and evaluate contemporary thinking about art or design.
- Acquire a conceptual understanding of components and processes integral to work in the visual arts and design.
- Increase their understanding of art across a broad range of cultures and history.
- Develop an understanding of principles of visual organization in many media.
- Develop their knowledge of both western and non-western art worlds.
- Develop their knowledge of contemporary thinking of the visual arts.

Behavioral Outcomes. Students should be able to:

- Develop basic technical skills in two-dimensional studio areas.
- Produce art competently using appropriate tools and methods in at least one of the primary studio areas (drawing, painting, photography, ceramics, sculpture, printmaking, or design).
- Develop the requisite skills and background to prepare them for a career in art.
- Develop their perceptual abilities.
- Develop visual, verbal, and written responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively.
- Become capable at independent work in the art professions.
- Exhibit the ability to think, speak and write clearly and effectively.
- Develop the capacity to explain and defend one's views effectively and rationally.

Affective Outcomes. Students should have an interest in and nurture:

- Artistic experiences that help them understand and continually develop their passion for the arts.
- The continued development of visual sensitivity.
- An ability to make valid assessments of quality and effectiveness in design projects and works of art, especially their own.
- An interest for continued practice in creating, interpreting, presenting, analyzing, and evaluating the visual arts and design.

Advanced outcomes for Drawing/Painting. Students should demonstrate:

- An understanding of basic design principles, concepts, media, and formats.
- The ability to place organization of design elements and the effective use of drawing media at the service of producing a specific aesthetic intent and a conceptual position.
- An understanding of the possibilities and limitations of the drawing medium.
- Knowledge and skills in the use of basic tools and techniques sufficient to work from concept to finished product. This includes mastery of the traditional technical and conceptual approaches to drawing.
- Functional knowledge of the history of drawing/painting.
- Understandings of basic principles of design and color, concepts, media and formats, and the ability to apply them to a specific aesthetic intent. This includes functional knowledge of the traditions, conventions, and evolutions of the discipline as related to issues of representation, illusion, and meaning.
- Ability to synthesize the use of drawing, two-dimensional design, and color.
- Knowledge and skills in the use basic tools, techniques, and processes sufficient to work from concept to finished product. This includes knowledge of paints and surfaces.

Advanced outcomes for Photography. Students should demonstrate:

- An understanding of visual forms, and their aesthetic functions.
- Knowledge and skills in the use basic tools, techniques, technologies, and processes sufficient to work from concept to finished product. This involves a mastery of the materials, equipment, and processes of the discipline, including but not limited to uses of cameras, film, and lighting/digital technologies, processing in black and white and color, printing, and work with nonsilver materials.
- An understanding of the industrial and commercial applications of photographic techniques.
- Functional knowledge of photographic history and theory, the relationship of photography to the visual disciplines, and its influence on culture.

Advanced outcomes for Printmaking. Students should demonstrate:

- An understanding of basic design principles, concepts, media, and formats.
- Advanced abilities in drawing as related to various printmaking techniques.
- Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product. This includes knowledge of basic materials and technical procedures such as intaglio, relief, lithography, silkscreen, and the various photo-mechanical processes.
- Mastery of at least one printmaking technique, including the ability both to experiment with technical innovation and to explore and develop personal concepts and imagery.
- Functional knowledge of the history of printmaking.

### Bachelor of Fine Arts (Three Dimensional)

Cognitive Outcomes. Students should:

- Understand of basic design principles, concepts, media, and formats in the various fine arts disciplines.
- Have the ability to apply principles of design and color and competency in drawing to work in specific fine arts specializations.
- Demonstrate the ability to conceive, design, and create works in one or more specific fine arts fields.
- Have a working knowledge of various aesthetic issues, processes, and media and their relationship to the conceptualization, development, and completion of works of art.
- Exhibit and understanding of the similarities, differences, and relationships among the various fine arts areas.
- Become visually literate, including competence with the non-verbal languages of art and design.
- Develop the capacity to identify and solve problems within a variety of physical, technological, social, and cultural contexts.
- Become familiar with the major achievements in the history of art/design, including the works and intentions of leading artists/designers in the past and present.
- Be able to understand and evaluate contemporary thinking about art or design;
- Acquire a conceptual understanding of components and processes integral to work in the visual arts and design.
- Increase their understanding of art across a broad range of cultures and history.
- Develop an understanding of principles of visual organization in many media.
- Develop their knowledge of both western and non-western art worlds.
- Develop their knowledge of contemporary thinking of the visual arts.

Behavioral Outcomes. Students should be able to:

- Develop basic technical skills in three-dimensional studio areas.
- Produce art competently using appropriate tools and methods in at least one of the primary studio

- areas (drawing, painting, photography, ceramics, sculpture, printmaking, or design).
- Develop the requisite skills and background to prepare them for a career in art.
  - Develop their perceptual abilities.
  - Develop visual, verbal, and written responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively.
  - Become capable at independent work in the art and design professions
  - Exhibit the ability to think, speak and write clearly and effectively.
  - Develop the capacity to explain and defend views effectively and rationally.

Affective Outcomes. Students should have an interest in and nurture:

- Artistic experiences that help them understand and continually develop their passion for the arts.
- The continued development of visual sensitivity.
- An ability to make valid assessments of quality and effectiveness in design projects and works of art, especially their own.
- An interest for continued practice in creating, interpreting, presenting, analyzing, and evaluating the visual arts and design.

Advanced outcomes for Ceramics. Students should demonstrate:

- An understanding of basic design principles, particularly as related to ceramics. Advanced work in three-dimensional design.
- Knowledge and skills in the use of basic tools, techniques, and processes sufficient to produce work from concept to finished object. This includes knowledge of raw materials and technical procedures such as clays, glazes, and firing.
- Understanding of the industrial applications of ceramics techniques.
- Functional knowledge of basic business practices and the place of ceramics within the history of art, design, and culture.

Advanced outcomes for Sculpture. Students should demonstrate:

- Understanding of basic design principles with an emphasis on three-dimensional design, and the ability to apply these principles to a specific aesthetic intent. This includes functional knowledge of the traditions, conceptual modes, and evolutions of the discipline.
- Advanced abilities in drawing sufficient to support work in sculpture.
- Understanding of the possibilities and limitations of various materials.
- Knowledge and skills in the use of basic tools, techniques, and processes to work from concept to finished product.
- Mastery in one or more sculptural media.
- Functional knowledge of the history and theory of sculpture.

### Bachelor of Fine Arts (Design)

Cognitive Outcomes. Students should:

- Understand basic design principles, concepts, media, and formats in the various fine arts disciplines.
- Have the ability to apply principles of design and color and competency in drawing to work in specific fine arts specializations.
- Demonstrate the ability to conceive, design, and create works in one or more specific fine arts fields.
- Have a working knowledge of various aesthetic issues, processes, and media and their relationship to the conceptualization, development, and completion of works of art.

- Exhibit and understanding of the similarities, differences, and relationships among the various fine arts areas.
- Become visually literate, including competence with the non-verbal languages of art and design.
- Develop the capacity to identify and solve problems within a variety of physical, technological, social, and cultural contexts.
- Become familiar with the major achievements in the history of art/design, including the works and intentions of leading artists/designers in the past and present.
- Be able to understand and evaluate contemporary thinking about art or design.
- Acquire a conceptual understanding of components and processes integral to work in the visual arts and design.
- Increase their understanding of art across a broad range of cultures and history.
- Develop an understanding of principles of visual organization in many media.
- Develop their knowledge of both western and non-western art worlds.
- Develop their knowledge of contemporary thinking of the visual arts.

Behavioral Outcomes. Students should be able to:

- Develop basic technical skills in two-dimensional and three-dimensional studio areas.
- Produce art competently using appropriate tools and methods in at least one of the primary studio areas (drawing, painting, photography, ceramics, sculpture, printmaking, or design).
- Develop the requisite skills and background to prepare them for a career in art and design.
- Develop their perceptual abilities.
- Develop visual, verbal, and written responses to visual phenomena, and organize perceptions and conceptualizations both rationally and intuitively.
- Become capable at independent work in the art and design professions.
- Exhibit the ability to think, speak and write clearly and effectively.
- Develop the capacity to explain and defend views effectively and rationally.

Affective Outcomes. Students should have an interest in and nurture:

- Artistic experiences that help them understand and continually develop their passion for the arts.
- The continued development of visual sensitivity.
- An ability to make valid assessments of quality and effectiveness in design projects and works of art, especially their own.
- An interest for continued practice in creating, interpreting, presenting, analyzing, and evaluating the visual arts and design.

Advanced outcomes for Graphic Design. Students should demonstrate:

- The ability to solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions, prototyping and user testing, and evaluation of outcomes.
- The ability to describe and respond to the audiences and contexts which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.
- The ability to create and develop visual form in response to communication problems, including an understanding of principles of visual organization/composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful images.
- An understanding of tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools and technologies include, but are not limited to, drawing, offset printing, photography, and time-based and interactive media (film, video, computer multimedia).
- An understanding of design history, theory, and criticism from a variety of perspectives,

including those of art history, linguistics, communication and information theory, technology, and the social and cultural use of design objects.

- An understanding of basic business practices, including the ability to organize design projects and to work productively as a member of teams.

