

A Handbook for Students  
Majoring in the Degree Programs  
of the  
Department of Art + Design  
of  
Arkansas State University

2020-2021



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## **Degree Programs**

**Degree:** Bachelor of Arts

**Major:** Art

**Emphasis:** Art History

**Degree:** Bachelor of Fine Arts

**Major:** Art

**Emphasis:** Art Education

**Emphasis:** Studio Art

**Degree:** Bachelor of Fine Arts

**Major:** Graphic Design

**Degree:** Bachelor of Fine Arts

**Major:** Graphic Design

**Emphasis:** Digital Design

### **General Education Note**

All students in Department of Art + Design degree programs must take *both* MUS 2053 Fine Arts Musical and THEA 2503 Fine Arts Theatre.

### **Degree Requirements**

No grade below C in courses with an ARED/ART/ARTH/GRFX/DIGI/ARTM prefix may be applied to the degree programs in the Department of Art + Design.

A cumulative GPA of 2.75 or higher in all ARED/ART/ARTH/GRFX/DIGI/ARTM courses is a degree requirement and a prerequisite for enrollment in ART 3330 BFA Review, ART 4320 Exhibition Preparation, ART 4330 Senior Exhibition, ARTM 4113 Museum Internship, GRFX 4503 Graphic Design Internship, and GRFX 4803 Portfolio Capstone.

### **New Student Admission**

Admission to the degree programs offered through the Department of Art + Design is coordinated through the Office of Admissions of Arkansas State University, Jonesboro. There are no special admission requirements nor is the submission of a portfolio necessary.

In order to attain a baccalaureate degree in the most efficient manner, all students should enroll in a minimum of 3 art, art history, graphic design, and/or art education courses every semester beginning with the first semester at Arkansas State University. The remainder of the student's schedule should consist of general education courses or other courses as stipulated by the Office of Admissions, classes for a minor if desired, or personal interest.

### **Transfer Student Admission/Transfer Credit**

Admission procedures are the same for transfer students as they are for incoming freshmen. The chair of the Department of Art + Design and/or curriculum specialists perform(s) the evaluation of transfer credit for any art, art history, graphic design, or art education courses completed at other institutions. Grades from these courses are included in the GPA requirements for ART 3330 and GRFX 3400. Artwork from these courses will be included in the Review.

Note: Some courses taken at other institutions, especially junior colleges or community colleges may have the same or similar titles to courses offered at Arkansas State University. However, if the course taken elsewhere is a lower level course (1000 or 2000), it is not equivalent to an upper level (3000 or 4000) course at Arkansas State University and will not be awarded transfer credit toward degree completion. Any transfer credit offered for upper-level courses taken at other universities will be based on a portfolio.

*Note: The university records system often does not recognize equivalent courses completed at other institutions and this regularly prevents transfer students from enrolling in courses. Transfer students may have to complete the Prerequisite Waiver Form for every registration.*

### **Advanced Placement**

If you took the Advanced Placement Exam for Studio Art (Drawing Portfolio) and received a score of 5 you will receive credit for ART 1033 Drawing I.

If you took the Advanced Placement Exam for Studio Art 2D Design and received a score of 5 you will receive credit for ART 1013 Design I.

If you took the Advanced Placement Exam for Studio Art 3D Design and received a score of 5 you will receive credit for ART 1023 Design II.

### **Advising**

All students majoring in the Department of Art + Design are advised by the Fine Arts Advisor, John Abernathy (FA 128) until after they pass the BFA Review. Upon passing the BFA Review, the student should change their advisor based on their major and emphasis. This may be done online by the Fine Arts Advisor or by the Department Administrative Assistant, Christi Travis (FA 103) in the department office with the approval of the chair.

### **Art Major Core**

Students majoring in the **Bachelor of Arts in Art with the Art History emphasis** must complete an Art Major Core consisting of ART 1013 Design I, ART 1023 Design II, ART 1033 Drawing I, ART 1043 Drawing II, ARTH 2583 Survey of Art History I, and ARTH 2593 Survey of Art History II. Passing ARTH 2890 Content Knowledge Review is prerequisite to taking 3000-level art history courses for Art History majors.

All students majoring in the **Bachelor of Fine Arts** degree programs must complete the Art Major Core. The core program consists of ART 1013 Design I, ART 1023 Design II, ART 1033 Drawing I, ART 1043 Drawing II, ARTH 2583 Survey of Art History I, ARTH 2593 Survey of Art History II, and ART 3033 Drawing III.

### **BFA/Graphic Design Review**

The BFA Review and the Graphic Design Review serve as an admissions screening for BFA in Art and BFA in Graphic Design students respectively. Students present a portfolio of their artwork to the Art + Design faculty. Students also connect their Art History courses to their ART/GRFX foundation artwork in a written statement. The faculty in Art + Design use these tools to assess a student's strengths and address any weaknesses that might hinder their ability to complete the BFA.

Students majoring in Art Education or Studio must complete the above courses with a cumulative 2.75 GPA in all Department of Art + Design coursework before taking ART 3330 BFA Review. ART 3033 Drawing III may be taken concurrently. Passing the BFA Review is prerequisite to taking **ANY** 3000-level ART courses. Students may take ART 3330 BFA Review only twice.

Those students majoring in Graphic Design or Graphic Design with an emphasis in Digital Design, in addition to the Art Major Core listed above, must also take GRFX 1111 Design Technology and GRFX 2203 Introduction to Graphic Design as prerequisites to GRFX 3400 Graphic Design Review. Students may take GRFX 2303 Typography and Layout concurrently with Graphic Design Review. Passing the Graphic Design Review is prerequisite to taking ANY 3000-level GRFX courses. Students may take this course only twice

Students may be asked to retake ART 3330/GRFX 3400 after addressing concerns expressed by the faculty.

**Important:** The student is responsible for keeping work from all courses that are prerequisite to ART 3330 BFA Review/ GRFX 3400 Graphic Design Review. This includes projects from Design I, Drawing I, Design II, Drawing II, Drawing III, GRFX 1111, GRFX 2203, and GRFX 2303.

### **Transfer Review**

Transfer students who have completed fifteen or more credit hours of ART/ARTH/ARED/GRFX coursework at another institution MUST enroll in ART 3330/GRFX 3400 their first semester at Arkansas State University. Transfer students may be asked to retake ART 3330/GRFX 3400 after completing additional course work at Arkansas State University.

### **Capstone Courses**

The capstone course for students enrolled in the BA Art, Art History emphasis is ARTH 4894 Advanced Research. In order to enroll in ARTH 4893, the student must have a cumulative GPA of 2.75 in all coursework with an ART/ARED/ARTH/GRFX prefix.

The capstone course for students enrolled in the BFA Art, Studio Art emphasis is ART 4331 Senior Exhibition. In order to enroll in ART 4331, the student must have a cumulative GPA of 2.75 in all coursework with an ART/ARED/ARTH/GRFX prefix and have successfully completed ART 4320 Exhibition Preparation with a grade of C or better.

The capstone course for students enrolled in the BFA Art, Art Education emphasis is TIAR 4826 Teaching Internship in the Secondary School. This twelve-credit-hour course is to be successfully completed in the student's final semester. No other classes may be taken during this semester.

The capstone course for students enrolled in the BFA Graphic Design is GRFX 4803 Portfolio Capstone. Students must enroll in both GRFX 4803 and GRFX 4503 Professional Practice for Design concurrently. Students must have a cumulative GPA of 2.75 in all coursework with an ART/ARED/ARTH/GRFX prefix. This course is only offered in the spring semester.

The capstone course for students enrolled in the BFA Graphic Design: Digital Design emphasis is GRFX 4813 Digital Design Portfolio Capstone. In order to enroll in GRFX 4813, the student must have a cumulative GPA of 2.75 in all coursework with an ART/ARED/ARTH/GRFX prefix. This course is only offered in the spring semester.

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## **Department of Art + Design Policies and Procedures**

**Please refer to the current A-State Student Handbook for University Policies.**

### **Definition of a Credit Hour**

Our definition of a credit-hour as accepted by the university for Studio Art and Graphic Design studio/lab classes: Two hours of direct instruction, plus one hour of work completed outside the scheduled studio/lab class time for 16 weeks equals one credit-hour.

Thus, a 3-credit hour Monday/Wednesday/Friday Studio Art or Graphic Design class meets for one hour and fifty minutes. A 3-credit hour Monday/Wednesday or Tuesday/Thursday Studio Art or Graphic Design class meets for two hours and fifty minutes. In addition, enrolled students are expected to dedicate three hours of work per week on work outside of the scheduled class time for each class.

Our definition of a credit-hour as accepted by the university for Art History and Art Education lecture classes: One hour of direct instruction, plus two hours of work completed outside the scheduled lecture class time for 16 weeks equals one credit-hour.

Thus, a 3-credit hour Monday/Wednesday/Friday Art History or Art Education lecture class meets for fifty minutes. A 3 credit-hour Tuesday/Thursday or Monday/Wednesday Art History or Art Education lecture class meets for one hour and twenty minutes. In addition, enrolled students are expected to dedicate six hours of work per week on work outside of the scheduled class time.

### **Prerequisite Policy**

Prerequisites in the Department of Art + Design will be upheld. Any student who has not submitted a Prerequisite Override form signed by the instructor will not be permitted to take a course without first completing the prerequisite with a grade of C or above.

### **Students with Disabilities**

Any student who is registered with Access & Accomodation Services AND who needs “reasonable accommodation” must notify the instructor by the end of the second week of classes.

### **Mobile Devices**

Policies regarding the use of mobile devices are established by each member of the faculty. Such policies regarding the use of cellular phones, iPods, iPads, etc. are included in the syllabus for each course.

### **Health Hazards and Safety**

Some courses offered by the Department of Art + Design may require the use of chemicals, equipment, or processes that the University Safety Committee recognizes as potentially hazardous to a student's safety and health. Every instructor is required to provide instructional information and training on safe handling and usage procedures prior to engaging students in the use of hazardous chemicals or equipment. In addition, students are advised to notify the instructor or laboratory supervisor of any medications or conditions that may impair their mental alertness and/or their ability to safely engage in the use of any hazardous chemical or equipment.

All students should use hazardous chemicals and equipment only under the direct supervision of the instructor or by approval of the instructor, using recommended methods and procedures. Failure to adhere to the outlined safety precautions could result in disciplinary action.

### **Health Hazards and Safety, continued**

MSDS stations are located adjacent to chemical storage or entry door in the studio or classroom. In the case of FA 107 and FA 108 (printmaking), the MSDS stations are located near the eye wash station.

### **Department of Art + Design Emergency Procedures**

The nearest campus emergency phones are located between the Art Annex and Lab Science East, and between the Fine Arts Center and the Humanities Building.

Building locations for emergency response:

Fine Arts Center: 2412 Quapaw Way

Art Annex: 2406 Quapaw Way

If calling from a mobile phone:

University Police 972-2093

Jonesboro Police 935-5553

Jonesboro Fire Department 935-5551

Extreme Emergency 911

If calling from a university office phone:

University Police 2093

Jonesboro Police (9) 935-5553

Jonesboro Fire Department (9) 935-5551

Extreme Emergency (9) 911

### **MEDICAL EMERGENCY**

**WHEN TO CALL!** If any of the following are happening:

- Unresponsiveness
- Difficulty Breathing
- Chest Pain
- Seizures
- Profuse Bleeding

### **DO NOT OVERREACT**

Most situations can be handled on site or by private transport to seek medical care.

Do not hesitate to call an ambulance (911) if the medical condition requires immediate medical attention.

Listed below are basic first aid procedures for classrooms and laboratories:

### **BURNS**

Minor (small scalds, burns from hot objects)

- Flush the burned area with cool water from a tap or use cool wet compresses applied to the skin.
- Cleanse the burned area. Apply burn cream from the first aid kit.
- If blistering occurs, recommend that student seek treatment at Wilson Student Health Center (WSHC) or personal physician.

### **Chemical Burn**

- Start treatment immediately by placing the burned area under cool running water and continue flushing for at least 15 minutes.
- If the chemical has splashed into the eye, irrigate the injured eye immediately with cool water. Make sure the eye is open and the head is positioned so the water will not run into the other eye. Irrigate for at least 15 minutes, and then cover the eye with a sterile compress. •Recommend the individual seek emergency medical treatment. UPD will transport student to medical treatment facility.



- Staff should pull Safety Data Sheet and send with student to medical treatment facility.

### CUTS, SCRAPES, AND BRUISES

- Clean area with a Betadine wipe, found in the first aid kit. Cover with a light protective adhesive bandage.
- Treat bruises that involve bleeding into the tissue beneath the outer layer of skin with cold packs to reduce swelling.
- For deeper cuts that go through the skin, control bleeding with direct pressure and elevation. If bleeding persists or recurs, recommend the student seek medical treatment at the Wilson Student Health Center or with personal physician.

### FAINTING

- Check to make sure the individual is breathing.
- Lay the person on his/her back; raise the legs higher than the head to promote the flow of blood to the heart and brain.
- When person revives, color returns to the face, suggest lying or sitting for a few minutes before attempting to stand.
- Recommend the student seek medical treatment at the Wilson Student Health Center or with personal physician.

### NOSEBLEEDS

- Have the person sit down with head angled slightly forward so the blood doesn't run into the throat.
- If the blood comes from only one nostril, press the fleshy part of the nostril firmly toward the midline; if from both, pinch the nostrils together. Maintain pressure for 5 to 10 minutes.
- If the bleeding is profuse or cannot be controlled within 30 minutes, or if nosebleeds occur frequently, advise the student they should seek medical treatment at Wilson Student Health Center or with personal physician.

### SPRAINS

- Start with RICE – Rest, Ice, Compression, and Elevation. Do not use the injured body part.
- Apply an ice pack and mild compression with an elastic bandage to the injured body part for several hours to keep swelling down.
- Keep the sprain elevated, using pillows.
- If there is discoloration or deformity, advise the student they may wish to seek medical treatment from Wilson Student Health Center or with their personal physician.

### EYE INJURIES

#### Minor

- DO NOT rub or apply pressure or ice to the injured eye.
- Cover eye with patch and recommend student seek medical treatment from Wilson Student Health Center or with personal physician.
- If the injury is a black eye, you may apply ice to cheek and area around eye, but not directly on the eyeball itself.

#### Severe

- If an object is impaled in the eye, CALL 911, DO NOT remove the object.
- Cover both eyes with sterile dressings to immobilize have student transported to medical treatment facility of their choice.
- DO NOT rub or apply pressure or ice to the injured eye.

Department of Art + Design Emergency Procedures are posted in all classrooms and studios.

### **Student Travel**

Any student traveling outside of Jonesboro for instructional purposes (field trips, conference attendance, etc.) must complete the A-State Student Liability form *nine days prior* to the event. This form is available from Christi Travis (FA 103).

### **Studio Model Etiquette**

#### Model's Robe

Models are required to bring a robe and slippers to the life sessions. They will wear the robe during breaks, and before and after they take to the model stand. The model should never be made to undress or change in plain view of the class. The model should be provided a private space in which to change into a robe before and after the session.

#### Privacy

The Model should never be in view of the public, or people outside the classroom. Windows and doors will be screened when the model is posing. At the onset of each pose, the door is to be locked. Late students will have to wait until a break to exit and enter the room. Students do not exit the room early while the model is in pose.

#### Comfort

Always make sure the model is comfortable, especially in terms of temperature. Offer a heater or fan as the situation demands.

#### During Poses

There should NOT be excessive talking or chatter when the model is in pose. Conversation should be between the students working and the instructor. Conversation should be kept to a minimum and the model should NOT be addressed while he/she is in pose. The model and student should direct ALL concerns about pose or adjustments towards the instructor. Unless the model invites students to do so, do NOT yell out instructions towards them. When the model assumes a pose, the instructor will say "MODEL IS POSING." At this point students should return to their easels and silence should resume.

#### 20 minutes

Poses should not last longer than 20 minutes, unless the model requests to stay in pose. A short 3-5-minute break will follow every 20 minutes and the model or instructor is responsible for keeping the time and resuming the pose. If a pose is to last for a 3-hour session, the model should receive a 15-minute break at mid-point.

#### Do Not Touch

Never touch the model or the props around the model. THE ONLY situation in which to touch the model is if the model trips or faints during a pose.

#### Photography

DO NOT PHOTOGRAPH the model without their expressed agreement and without proper compensation. Never take out your phone during a session, as phones have cameras.

#### Private Sessions

If you have set up a photography session with a model privately, use of those photographs is for the creation of artworks. Photographs of models are to be kept private (no sharing, leaving source photos out unnecessarily, and certainly NOTHING that may compromise the express agreement and trust you have

with your model). Explain clearly what the images will be used for BEFORE the session. A suggested starting point of \$20 is reasonable for a photo session and should be agreed to or negotiated prior to working with the model in private. If the model would be more comfortable with a friend or chaperon, allow the model to do that. Make sure the model knows how many artists or assistants will be in the session space and what the photographs will be used for.

#### Miscellaneous

- Never ask the model to sit in a dirty space. Always provide clean cushions or sheets for model to situate themselves.
- Always mimic the pose you expect the model to do before asking them to do it and ask if they are comfortable with that pose.
- No model should be asked to work in unsafe environments or poses. Ladders, high stands, and whatnot should be cleared with the model.
- Models should arrive 10 minutes before the session so they can prepare properly.
- Students should be early to the class as well, setting up BEFORE the model is put into pose.
- If a model needs to cancel a booking he/she will contact the person in charge as soon as possible to notify their cancellation. If the booking is cancelled less than 48 hours prior to the start of a session, the model should offer to seek a replacement and notify the person in charge as soon as possible. The person in charge of the session has the right to cancel the session if they chose not to accept the replacement suggested by the original model.
- Students will maintain a distance of six feet or more to honor the model's personal space.
- Keep your conversation clean and inoffensive while the model is present. Office etiquette is the rule.
- Never talk about a model's body or appearance, whether complimentary or critical. This is inappropriate and offensive.
- The model will present him/herself professionally at all times, clean and well groomed.

## **Student Rights and Grievance Procedure (from the 2019-2020 A-State Student Handbook)**

### **Step 1**

Since the faculty has the primary responsibility for course development, course delivery, the assessment of student achievement, and the sanction for academic misconduct, any student who has a complaint related to an academic issue should first consult with the course instructor within ten (10) working days of the incident and try to resolve the complaint. If the grievance involves a faculty member who is no longer employed at the university, or with whom the student does not feel comfortable, the student should move to step two of this process. If the complaint is resolved, the grievance process ends.

### **Step 2**

If the complaint is not resolved in Step 1, and if the student wishes to pursue the complaint further, the student shall consult with the department chair/unit supervisor within fifteen (15) working days of the academic incident. The appropriate chair/unit supervisor shall consult informally with the student and the individual against whom the complaint has been made to attempt to resolve the complaint. The chair/unit supervisor shall notify the student and the individual against whom the complaint has been made in writing of the resolution or lack thereof within ten (10) working days of the student's first consultation with the chair/unit supervisor. If the complaint is resolved, the grievance process ends.

### **Step 3**

If the complaint is not resolved in step two, and if the student wishes to pursue the complaint further, the student shall file a formal written complaint with the department chair/supervisor within thirty-five (35) working days from the academic incident. The written complaint must specify the academic right(s) the student alleges has (have) been violated and must include:

- a. Date and details of the alleged violation
- b. Any available evidence of the alleged violation
- c. Names, addresses, and phone numbers of witnesses to the violation
- d. The requested remedy to the alleged violation

The chair/unit supervisor shall investigate the complaint using whatever processes are appropriate including, but not limited to, written responses from or interviews with faculty members, other students, and other parties. The chair/unit supervisor shall notify the student and the individual against whom the complaint has been filed in writing of the chair/unit supervisor's finding and recommendation within 10 working days of receipt of the written complaint. If both parties accept the recommendation, they will sign a statement to that effect and the grievance process ends. The chair/unit supervisor shall retain the written records of the process for 5 calendar years. Upon request, the chair/unit supervisor shall provide either or both parties with copies of all information gathered during the investigation.

### **Step 4**

If the complaint is not resolved in step 3, either party may request that the Dean appoint a college hearing committee. The request for a college hearing committee review must be made in writing to the Dean within 10 working days of completion of the step 3 process.

## **Academic Integrity Policy of the Department of Art + Design, Arkansas State University**

### **I. Academic Integrity**

- A. Academic integrity calls for students to do their own work and not to claim as their work anything done by someone else. Intellectual growth calls for doing one's own work; so does academic honesty.
- B. Infringements of academic integrity include offering someone else's work as your own (see Plagiarism below), buying term papers, and cheating (see Test cheating below). Specific penalties may result.

### **II. Plagiarism**

- A. "Plagiarism" means giving the impression in an assigned paper or studio work that someone else's thoughts, ideas, images, and/or words are your own.
- B. To avoid plagiarism give written credit and acknowledgement to the source of the thought, idea, image and/or words, whether you have used direct quotation, paraphrasing, or just a reference to a general idea.
- C. If you directly quote words written by someone else, enclose the quotation in quotation marks and provide a footnote.
- D. If you directly incorporate an image by someone else, you should give credit to that person, in the title, or following your signature, or in some other appropriate way. Example: "... after Rembrandt." Should there be a question of plagiarism or copying existing designs, student work will be **SUBJECT TO A REVERSE IMAGE SEARCH.**
- E. No written paper or studio project created for credit in one class should be used for credit in another class without the knowledge and permission of all professors concerned.
- F. The research as well as the complete written paper or studio project should be the work of the person seeking academic credit for the course.

### **III. Faculty members may respond to plagiarism in any of the following ways:**

- A. Return the work to be redone; the grade may be reduced
- B. Give a failing grade on the work ("F" or zero)
- C. Give the student a failing grade in the course

### **IV. Test Cheating may consist of any of the following:**

- A. Having access to exam questions beforehand
- B. Having access to course information during an exam period
- C. Observing another person's test during the exam period

### **V. If cheating occurs during a test, a faculty member may:**

- A. Seize the test of the offending student, or
- B. Allow the testing to continue without interruption, informing the offending student at the end of the period about the offense

### **VI. Faculty members may respond to cheating in any of the following ways:**

- A. Give a failing grade on the exam ("F" or zero)
- B. Give a failing grade in the course
- C. Refer the matter for disciplinary action to the Office of Student Affairs

### **VII. Scope: These policies cover all classes in the Department of Art + Design.**

## **Lockers**

Lockers are available for students enrolled in courses in the Department of Art + Design. Lockers are assigned to individual students through Christi Travis the Department of Art + Design office (FA 103). Lockers are located in the back hall of the Fine Arts Center and on the second floor of the Art Annex.

NOTE: The student is responsible for removing his/her materials and lock from their locker prior to the end of the spring semester. Once the semester ends, the contents of lockers that have not been emptied will be disposed.

## **Studio Use Policy**

Arkansas State University Department of Art + Design Policy prohibits the use of Studios FA 104, FA 105, FA 107, FA 108, FA 109, FA 127, AA 101, AA 101A, AA 103, AA 204, AA 207, AA 208, AA 209, AA 210 by anyone who is not currently enrolled in Department of Art + Design courses. Additionally, due to the presence of potentially hazardous materials, chemicals, and equipment children under the age of 18 are not permitted in these studios at any time. The presence of unauthorized adults and/or children should be reported to the University Police at 972-2093.

## **Building Access**

Fine Arts Center and Art Annex Building Hours:

Monday–Friday: 7:00 am - 11:00 pm

Saturday: 8:00 am - 11:00 pm

Sunday: Noon - 11:00 pm

There are two doors to the Fine Arts Center and one door to the Art Annex that provide Card Key access after regular building hours and on the weekend. See the building maps on pages 9 and 10 for the location of these entrance doors. For access using your ID Card, you must have a faculty member provide your student information to Christi Travis in the department office (FA 103). Activating your ID Card for building access must be done every semester.

Persons working in the building after 11:00 pm must have a valid student identity card and a building pass for the current semester signed by the department chair in order to continue working in the building. Anyone in the building after hours without these documents is required to leave at the direction of the University Police, Facilities Management personnel, faculty, or staff.

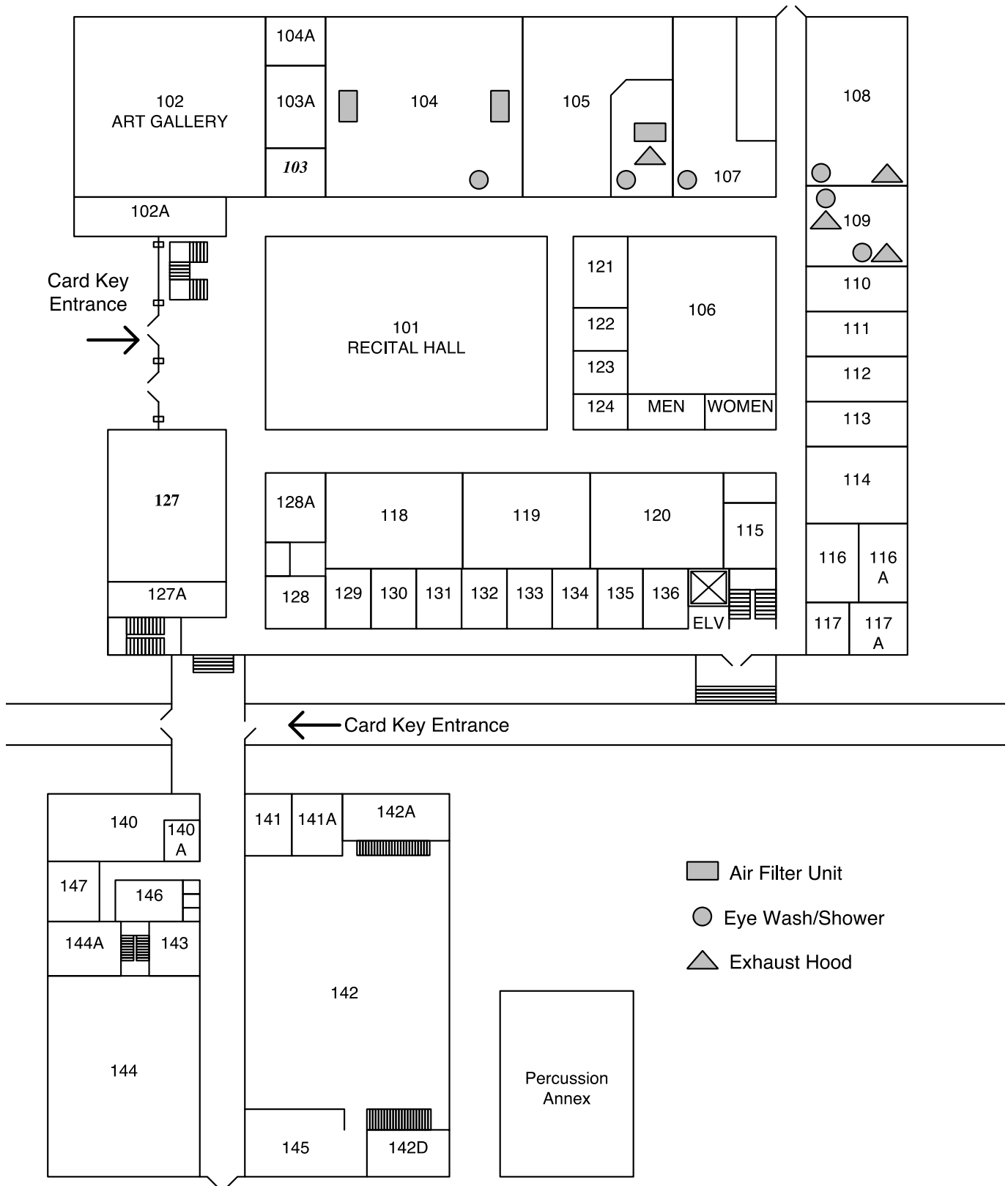
## **Building Pass and ID card key**

The building pass allows after-hours access to the Fine Arts Center or the Art Annex. In order to enter the building after-hours, the students will also need an approved ID Card Key. To receive the pass and the card key, the student must have a recommendation from a faculty member.

The student must then complete a Fine Arts Center and Art Annex Building Pass Agreement form, including the student's signature, SID#, and recommending faculty's signature. The forms can be obtained from Christi Travis in the Fine Arts Office, FA 103.

Building passes and ID card keys are valid for one academic semester.

# Fine Arts Center

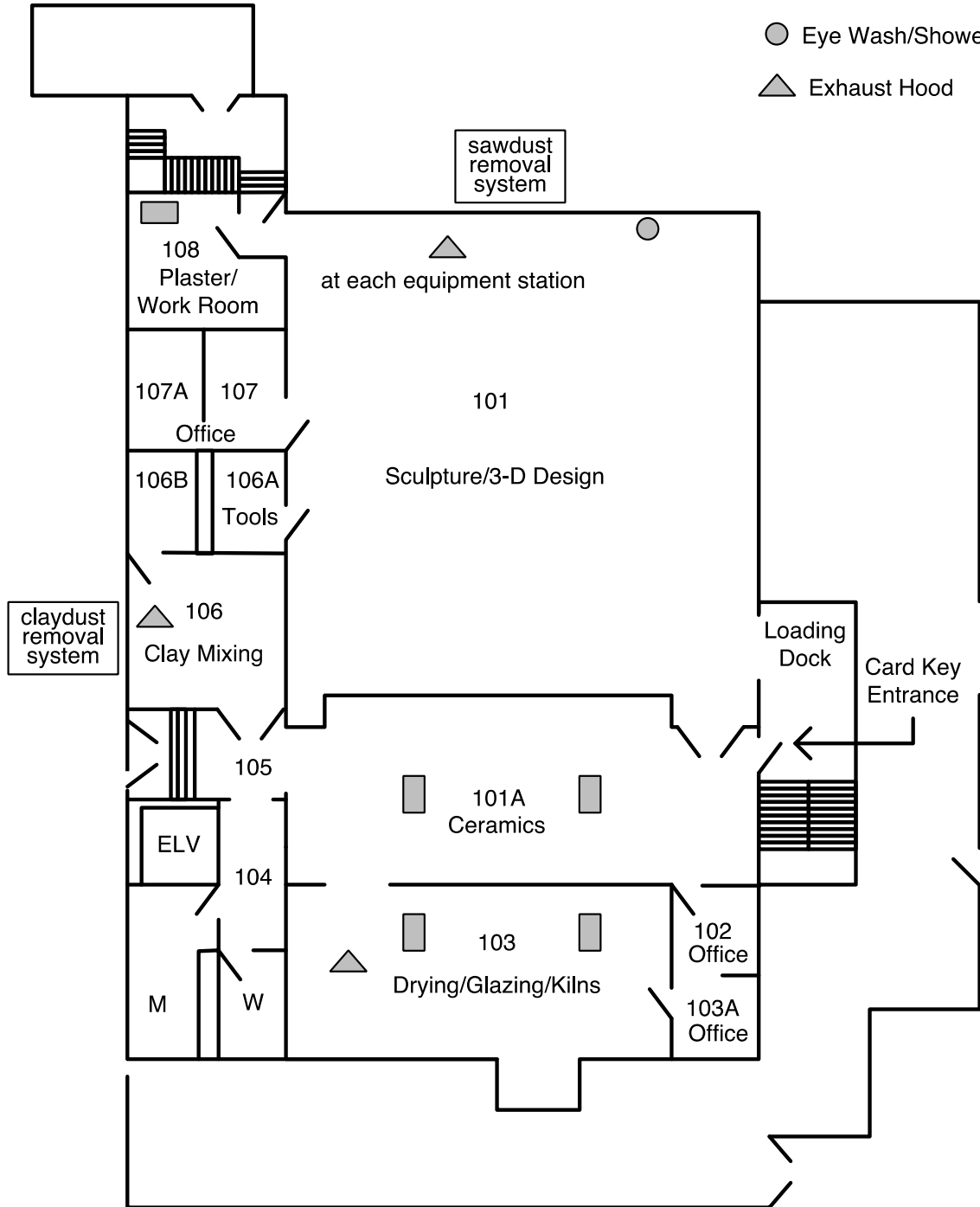


Art Annex, First Floor

Art Annex, First Floor

Art Classroom Key

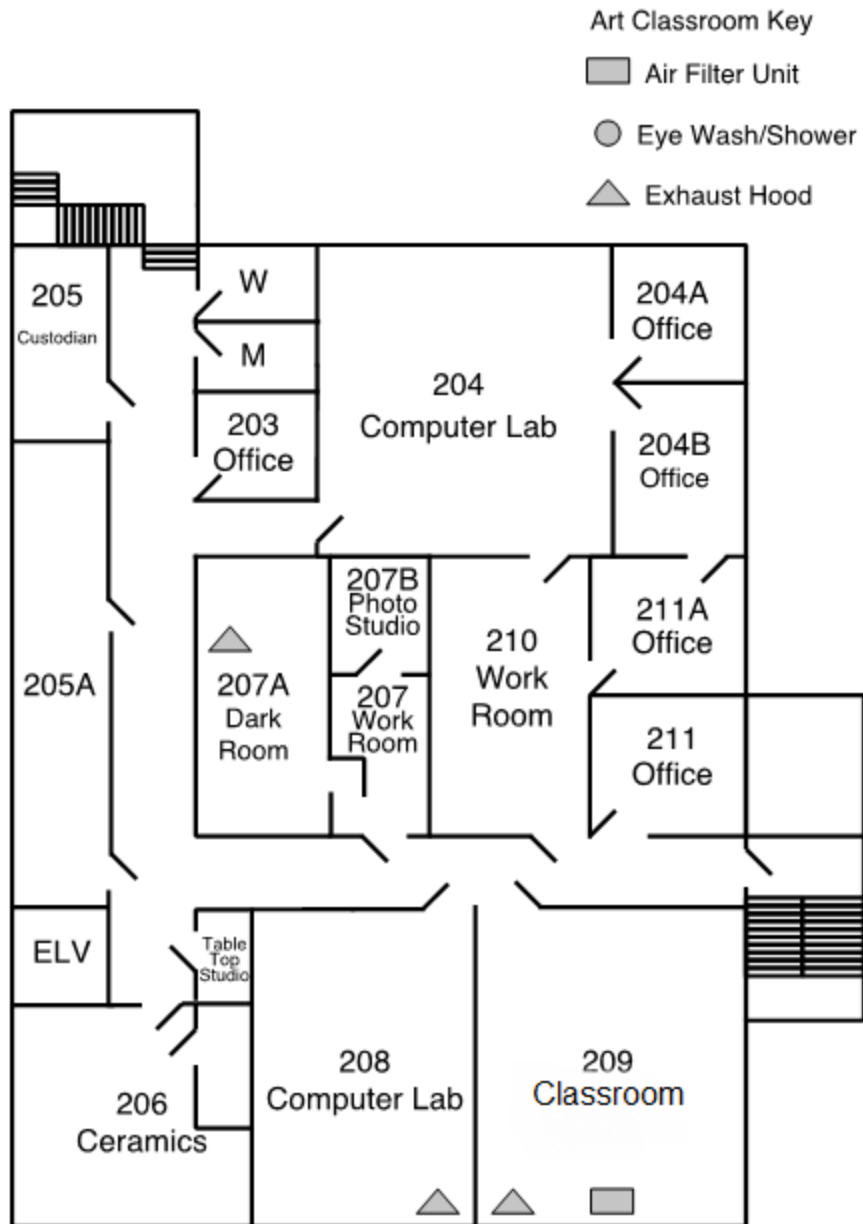
- Air Filter Unit
- Eye Wash/Shower
- ▲ Exhaust Hood





**Art Annex, Second Floor**

Art Annex, Second Floor



**Department of Art + Design dates and deadlines:**

**BFA Review:**

Friday, September 25, 2020, Library 336

Friday, February 12, 2021, Library 336

**Scholarship application deadline (tentative):** Friday, March 12, 2021

**Department of Art + Design Scholarships:**

College of Liberal Arts and Communication Academic Performance Scholarship – amount varies, incoming freshman

Dept of Art + Design Incoming Freshman Scholarship – amount varies, incoming freshman

Mid-South Scholastic Scholarship – amount varies, incoming freshman

Dept of Art + Design Scholarship - \$1,000 - \$5,000 for academic year, continuing Art + Design majors

Dept of Art + Design Endowed Scholarship – amount varies, continuing Art + Design majors

Myra Tilman Award – amount varies, incoming freshman from JHS or Area Vo-Tech majoring in Studio or Graphic Design

Peter Gustave Kluge Award - amount varies, continuing Art + Design majors

Lifeline to Art award - amount varies, continuing Art + Design majors

NOTE: Application forms are available the first week of March. Department of Art + Design scholarships may be “stacked” on university scholarships with the exception of the University Honors Scholarship.

**University Galleries and Museums:**

Fine Arts Center Gallery

Hours: Monday–Friday 10:00 am – 5:00 pm

Contact: Temma Balducci

[tbalducci@astate.edu](mailto:tbalducci@astate.edu)

Bradbury Art Museum

Hours: Tuesday–Saturday 12:00 pm - 5:00 pm; Sunday 2:00 pm–5:00 pm

Contact: Garry Holstein [gholstein@astate.edu](mailto:gholstein@astate.edu)

A-State Museum

Hours: Monday–Friday 9am-5pm; Saturday 10am-5pm

Contact: [museum@astate.edu](mailto:museum@astate.edu)

**University Recognized Department of Art + Design Student Organizations:**

A-State Chapter AIGA

Arkansas State University Print Club

Art Student Union

Art Educators Club

## **Arkansas State University Department of Art + Design Program Learning Outcomes**

### **BA in Art: Art History**

#### **Content Knowledge**

Students will demonstrate familiarity with the stylistic qualities for major works of art through written attributions.

#### **Critical Thinking Skills**

Students will be able to critically evaluate a work of art, utilizing formal analytical skills and an understanding of historical context, demonstrating their command of the elements of art (including terminology) to read the content of the objects (visual literacy).

#### **Research**

Students will produce a research project using current methodologies that will be presented to the faculty and evaluated for quality and contribution to the field.

### **BFA in Art: Art Education**

#### **Pedagogy**

Students will be able to synthesize best practices in the creation of artifacts and lesson plans in order to plan and prepare, manage the classroom environment, instruct, assess, and perform professional responsibilities in the elementary and secondary art classroom.

#### **Historical and Theoretical Foundation of Art**

Students will be able to understand art materials in their art historical context including stylistic traits, theory, aesthetics, and critical response in western and non-western traditions.

#### **Art Making**

Students will be able to apply elements and principles of design with historical and contemporary compositional devices to create artwork in a variety of media with an understanding of process, safety and presentation.

### **BFA in Art: Studio Art**

#### **Critical Thinking Skills**

Students will be able to apply strong critical, analytic, and communication skills required to advance in academic and professional fields.

#### **Technical Competence**

Students will create a body of work in a specific media that culminates in a pre-professional exhibition.

### **BFA in Graphic Design**

#### **Subject Knowledge**

Students will be able to synthesize professional work that answers project objectives using aesthetic, conceptual, and technical skills.

#### **Problem Solving Skills**

Students will be able to solve complex problems for interconnected systems of objects, people and settings using knowledge of aesthetic and contextual issues.

## Technical Competence

Students will be able to create a portfolio that proves adaptation to technological innovation via effective designs that display a working knowledge of multiple processes and media.

## BFA in Graphic Design: Digital Design

### Technical

Students will be able to demonstrate mastery of the technical skills required to develop web and mobile applications that are secure and user friendly.

### Conceptual

Students will be able to distinguish and integrate key digital design concepts, principles and theories to the design of effective and meaningful interactions between humans and digital devices.

## 8-Semester Degree Plans

## 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/>

<b>University Requirements:</b>	
See University General Requirements for Baccalaureate degrees (p. 42)	
<b>First Year Making Connections Course:</b>	<b>Sem. Hrs.</b>
ARTH 2583, Survey of Art History I Making Connections	-
<b>General Education Requirements:</b>	<b>Sem. Hrs.</b>
See General Education Curriculum for Baccalaureate degrees (p. 78)	
<b>Students with this major must take the following:</b>	<b>35</b>
<i>MUS 2503, Fine Arts - Music</i> <i>THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option)</i>	
<b>Language Requirement:</b>	<b>Sem Hrs.</b>
Foreign Language	
<i>Refer to Foreign Language Requirement in College of Liberal Arts and Communication.</i>	<b>0-12</b>
<b>Major Requirements:</b>	<b>Sem. Hrs.</b>
Grade of "C" or better required for all Major Requirements, including prerequisites.	
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
<b>Sub-total</b>	<b>18</b>
<b>Art History Emphasis:</b>	<b>Sem. Hrs.</b>
Grade of "C" or better required for all ART/ARTH/ARED courses applied to the Bachelor of Arts Degree, including prerequisites.	
ARTH 2603, Global Art History and Visual Literacy	3
ARTH 2890, Content Knowledge Review	0
<b>Art History 3000-level Time Frame One (select one of the following):</b>	
ARTH 3013, Egyptian and Near Eastern Art and Architecture ARTH 3023, Greek and Roman Art and Architecture ARTH 3033, Late Antique and Eastern Mediterranean Art and Architecture	3
<b>Art History 3000-level Time Frame Two (select one of the following):</b>	
ARTH 3043, Asian Art and Architecture ARTH 3053, Medieval and Renaissance Art and Architecture ARTH 3063, Baroque and Rococo Art and Architecture	3

<b>Art History 3000-level Time Frame Three (select one of the following):</b>	3
ARTH 3073, Nineteenth Century Art and Architecture ARTH 3083, Twentieth Century Art and Architecture ARTH 3093, Global Contemporary Art 1980 to Present	3
Art History 3000-level Elective	0
ARTH 3890, Critical Thinking Review	0
Art History 4000-level Electives	6
ARTH 4013, History of the Museum and Collecting	3
ARTM 4113, Museum Internship	3
ARTH 4893, Advanced Research	3
LIR 1011, Introduction to Academic Research	1
History Elective	3
Select one Philosophy Elective from the following:	3
PHIL 3313, Philosophy of Religion PHIL 3623, Eastern Philosophy PHIL 4723, Aesthetics	
Select one Anthropology Elective from the following:	3
ANTH 2233, Intro to Cultural Anthropology (cannot satisfy both general education and Anthropology elective)	
ANTH 3203, Intro to Archaeology	
Select two Studio Art or Art Education Electives from the following:	6
ARED 3803, Teaching Art in the Elementary Grades ART 3033, Drawing III ART 3063, Painting ART 3083, Printmaking	
ART 3093, Ceramics ART 3103, Sculpture ART 3403, Photography	
Select one Theatre Elective from the following:	3
THEA 1223, Principles of Stage Design THEA 2223, Fundamentals of Stagecraft THEA 2243, Costume Construction THEA 2263, Fashion History	
Sub-total	49
Electives:	<b>Sem. Hrs.</b>
Electives	6-18
Total Required Hours:	120

## 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/>

<b>University Requirements:</b>	
See University General Requirements for Baccalaureate degrees (p. 42)	
<b>First Year Making Connections Course:</b>	<b>Sem. Hrs.</b>
ARTH 2583, Survey of Art History I Making Connections	-
<b>General Education Requirements:</b>	<b>Sem. Hrs.</b>
See General Education Curriculum for Baccalaureate degrees (p. 87)	
<b>Students with this major must take the following:</b>	35
MUS 2503, Fine Arts - Music THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option)	
<b>B.F.A. Art Major Core:</b>	<b>Sem Hrs.</b>
Grade of "C" or better required for all B.F.A. Art Major Core Requirements, including prerequisites.	
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

<b>Studio Art Requirements:</b>		<b>Sem. Hrs.</b>
Grade of "C" or better required for all Studio Art Requirements, including prerequisites.		
ART 3063, Painting		3
ART 3083, Printmaking		3
ART 3093, Ceramics		3
ART 3103, Sculpture		3
ART 3403, Photography		3
<b>Sub-total</b>		<b>15</b>
<b>Emphasis Area (Studio Art):</b>		<b>Sem. Hrs.</b>
Grade of "C" or better required for all ART/ARTH/ARED courses applied to the Bachelor of Fine Arts Degree, including prerequisites.		
ART Studio Emphasis Areas: Drawing/Painting, Printmaking, Photography, Ceramics, Sculpture (At least 15 of the 39 hours must be taken at the 3000 or 4000 level in one Art Studio Emphasis Area.)		39
Art History Electives		9
ART 3330, BFA Review		0
ART 4320, Exhibition Preparation		0
ART 4331, Senior Exhibition		1
<b>Sub-total</b>		<b>49</b>
<b>Total Required Hours:</b>		<b>120</b>

## 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/>

<b>University Requirements:</b>		
See University General Requirements for Baccalaureate degrees (p. 42)		
<b>First Year Making Connections Course:</b>		<b>Sem. Hrs.</b>
ARTH 2583, Survey of Art History I Making Connections		-
<b>General Education Requirements:</b>		<b>Sem. Hrs.</b>
See General Education Curriculum for Baccalaureate degrees (p. 78)		
<b>Students with this major must take the following:</b>		
<p><i>MUS 2503, Fine Arts - Music</i>  <i>HIST 2763, The United States To 1876 OR</i></p> <p><i>HIST 2773, The United States Since 1876</i>  <i>POSC 2103, Introduction to United States Government</i>  <i>PSY 2013, Introduction to Psychology</i>  <i>THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option)</i></p>		35
<b>B.F.A. Art Major Core:</b>		<b>Sem Hrs.</b>
Grade of "C" or better required for all B.F.A. Art Major Core Requirements, including prerequisites.		
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
<b>Sub-total</b>		<b>21</b>
<b>Studio Art Requirements:</b>		<b>Sem. Hrs.</b>
Grade of "C" or better required for all Studio Art Requirements, including prerequisites.		
ART 3063, Painting		3
ART 3083, Printmaking		3
ART 3093, Ceramics		3
ART 3103, Sculpture		3
ART 3403, Photography		3
<b>Sub-total</b>		<b>15</b>

<b>Emphasis Area (Art Education):</b>		Sem. Hrs.
Grade of "C" or better required for all ART/ARTH/ARED/GRFX courses applied to the Bachelor of Fine Arts Degree, including prerequisites.		
ARED 3803, Teaching Art in the Elementary Grades		3
ARED 4703, Concepts in Art Education		3
*EDAR 4523, Methods and Materials for Teaching Art		3
ART 3330, BFA Review		0
Upper-level ART, ARED or GRFX		18
Upper-level Art History		6
<b>Sub-total</b>		<b>33</b>
<b>Professional Education Requirements:</b>		Sem. Hrs.
Grade of "C" or better required for all Professional Education Requirements. Courses denoted below with an asterisk (*) require admission to the Teacher Education		
Program. For additional information, see Professional Education Requirements for Secondary Majors in the College of Education and Behavioral Science section.		
ELSE 3643, The Exceptional Student in the Regular Classroom		3
PSY 3703, Educational Psychology		3
SCED 2513, Introduction to Secondary Teaching		3
*SCED 3515, Performance Based Instructional Design		5
*TIAR 4826, Teaching Internship in the Secondary School		12
<b>Sub-total</b>		<b>26</b>
<b>Total Required Hours:</b>		<b>130</b>

## 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>University Requirements:</b>		
See University General Requirements for Baccalaureate degrees (p. 42)		
<b>First Year Making Connections Course:</b>		Sem. Hrs.
ARTH 2583, Survey of Art History I Making Connections		-
<b>General Education Requirements:</b>		Sem. Hrs.
See General Education Curriculum for Baccalaureate degrees (p. 78)		
<b>Students with this major must take the following:</b>		35
<i>MUS 2503, Fine Arts - Music</i> <i>THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option)</i>		
<b>B.F.A. Art Major Core:</b>		Sem Hrs.
Grade of "C" or better required for all B.F.A. Art Major Core Requirements, including prerequisites.		
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
<b>Sub-total</b>		<b>21</b>
<b>Studio Art Requirements:</b>		Sem. Hrs.
Grade of "C" or better required for all Studio Art Requirements, including prerequisites.		
ART 3063, Painting		3
ART 3083, Printmaking		3
ART 3093, Ceramics		3
ART 3103, Sculpture		3
ART 3403, Photography		3
<b>Sub-total</b>		<b>15</b>
<b>Additional Requirements:</b>		Sem. Hrs.

ARTH 3573, History of Graphic Design	3
Art History Elective	3
<b>Sub-total</b>	<b>6</b>
<b>Graphic Design Requirements:</b>	<b>Sem. Hrs.</b>
Grade of "C" or better required for all Graphic Design Requirements, including prerequisites.	
GRFX 1111, Design Technology	1
GRFX 2103, Ideation	3
GRFX 2203, Introduction to Graphic Design	3
GRFX 2303, Typography and Layout	3
GRFX 2703, Interaction Design	3
GRFX 3303, Intermediate Typography	3
GRFX 3400, Graphic Design Review	0
GRFX 3503, Identity Design	3
GRFX 3603, Advertising Design	3
GRFX 3703, Front End Web Development	3
GRFX 4103, Photography for the Graphic Designer	3
GRFX 4503, Professional Practice for Design	3
GRFX 4603, Graphic Design Internship	3
GRFX 4803, Portfolio Capstone	3
Select two of the following:	
ART 4063, Advanced Painting ART 4083, Advanced Printmaking ART 4103, Advanced Sculpture GRFX 4143, Advanced Photography for the Graphic Designer GRFX 4703, Advanced Digital Studio	6
<b>Sub-total</b>	<b>43</b>
<b>Total Required Hours:</b>	<b>120</b>

## Major in Graphic Design

### Bachelor of Fine Arts Emphasis in Digital Design

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

<b>University Requirements:</b>	
See University General Requirements for Baccalaureate degrees (p. 42)	
<b>First Year Making Connections Course:</b>	<b>Sem. Hrs.</b>
ARTH 2583, Survey of Art History I Making Connections	-
<b>General Education Requirements:</b>	<b>Sem. Hrs.</b>
See General Education Curriculum for Baccalaureate degrees (p. 78)	
<b>Students with this major must take the following:</b>	<b>35</b>
<i>MUS 2503, Fine Arts - Music</i> <i>THEA 2503, Fine Arts - Theatre (Required Departmental Gen. Ed. Option)</i>	
<b>B.F.A. Art Major Core:</b>	<b>Sem Hrs.</b>
Grade of "C" or better required for all B.F.A. Art Major Core Requirements, including prerequisites.	
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
<b>Sub-total</b>	<b>21</b>
<b>Studio Art Requirements:</b>	<b>Sem. Hrs.</b>
Grade of "C" or better required for all Studio Art Requirements, including prerequisites.	
ART 3063, Painting	3
ART 3083, Printmaking	3
ART 3093, Ceramics	3
ART 3103, Sculpture	3
ART 3403, Photography	3
<b>Sub-total</b>	<b>15</b>



<b>Additional Requirements:</b>	<b>Sem. Hrs.</b>
ARTH 3573, History of Graphic Design	3
Art History Elective	3
<b>Sub-total</b>	<b>6</b>
<b>Emphasis Area (Digital Design):</b>	<b>Sem. Hrs.</b>
Grade of "C" or better required for all Graphic Design Requirements, including prerequisites.	
DIGI 2003, Introduction to Coding with Swift	3
DIGI 3003, Intermediate Coding with Swift	3
DIGI 4003, Advanced Studio in Swift Coding	3
GRFX 1111, Design Technology	1
GRFX 2103, Ideation	3
GRFX 2203, Introduction to Graphic Design	3
GRFX 2303, Typography and Layout	3
GRFX 2703, Interaction Design	3
GRFX 3400, Graphic Design Review	0
GRFX 3703, Front End Web Development	3
GRFX 3713, 3D Digital and Game Design	3
GRFX 4603, Graphic Design Internship	3
GRFX 4703, Advanced Digital Studio (must take twice)	6
GRFX 4813, Digital Design Portfolio Capstone	3
Select one of the following:	3
ART 4063, Advanced Painting ART 4083, Advanced Printmaking ART 4093, Advanced Ceramics ART 4103, Advanced Sculpture	
<b>Sub-total</b>	<b>43</b>
<b>Total Required Hours:</b>	<b>120</b>

## Certificate in Museum Studies

The certificate in Museum Studies is designed to give practical experience in the study of cultural objects and an understanding of the departments, tasks, and current methods of a working museum for students who are interested in pursuing a career in a museum.

<b>Required Courses:</b>	<b>Sem. Hrs.</b>
ARTH 4013, History of the Museum and Collecting	3
ARTM 4023, Museum Fundamentals I: Collections Management and Museum Law	3
ARTM 4033, Museum Fundamentals II: Exhibition Seminar	3
ARTM 4113, Museum Internship	3
<b>Select two Electives from the following:</b>	
ANTH 3233, Native American Culture in the Mid South ARTH 3013, Egyptian and Near Eastern Art and Architecture ARTH 3023, Greek and Roman Art and Architecture ARTH 3033, Late Antique and Eastern Mediterranean Art and Architecture ARTH 3043, Asian Art and Architecture ARTH 3053, Medieval and Renaissance Art and Architecture ARTH 3063, Baroque and Rococo Art and Architecture ARTH 3073, Nineteenth Century Art and Architecture ARTH 3083, Twentieth Century Art and Architecture ARTH 3093, Global Contemporary Art 1980 to Present ENG 3613, Introduction to Folklore ENG 3623, American Folklore ENG 3633, Native American Verbal Art ENG 3643, African-American Folklore HIST 3013, Civilizations of Africa HIST 3043, Asian History Since 1500 HIST 3083, History of Arkansas HIST 3123, Latin America, The Colonial Period HIST 3133, Latin America, The National Period HIST 3173, Classical Mediterranean Civilization HIST 3183, Medieval Europe HIST 3193, The Crusades HIST 3223, Renaissance and Reformation Europe HIST 3273, Modern Europe, 1750 to Present HIST 3283, Society and Thought in Europe HIST 3303, The Modern History of the Middle East 1800 to the Present HIST 3323, United States Environmental History HIST 3333, The Practice of History HIST 3393, Introduction to Digital Humanities HIST 3483, The United States from 1917-1941 HIST 3493, The United States Since 1945 HIST 3503, U.S. Foreign Relations since 1900 HIST 3563, Constitutional History of the United States HIST 3603, The American South HIST 3623, The American West HIST 3653, The American Indian HIST 3673, African American History I HIST 3683, African American History II HIST 3693, United States Women's History	6

HIST 3743, The Urban Revolution in America HIST 3853, U.S. Civil Rights Movement HIST 4573, Digital History Seminar MKTG 3013, Marketing MKTG 4073, Social Media Marketing STCM 4213, Social Media in Strategic Communications	
<b>Total Required Hours:</b>	<b>18</b>

## Certificate in Swift Coding

This certificate is not available to majors in BFA Graphic Design, Emphasis in Digital Design

Required Courses:	Sem. Hrs.
DIGI 2003, Introduction to Coding with Swift	3
DIGI 3003, Intermediate Coding with Swift	3
DIGI 4003, Advanced Studio in Swift Coding	3
<b>Total Required Hours:</b>	<b>9</b>

## Minor in Art

Required Courses:	Sem. Hrs.
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.	
ART 1013, Design I	3
ART 1023, Design II	3
ART 1033, Drawing I	3
ART 1043, Drawing II	3
Upper-level electives in Art	9
<b>Total Required Hours:</b>	<b>21</b>

## Minor in Art History

Required Courses:	Sem. Hrs.
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.	
ARTH 2583, Survey of Art History I	3
ARTH 2593, Survey of Art History II	3
Upper-level electives in Art History	12
<b>Total Required Hours:</b>	<b>18</b>

## Minor in Digital Design

Required Courses:	Sem. Hrs.
Grade of "C" or better required for all ART/ARTH/GRFX 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.	
Students pursuing the Digital Design Minor will need to submit a Prerequisite Waiver form to be enrolled in a GRFX class. (GRFX courses are restricted to Graphic Design Majors.)	
GRFX 1111, Design Technology	1
GRFX 2103, Ideation	3
GRFX 2303, Typography and Layout	3
GRFX 2703, Interaction Design	3
GRFX 3703, Front End Web Development	3
GRFX 3713, 3D Digital and Game Design	3
GRFX 3753, Motion Graphics	3
<b>Total Required Hours:</b>	<b>19</b>

