
Foundation Studies: Liberal Arts

AH 1701 - Introduction to Art and Design - 3 Credit(s)

The objective of this course is to familiarize students with the major stylistic, thematic, cultural, and historical transformations in art history from prehistoric times to the nineteenth century. This course helps students develop critical tools for the interpretation and understanding of the meaning and function of art objects, architecture, and design artifacts within their original historical contexts. Class sessions consist primarily of lecture with some discussion.

AH 1701 01	01/16/2024 - 05/07/2024	We	9:30AM - 12:00PM	150	Erickson, Luke
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AH 1702 - Introduction to Art and Design - 3 Credit(s)

This course introduces students to issues in modern art, popular culture, and contemporary art and design. Topics may include the expanding audience for art, the transformation of the art market, the impact of new technologies, the changing status of the artist, and the role of art in society. This course is taught as a seminar with some lecture. Prerequisite: Introduction to Art and Design History 1 or faculty permission

AH 1702 01	01/16/2024 - 05/07/2024	Th	9:30AM - 12:00PM	434	Franklin, William
AH 1702 02	01/16/2024 - 05/07/2024	We	9:30AM - 12:00PM	450	Tradowsky, Christopher
AH 1702 03	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	416	Franklin, William
AH 1702 05	01/16/2024 - 05/07/2024	Th	9:30AM - 12:00PM	416	Olson, Marsha
AH 1702 06	01/16/2024 - 05/07/2024	Tu	9:30AM - 12:00PM	416	Stanek, Damon
AH 1702 07	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	432	Erickson, Luke
AH 1702 08	01/16/2024 - 05/07/2024	Tu	9:30AM - 12:00PM	320	Olson, Marsha
AH 1702 09	01/16/2024 - 05/07/2024	Fr	9:30AM - 12:00PM	101	Lunning, Nancy
AH 1702 20	01/16/2024 - 05/07/2024			OLA	Dandona, Jessica

EN 1500 - Writing and Inquiry - 3 Credit(s)

Key to the creative and critical growth of the engaged, successful artist is participation in a culture of writing and inquiry. Students in this course focus on the kinds of writing they will encounter and produce in their coursework at MCAD and as creative professionals. Regular writing workshops allow students to concentrate on experiential and practical approaches to writing. Students explore a variety of texts and objects through class assignments, and then develop clear compelling essays employing a variety of rhetorical and narrative strategies.

EN 1500 01	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	105	Hoagland, George
EN 1500 02	01/16/2024 - 05/07/2024	We	6:30PM - 9:00PM	105	Ellis, Stephen

Foundation Studies: Studio

FDN 1001 - First-Year Experience: Communities - 1 Credit(s)

This two-term course draws upon a broad range of methods and content from across disciplines to support students in exploring the transformative nature of being an artist, designer, or entrepreneur and to prepare them for success at MCAD. Led by a member of the faculty who also serves as an advisor, students will meet in small groups and as a larger cohort to identify personal, academic, and professional goals. Guest speakers from various MCAD support offices and from the broader local community will be invited. In the first semester, students develop capacities for learning and success, discuss art and design education, reflect on their own education, and develop a community of peers to support thriving at MCAD. In the second semester, cohorts continue to build upon the capacities developed during the first term, and expand upon strategies to include creative engagement with communities beyond MCAD. Students work to develop a sense of independent growth, self-reflection, and responsibility for their well-being as a whole person. Students enrolled in this course commit to a year-long engagement, and the advising and mentoring opportunities it provides.

FDN 1001 01	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	430	Charbonneau, Edward
FDN 1001 03	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	450	Ransick, Robert
FDN 1001 04	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	440	McAvey, Daniel
FDN 1001 05	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	414	Allan, Abigail

Foundation Studies: Studio

FDN 1111 - Foundation: 2D - 3 Credit(s)

Foundation 2D is an introduction to creative thinking that develops students' ability to observe, interpret, explore and report on the world around us. Focusing on the iterative process, students explore basic two-dimensional art and design principles by experimenting with various media, tools, materials, and processes. Through these explorations, students expand their visual and verbal language to communicate meaning and to analyze, organize, shape, and express two-dimensional form.

FDN 1111 01	01/16/2024 - 05/07/2024	Mo We	3:45PM - 6:15PM	434	Dickerson, Gregory
FDN 1111 02	01/16/2024 - 05/07/2024	Mo We	1:00PM - 3:30PM	434	Dickerson, Gregory

FDN 1112 - Foundation: 3D - 3 Credit(s)

This course is an introduction to the understanding of visual creation in the development of knowledge, imagination, and perception. Students are introduced to basic three-dimensional concepts as well as materials and technical production processes. Classroom activities include shop demonstrations of tools and techniques, lectures, critiques and discussions appropriate to promoting the balanced fusion of practice and theory.

FDN 1112 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	101	Kiel-Wornson, Jessica
FDN 1112 02	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	101	Kovatch, Nicholas
FDN 1112 03	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	101	Kovatch, Nicholas
FDN 1112 04	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	105	Allan, Abigail
FDN 1112 05	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	101	Willemin, Leah
FDN 1112 06	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	101	Hamilton, Russell
FDN 1112 07	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	122	Mahoney, George

FDN 1211 - Foundation: Drawing 1 - 3 Credit(s)

Foundation: Drawing 1 is an introductory drawing course designed to prepare students for study in all majors of the college. Students develop basic drawing skills, including the ability to perceive and express visual relationships, organize a two-dimensional composition, and depict and manipulate form, space, and light. Students work from direct observation of still life, interior space, and landscape.

FDN 1211 01	01/16/2024 - 05/07/2024	Tu Th	1:00PM - 3:30PM	M205	Shriner, James
FDN 1211 02	01/16/2024 - 05/07/2024	Tu Th	3:45PM - 6:15PM	M205	Charbonneau, Edward
FDN 1211 03	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	M109	Lock, Gudrun

FDN 1212 - Foundation: Drawing 2 - 3 Credit(s)

Foundation: Drawing 2 is an observationally based drawing course designed to reinforce and develop the basic drawing skills established in Foundation: Drawing 1. Students work with a variety of subjects, including a substantial amount of drawing from the figure. In addition to working from direct observation, students explore drawing as a tool for invention, conceptualization, and idea development. The course also affords students an opportunity to investigate drawing materials in more breadth and depth than in Foundation: Drawing 1. Prerequisite: Foundation: Drawing 1

FDN 1212 01	01/16/2024 - 05/07/2024	Mo We	1:00PM - 3:30PM	M215	Aller, Jonathan
FDN 1212 02	01/16/2024 - 05/07/2024	Tu Th	1:00PM - 3:30PM	M215	Charbonneau, Edward
FDN 1212 03	01/16/2024 - 05/07/2024	Mo We	3:45PM - 6:15PM	M215	Aller, Jonathan
FDN 1212 04	01/16/2024 - 05/07/2024	Tu Th	3:45PM - 6:15PM	M215	Fisher, Jessie
FDN 1212 05	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	M215	McAvey, Daniel
FDN 1212 08	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	M109	Gaughan, Michael
FDN 1212 09	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	M205	Rose, Amanda

Foundation Studies: Studio

FDN 1311 - Foundation: Media 1 - 3 Credit(s)

Students are introduced to digital resources at MCAD while exploring digital media. Areas covered include the Service Bureau, Gray Studio, and Media Center, along with other digital resources. Students use a variety of software and hardware to learn the basics of working with recorded media, including video, sound, and photography, as well as developing critical language for discussing media and media artists. Prerequisite: None

FDN 1311 01	01/16/2024 - 05/07/2024	Tu Th	1:00PM - 3:30PM	317	Sferra, Richard
FDN 1311 02	01/16/2024 - 05/07/2024	Tu Th	3:45PM - 6:15PM	317	Sferra, Richard

FDN 1312 - Foundation: Media 2 - 3 Credit(s)

Building on the knowledge acquired in Foundation: Media 1, this course engages students' skills in observation, recording, editing, critical analysis, and conceptualization within media arts. Through discussions, lectures, and creative projects, students explore various modes of media presentation and the power of moving images and multimedia work. Using digital technologies to deepen their media and technology foundation, students explore complex concepts and techniques for creating impactful work. Prerequisite: Foundation: Media 1

FDN 1312 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	432	Galanos, Katinka
FDN 1312 02	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	432	Galanos, Katinka
FDN 1312 03	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	414	Chatfield-Taylor, Nicholas

FDN 1411 - Ideation and Process - 3 Credit(s)

Everything we make has its beginning as an idea, which takes form as an artist/designer makes a series of decisions to guide its creative evolution. This course is designed to help students develop a creative, entrepreneurial mindset, overcome creative voids, explore the development of new ideas, track their own process of making and apply critical thinking to evaluate their own work in collaborative settings. Students also create visual tools to track their creative process from idea through construction and then to post-production analysis. The course consists of discussions, critiques, exercises, and visual logs. Prerequisite: Sophomore standing

FDN 1411 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	M219	Szyhalski, Piotr
FDN 1411 02	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	410	Lobberecht, Janet
FDN 1411 03	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	M219	Lobberecht, Janet
FDN 1411 04	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	432	Gasterland-Gustafsson, Gretchen

FDN 1412 - Sophomore Seminar: Contemporary - 1 Credit(s)

Studio practice is more than just making things: it's also the context, marketing, and creative space that maintain creative work. Contemporary Practice introduces students to the foundations, variety, and tools of a professional practice. Students upgrade websites and documentation, enter contests, and create professional presentations of their work. Classes consist of lectures, student presentations, and guest speakers from a wide range of disciplines. Prerequisite: Sophomore standing

FDN 1412 01	01/16/2024 - 05/07/2024		9:00AM - 10:30AM	OLS	Chatfield-Taylor, Nicholas
FDN 1412 02	01/16/2024 - 05/07/2024		10:30AM - 12:00PM	OLS	Chatfield-Taylor, Nicholas
FDN 1412 20	01/16/2024 - 05/07/2024	Fr	9:00AM - 10:30AM	OLS	Galanos, Katinka
FDN 1412 21	01/16/2024 - 05/07/2024	Fr	9:00AM - 10:30AM	OLS	McCartney, Paula
FDN 1412 22	01/16/2024 - 05/07/2024	Fr	10:30AM - 12:00PM	OLS	McCartney, Paula

Liberal Arts: Art History

AH 2101 - Interrogating Post Modernity: The - 3 Credit(s)

This course introduces students to global fine arts production (drawing, painting, sculpture, artists' books, performance, public, and socially engaged) since 1945. Using a series of case studies this class examines the historical, theoretical, and aesthetic developments in and relationships between fine arts media. Students engage with a combination of primary and secondary texts, apply visual analysis skills, contextualize artworks, and investigate various political and aesthetic points of view. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 2101 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 105 Chisholm, Anna

AH 2103 - Applied Arts and Designed Objects - 3 Credit(s)

This course traces the history of applied arts and designed objects through furniture, products, packaging, and multidimensional forms of graphic design. Students examine applied arts and designed objects as part of an evolving human culture of habit, convenience, and status. Various movements and styles within the histories of design genres, as well as the processes and manufacturing of consumer objects are considered. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 2103 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 410 Gasterland-Gustafsson, Gretchen

AH 2105 - Print Culture, Art, and Communicati - 3 Credit(s)

Since the advent of print and the printing press, text, image, graphic design, comics, and advertising have played significant roles in cultural formation. This course examines the history of mass reproduction of printed matter from the advent of modernity, including books and periodical designs, to the present. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 2105 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 140 Lunning, Nancy

AH 2107 - Photography, the Moving Image, and - 3 Credit(s)

The production and reproduction of static, moving, and digital images have grown from work produced by an exotic technology used only by specialists to a socially ubiquitous representational form that generates millions of images, clips, cartoons, gifs, shorts, and films daily. This course surveys the development of (re)produced and moving images from their commercial applications, entertainments, and art to the all-pervasive media in which our popular cultures and artistic cultures exist. Individual artists and makers, as well as their works and contextualized movements within changing technological, economic, and institutional frameworks, are considered. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 2107 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 105 Hoagland, George

AH 2108 - Screenings for Photography, the Mov - 0 Credit(s)

AH 2108 01 01/16/2024 - 05/07/2024 We 6:30PM - 9:00PM 140 Hoagland, George

AH 3330 - Art and Social Change - 3 Credit(s)

Can art change the world? This course presents a history of artistic practice as a tool for social change. Presented both as a chronology and as a thematically organized set of forms that artists have mobilized (agitprop, activist, performance, participatory, ephemeral), students explore how artists have created new modes of life by considering the medium of life itself as that which requires change. Topics to consider: the use of art as a tool by social, civil, ecological, and economic movements; the use of art to envision futures during times of political transformation; the use of art to construct alternative ways of life and community; artists as alternative knowledge producers; the tendency of power to co-opt resistant practices; and the role of the (alternative) art school as crucible and catalyst. Students learn to contextualize art practices by considering theoretical questions regarding the artist's role in society. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3330 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 414 Caruso, Jennifer

Liberal Arts: Art History

AH 3394 - Focus on Film: Science Fiction - 3 Credit(s)

Science fiction is the future talking to the present. It is the movie genre which was, at first, taken least seriously, and now is seen as not only a metaphor of where we are today but also a glimpse into the future. This class looks at science fiction films historically, artistically, philosophically, technologically, and even religiously. The class begins by looking at the earliest science fiction movies from the silent era. The course then proceeds decade by decade, from the Golden Age of sci-fi in the 1950s, to the archetypal adventures of the 1970s, to the present day with its investigations of humanity's attempt to discern an ultimate reality. Each week students examine a seminal film that has mapped out new realms, both scientifically and thematically, in a journey that can lead us into the darkest reaches of our science and our souls. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3394 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 140 Caruso, Jennifer

AH 3395 - Screenings for Focus on Film: - 0 Credit(s)

AH 3395 01 01/16/2024 - 05/07/2024 Th 6:30PM - 9:00PM 140 Caruso, Jennifer

AH 3440 - Curation and Conservation: Science - 3 Credit(s)

This course allows students a close look at the materials and techniques used in both historical and contemporary art conservation. The class will work with conservators from the Midwest Art Conservation Center and items in local collections to gain an overview of the technical study of art history through hands-on experience studying and evaluating works of art, lab experiences, and readings and discussions of issues and debates in art conservation. Combining science, art history, and museum studies, this course seeks to explore the materiality of art-making from the perspective of both artist and audience. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3440 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 105 Dandona, Jessica

AH 3500 - Visual Perspectives - 3 Credit(s)

Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission.

AH 3500 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 430 Westbrook, Thomas

AH 3606 - World Film: Art Film and - 3 Credit(s)

For the last half-century, the look, language, and subject matter of films have been blown wide open. This change is the work of dedicated and curious cinematic visionaries from every continent. This course explores several of their works, beginning in the 1950s and advancing to the present day. The ultimate goal is to see how these artists have challenged expectations of classical form or appropriated themes and how a globally interconnected world cinema has developed. Works by acclaimed directors are shown and compared to lesser-known filmmakers' equally vital and influential works. Classes are primarily lecture and discussion. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3606 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 105 Stanek, Damon

AH 3607 - Great Directors - 3 Credit(s)

This course examines the work of expert American film directors from the dawn of the talkies to the present day and explores what made these individuals great filmmakers. The faculty may take a chronological, thematic, national, or international approach to the subject. Each week students study the work of a director and consider the technique, structure, and themes of the director's work as well as the broader disciplinary and cultural significance of the work. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3607 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 432 Rice, Craig

Liberal Arts: Art History

AH 3608 - Screenings for Great Directors - 0 Credit(s)

AH 3608 01 01/16/2024 - 05/07/2024 Mo 6:30PM - 9:00PM 140 Rice, Craig

AH 3657 - History of Comic Art - 3 Credit(s)

Although comics now include a vast collection of different articulations of image and text, their shared history reflects the movement from strictly pulp publications on cheap paper created by assembly line artists to complex stories with provocative images. This course follows the global history of comic art from its origins to the contemporary moment. The development and range of image and textual forms, styles, and structures that differentiate the vast compendium of such work inform the discourse in class. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission

AH 3657 01 01/16/2024 - 05/07/2024 Mo 9:30AM - 12:00PM 320 Green, Diana

AH 3868 - Readings in Contemporary Design - 3 Credit(s)

In this course students consider major issues in contemporary design across a range of design fields as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. This course is taught as a seminar with some lecture. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3868 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 432 Gasterland-Gustafsson, Gretchen

AH 3875 - Readings in the Graphic Novel - 3 Credit(s)

The graphic novel is an art form that offers the best of both worlds. While gaining legitimacy as a literary/art form, it retains the excitement and unique properties of reading a comic book. Students in this course read, discuss, and analyze graphic novels, as well as engage in critical scholarship on and about the graphic novel form. Looking at graphic novels in genres like mystery, superhero, manga, memoir, history and politics, or works beyond categorization, students examine how these stories are structured: the forms of novel, novella, and short story help differentiate and explain the subtleties of these forms. The class focuses on social, structural, and thematic issues of these specific texts and explores the possibilities of the form itself. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

AH 3875 01 01/16/2024 - 05/07/2024 Th 6:30PM - 9:00PM 432 Pistelli, John

AH 4325 - Native American Art - 3 Credit(s)

Most Native American tribes do not have a word in their languages for "artist," yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

AH 4325 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 414 Payer, Taylor

AH 4725 - Islamic Art - 3 Credit(s)

This course will examine Islamic art and architecture through religious, historical, political, and cultural practices from the seventh century to the present. Combining a thematic approach (such as kingship, gift exchange, identity, etc.) with the more traditional chronological and geographical approaches, this course will trace the visual and material culture of Islam and its global influence. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

AH 4725 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 416 Olson, Marsha

Liberal Arts: Art History

AH 4728 - African American Art - 3 Credit(s)

This course provides a comprehensive introduction to the visual art of African Americans from the Colonial period to the present. The course examines a variety of visual media from painting, sculpture, and photography to popular culture objects and mass media images. In addition, students critically examine the ways in which the constructed meanings of "blackness" intersect with representational practices of gender, sexuality, and class, as well as the training and education of artists, public and private patronage, and the history of arts criticism and art history. Class sessions include both lectures and discussions. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission.

AH 4728 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 410 Chisholm, Anna

AH 4731 - Returning the Gaze: Art and - 3 Credit(s)

How did 19th-century artistic practices both support and challenge European imperialism? How did those living in Africa, Asia, and Latin America respond to, appropriate, and reuse European forms of picture-making in order to craft local, hybrid identities and resist colonial oppression? This course examines how art served as a cultural and social arena for the crafting—and contesting—of identity for both the colonizer and the colonized. Through a series of case studies in Algeria, China, India, Japan, the Caribbean, and Egypt, students will examine how artists negotiated both modern and traditional artistic practices in their struggle to define new identities in the context of global trade, migration, and exchange. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission.

AH 4731 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 432 Dandona, Jessica

AH 5913 - Art History Seminar - 3 Credit(s)

Cultural definitions of art shift from one historical moment to the next. The practice of research in art history can help make these transformations explicit, understandable, and in some cases predictable. This course introduces the practice of art history through some of the significant theories, methodologies, and key concepts that inform contemporary and historical art criticism. In completing this course, students conduct their own research in an art history topic and gain familiarity with the historical and theoretical frameworks within which to place art and artistic practice. Prerequisite: Introduction to Art and Design: History 2 and one AH or one cross-listed AH/HU elective, or faculty permission

AH 5913 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 440 Chisholm, Anna

LA: Humanities & Science: Creative and Professional Writing

CPW 3003 - Funding Creative Ventures - 3 Credit(s)

Funding creative ventures requires developing proposals that are clearly, concisely, and persuasively written. This course covers the essential skills needed for effective proposal writing in creative and commercial settings. Students conceptualize, write, and revise project proposals using grant templates, crowdfunding platforms, and proposal documents as references. Through case studies, students examine various funding channels, then develop project proposals with matching budget projections that are delivered through writing and presentations. Prerequisite: Writing and Inquiry or faculty permission.

CPW 3003 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 452 Halvorson, Anne

CPW 3043 - Magical Realism - 3 Credit(s)

This class involves a close study of novels and short stories in the genre of magical realism within the context of an introductory writer's workshop. Magical realism engages a combination of traditional realism infused with the fantastic, the mythical, and the nightmarish. Students will read novels and short fiction from different cultural contexts in order to compare the workings of magical realism around the world, examine other contemporary manifestations of magical realism in media, and create their own writing in the style of the genre. Prerequisite: Writing and Inquiry or faculty permission.

CPW 3043 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 416 Johnson, Andrew

LA: Humanities & Science: Creative and Professional Writing

CPW 3045 - Introduction to Poetry - 3 Credit(s)

In this hands-on class, students read the work and advice of contemporary poets, along with selected examples from the past, to hone the crafts of sound, the line, metaphor, voice, imagery, and revision in their own poems. Through guided exercises students deepen their understanding of the creative process. By viewing live and videotaped interviews and readings and exploring the publishing process, students gain a sense of the many forms in which contemporary poets appear. Class sessions are discussion-based. Prerequisite: Writing and Inquiry or faculty permission

CPW 3045 01	01/16/2024 - 05/07/2024	We	9:30AM - 12:00PM	M219	Workman, Elisabeth
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CPW 3065 - Narrative and Storytelling - 3 Credit(s)

Storytelling is humankind's oldest art form, and in many ways we define and know ourselves best by the creation of a series of events that almost magically transform themselves into plot, characters, and themes. How we invent and tell a story is how we see the world. This class develops students' appreciation for plot, story arc, and character development, and familiarizes students with the various techniques of sequential narrative, non-sequential narrative, and experimental narrative. Prerequisite: Writing and Inquiry or faculty permission

CPW 3065 01	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	420	Santer, Craig
CPW 3065 02	01/16/2024 - 05/07/2024	Fr	9:30AM - 12:00PM	320	Monks, Kimberly
CPW 3065 03	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	M219	Hackler, Richard
CPW 3065 04	01/16/2024 - 05/07/2024	Mo	9:30AM - 12:00PM	434	Mayers, Lester

CPW 3920 - Creative Writing - 3 Credit(s)

This course investigates the aesthetic issues at the heart of writing as an art in itself. Course topics illuminate the kind of thinking that guides and inspires. Students develop presentations and are encouraged to explore creatively, engaging in deep investigations into the nature of communication and the role of language. The class may include trips to and possibly participation in local events to enhance the classroom experience and students' understanding of the creative writing process. Prerequisite: Writing and Inquiry or faculty permission.

CPW 3920 01	01/16/2024 - 05/07/2024	Fr	9:30AM - 12:00PM	440	Gibson, Alicia
CPW 3920 20	01/16/2024 - 05/07/2024			OLA	Hlavacek, Maya

CPW 3930 - Creative Nonfiction and Memoir Writ - 3 Credit(s)

In this creative nonfiction and memoir writing class students develop their writing skills and interests by exploring the art of personal narrative. The class engages with lyric essay, literary journalism, and essay forms inclusive of visual media like comic/graphic memoirs, autotheory, and environmental memoir through writing, reading, and attending literary events in the Twin Cities. Students write their own creative nonfiction and hone elements of craft important to the genre. During the semester, ample class time is spent in workshops: offering and receiving encouraging peer-to-peer feedback on new and revised works of writing. Creative nonfiction topics are student led; class sessions are generative and discussion based. Prerequisite: Writing and Inquiry or its equivalent

CPW 3930 01	01/16/2024 - 05/07/2024	Tu	9:30AM - 12:00PM	101	Savage, Kathryn
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CPW 5950 - Advanced Poetry Workshop - 3 Credit(s)

The main undertaking in this class is to discuss, create, edit, critique, and revise poetry. Members of the advanced poetry workshop hone their craft and gain a deeper sense of themselves as poets through the analysis of their own work, their peers' work, and the work of practicing poets. Students are required to explore a variety of poetic voices and modes by writing and submitting one new poem each week and to perform in-depth, weekly critiques of their colleagues' work. Prerequisite: Introduction to Poetry or faculty permission

CPW 5950 01	01/16/2024 - 05/07/2024	Fr	9:30AM - 12:00PM	434	Jenkins, Andrea
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LA: Humanities & Science: Creative and Professional Writing

CPW 5960 - Advanced Writers Workshop - 3 Credit(s)

This course allows students working on short stories, novels, and memoirs, among other types of narrative types and forms, to benefit from an intensive workshop experience. (Note: Students who wish to pursue poetry or screenwriting at the advanced level should take Advanced Poetry Workshop or Advanced Writing for Screen and Performance.) The course challenges students to create publishable literary works through analysis of works on a common reading list and an intensive process of drafting and critique. Prerequisite: Completion of the Creative and Professional Writing requirement or faculty permission.

CPW 5960 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 420 Kopernik, Rakefet

LA: Humanities & Sciences: Humanities

HU 3043 - Magical Realism - 3 Credit(s)

This class involves a close study of novels and short stories in the genre of magical realism within the context of an introductory writer's workshop. Magical realism engages a combination of traditional realism infused with the fantastic, the mythical, and the nightmarish. Students will read novels and short fiction from different cultural contexts in order to compare the workings of magical realism around the world, examine other contemporary manifestations of magical realism in media, and create their own writing in the style of the genre. Prerequisite: Writing and Inquiry or faculty permission.

HU 3043 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 416 Johnson, Andrew

HU 3328 - Folk and Fairy Tales - 3 Credit(s)

For generations, the transformative and magical powers of traditional folktales and fairytales have defined and shaped identities and characters. Indeed, these literary forms have become part of everyday culture. In this course students examine why these tales have had such staying power, the controversies that have surrounded them, and how they relate to the historical, political, and social issues of their times. From the bloody chamber of Bluebeard to the coming of age of Little Red Riding Hood, students trace the evolution of these folk narratives to the current retellings of these tales in both literature and film. Objectives of the class include gaining the ability to: read and analyze select, key examples of traditional folktales and fairytales; explain folktales and fairytales in relation to historical, political, and social issues; identify the ways in which folktales and fairytales reflect and influence everyday culture; understand and use the methods of literary analysis; and demonstrate an awareness of the transformation of folktales and fairytales up to the present day. Courses consist of discussion with some lecture.

HU 3328 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 320 Parmar, Nissa

HU 3432 - World Literature - 3 Credit(s)

This course introduces literature from a global and historical perspective, from Gilgamesh to Gabriel García Márquez, and from the poetry of classical China to that of Stalinist Russia. In the four thousand years of literary history that this course covers, students read epic and lyric poems, religious tracts, philosophical dialogues, short stories, novels, and plays. Along with a survey of literature of the world, this course introduces students to the methods and concepts of literary studies and analysis. Class sessions are a mixture of lecture, discussion, and group work.

HU 3432 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 320 Hudecova, Eva

HU 3606 - World Film: Art Film and - 3 Credit(s)

For the last half-century, the look, language, and subject matter of films have been blown wide open. This change is the work of dedicated and curious cinematic visionaries from every continent. This course explores several of their works, beginning in the 1950s and advancing to the present day. The ultimate goal is to see how these artists have challenged expectations of classical form or appropriated themes and how a globally interconnected world cinema has developed. Works by acclaimed directors are shown and compared to lesser-known filmmakers' equally vital and influential works. Classes are primarily lecture and discussion. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

HU 3606 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 105 Stanek, Damon

LA: Humanities & Sciences: Humanities

HU 3635 - Making Public History - 3 Credit(s)

Public, local, and community history are rapidly growing fields that combine the skills of historical research, community outreach, public and engaged art-making, and marketing and communications. Public, local, and community historians are deeply engaged with their communities over questions of placemaking, identity, authenticity, politics, and culture, and they are essential contributors to debates over the content and representation of our shared heritages, commemoration, and remembrance. This course will introduce students to some of the critical questions surrounding public history and commemoration such as the removal of problematic monuments, debates over appropriate commemoration and interpretation, the decolonization of US history at the grassroots level, and communities' searches for usable pasts, while at the same time introducing students to the contemporary practices of public, local, and community historians. Prerequisite: Writing and Inquiry

HU 3635 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 410 Ronning, Gerald

HU 3868 - Readings in Contemporary Design - 3 Credit(s)

In this course students consider major issues in contemporary design across a range of design fields as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. This course is taught as a seminar with some lecture. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

HU 3868 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 432 Gasterland-Gustafsson, Gretchen

HU 3875 - Readings in the Graphic Novel - 3 Credit(s)

The graphic novel is an art form that offers the best of both worlds. While gaining legitimacy as a literary/art form, it retains the excitement and unique properties of reading a comic book. Students in this course read, discuss, and analyze graphic novels, as well as engage in critical scholarship on and about the graphic novel form. Looking at graphic novels in genres like mystery, superhero, manga, memoir, history and politics, or works beyond categorization, students examine how these stories are structured: the forms of novel, novella, and short story help differentiate and explain the subtleties of these forms. The class focuses on social, structural, and thematic issues of these specific texts and explores the possibilities of the form itself. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

HU 3875 01 01/16/2024 - 05/07/2024 Th 6:30PM - 9:00PM 432 Pistelli, John

HU 3919 - Young Adult Literature - 3 Credit(s)

This course offers an introduction into the study of young adult literature. Students will read and critique an array of young adult novels while assessing how the genre constructs and deconstructs gender, class, race, sexual orientation, and other identity categories. Students will also consider the ways young adult literature informs our understanding of audience, genre, format and critical issues from the perspectives of publishers.

HU 3919 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 414 Lemanski, Laura

HU 4325 - Native American Art - 3 Credit(s)

Most Native American tribes do not have a word in their languages for "artist," yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

HU 4325 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 414 Payer, Taylor

HU 4725 - Islamic Art - 3 Credit(s)

This course will examine Islamic art and architecture through religious, historical, political, and cultural practices from the seventh century to the present. Combining a thematic approach (such as kingship, gift exchange, identity, etc.) with the more traditional chronological and geographical approaches, this course will trace the visual and material culture of Islam and its global influence. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

HU 4725 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 416 Olson, Marsha

LA: Humanities & Sciences: Humanities

HU 4728 - African American Art - 3 Credit(s)

This course provides a comprehensive introduction to the visual art of African Americans from the Colonial period to the present. The course examines a variety of visual media from painting, sculpture, and photography to popular culture objects and mass media images. In addition, students critically examine the ways in which the constructed meanings of "blackness" intersect with representational practices of gender, sexuality, and class, as well as the training and education of artists, public and private patronage, and the history of arts criticism and art history. Class sessions include both lectures and discussions. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission.

HU 4728 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 410 Chisholm, Anna

LA: Humanities & Science: Scientific & Quantitative Reasoning

SQR 3440 - Curation and Conservation: Science - 3 Credit(s)

This course allows students a close look at the materials and techniques used in both historical and contemporary art conservation. The class will work with conservators from the Midwest Art Conservation Center and items in local collections to gain an overview of the technical study of art history through hands-on experience studying and evaluating works of art, lab experiences, and readings and discussions of issues and debates in art conservation. Combining science, art history, and museum studies, this course seeks to explore the materiality of art-making from the perspective of both artist and audience. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

SQR 3440 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 105 Dandona, Jessica

SQR 3500 - Visual Perspectives - 3 Credit(s)

Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission.

SQR 3500 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 430 Westbrook, Thomas

LA: Humanities & Science: Social Science

SO 2001 - Creative Economies - 3 Credit(s)

This course is an introduction to the history and contemporary scope of the global creative economy and its basic economic principles. Students will examine and discuss the impact of arts, design, and culture on the global economy and its contributions to standards of living, wellbeing, and other economic(s) parameters. The course will also be an in-depth introduction to concepts and applications of "value-based economics" and "economies for a common good". Students will examine how these approaches to economic growth and well-being reframe "standard" economics, and how they can be applied to building sustainable arts- and culture-based businesses and economies.

SO 2001 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 452 Ly, David

LA: Humanities & Science: Social Science

SO 2340 - Introduction to General Psychology - 3 Credit(s)

Psychology is the science of behavior and mental processes. Psychologists use scientific methods to study the behavior and the mental activity of humans and animals. Psychologists search for the causes of behavior both within an organism (biology) and within the environment (experiences). This course introduces students to the broad discipline of psychology, focusing on theories and research explaining behavior. Major areas include, but are not limited to, motivation, sensation, perception, learning, cognition, development, stress and health, personality and psychopathology, and psychobiology. Students gain knowledge of the terminology and methods used in psychological science including fundamental principles, people, and theories important in the field while learning to analyze, synthesize, and critically evaluate ideas, arguments, theories, and opposing points of view regarding fundamental psychological principles. Prerequisite: Writing and Inquiry

SO 2340 20 01/16/2024 - 05/07/2024 OLA Theis, Angela

SO 3330 - Art and Social Change - 3 Credit(s)

Can art change the world? This course presents a history of artistic practice as a tool for social change. Presented both as a chronology and as a thematically organized set of forms that artists have mobilized (agitprop, activist, performance, participatory, ephemeral), students explore how artists have created new modes of life by considering the medium of life itself as that which requires change. Topics to consider: the use of art as a tool by social, civil, ecological, and economic movements; the use of art to envision futures during times of political transformation; the use of art to construct alternative ways of life and community; artists as alternative knowledge producers; the tendency of power to co-opt resistant practices; and the role of the (alternative) art school as crucible and catalyst. Students learn to contextualize art practices by considering theoretical questions regarding the artist's role in society. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

SO 3330 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 414 Caruso, Jennifer

SO 3353 - Ethnography for Artists and - 3 Credit(s)

Ethnography is the primary tool of anthropologists and is a powerful method for analyzing cultural dynamics, objects, and settings. A basic understanding of ethnographic approaches enables artists and designers to work more sensitively, effectively, and ethically in the public sphere. This course introduces a variety of ethnographic methods, including traditional participant observation, life histories, interviewing, visual ethnography, and ethnographic marketing. Students achieve a basic understanding of ethnographic approaches and apply them in their own ethnographic fieldwork.

SO 3353 01 01/16/2024 - 05/07/2024 Fr 9:30AM - 12:00PM 414 Christian-Ronning, Evelyn

SO 3520 - Current Events - 3 Credit(s)

This course examines through various lenses the ways in which contemporary events circulate in the news, from hard-copy newspapers to online blogs, from trained journalists to eyewitness observers, and from social media venues to emerging media forms. Individuals in this course engage deeply with the local, national, and international news and explore the many sides to contemporary issues, covering a range of events, topics, and regions. Key to understanding the contemporary news is not only developing a sense of how history can repeat itself but also learning to employ strategies of critical literacy in order to examine information in greater depth and detail. How do political speeches, authority figures, media pundits, and public opinion polls influence and get influenced by contemporary events as represented in the news? What strategies and paths might help the contemporary global citizen be accurately and also critically informed about the world today?

SO 3520 20 01/16/2024 - 05/07/2024 OLA Johnson, Kjel

LA: Humanities & Science: Liberal Arts Elective

HS 3001 - Creating and Running a Business - 3 Credit(s)

This course covers the nuts and bolts of starting and managing a business from crafting a business concept, to analyzing market demand, to developing a marketing strategy, to establishing a legal entity as well as key elements of financing, budgeting, operating, and growing a business. In a workshop setting, students examine various types of arts- and design-related businesses and the range of issues associated with each as well as key aspects of freelancing, building a business firm, and growing a business operation. Through case studies and hands-on projects, students learn all the elements of a successful business enterprise. Prerequisite: Junior or senior standing

HS 3001 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 452 Halvorson, Anne

LA: Humanities & Science: Liberal Arts Capstone

HS 5010 - Liberal Arts Advanced Seminar - 3 Credit(s)

The Liberal Arts Advanced Seminar enables students to pursue their own research and writing goals within a seminar setting. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisites: Completion of Cultural Awareness Requirement, Junior standing

HS 5010 01 01/16/2024 - 05/07/2024 Tu 6:30PM - 9:00PM 434 Green, Diana

HS 5011 - LA Advanced Seminar: Craft - 3 Credit(s)

The Liberal Arts Advanced Seminar: Craft enables students to pursue their own research and writing goals within a seminar setting. Though students from any major can enroll in this class, this seminar is especially intended to appeal to students who are interested in the history of a specific studio practice, discipline, process, exploring the state of a craft or discipline, issues of technology and artistic production, arts pedagogy, and other related fields. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisites: Completion of Cultural Awareness Requirement, Junior standing

HS 5011 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 434 Ronning, Gerald

HS 5012 - LA Advanced Seminar: Creativity - 3 Credit(s)

The Liberal Arts Advanced Seminar: Creativity enables students to pursue their own research and writing goals within a seminar setting. Though students from any major can enroll in this class, this seminar is especially intended to appeal to students who are interested in exploring the nature of creativity and creative endeavors, creative writing, performance, and other related fields. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisites: Completion of Cultural Awareness Requirement, Junior standing

HS 5012 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 450 Johnson, Kjel

HS 5013 - LA Advanced Seminar: Critique - 3 Credit(s)

The Liberal Arts Advanced Seminar: Critique enables students to pursue their own research and writing goals within a seminar setting. Though students from any major can enroll in this class, this seminar is especially intended to appeal to students who are interested in art criticism, art journalism, art history, curatorial studies, and other related fields. Projects are student-originated and consist of both a written piece and a public presentation. Class sessions are discussion-based and interactive. Group learning is emphasized. Prerequisites: Completion of Cultural Awareness Requirement, Junior standing

HS 5013 01 01/16/2024 - 05/07/2024 Th 6:30PM - 9:00PM 440 Savage, Kathryn

BFA Studio: Animation

ANIM 2000 - Introduction to Animation - 3 Credit(s)

This course introduces students to a variety of animation production techniques to create believable motion and acting. Students develop skills needed to create appealing character animation (i.e., Disney fundamentals) through a series of exercises in Toon Boom Harmony including ball bounce, walk cycle, and sound sync. Other software used includes Photoshop, Premiere, and After Effects. Individual exploration is emphasized in assignments and critique, culminating in the creation of a short, animated project. Prerequisite: Foundation Media 1, Foundation Drawing 1

ANIM 2000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	333	Nelson, Katie
ANIM 2000 02	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	450	Brost, Michelle
ANIM 2000 03	01/16/2024 - 05/07/2024	Tu Th	6:30PM - 9:00PM	450	Mueller, Matthew
ANIM 2000 04	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	450	Vang, April

ANIM 2500 - Drawing for Animators - 3 Credit(s)

Expanding upon Foundation Drawing 1, students will construct poses for both 2D and 3D character animation. Students will draw from the nude model to explore techniques and concepts including gesture drawing, basic shapes, line of action, silhouette, perspective, balance, force, and rhythm. In addition to in-class drawing, students will participate in weekly lectures and demonstrations. A completed sketchbook at the end of the semester is required. Prerequisites: Introduction to Animation, Character Animation 1 (may be taken concurrently)

ANIM 2500 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	M219	Gruszka, Chris
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ANIM 3010 - Stop-Motion Animation - 3 Credit(s)

This class provides students with an introduction to stop-motion animation, covering traditional and non-traditional animation techniques. Students will explore the medium through various exercises, including armature and character building, set-building, animating found objects, replacement animation, and pixelation. Students will produce a short stop-motion animated film for their final project, complete with a title sequence. The class will include recommended readings, lectures, demonstrations as well as stop-motion screenings. Prerequisite: Introduction to Animation

ANIM 3010 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	345	Nelson, Katie
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ANIM 3020 - Character Animation 1 - 3 Credit(s)

Believable characters remain the foundation and most difficult skill of successful animation. This course concentrates on creating credible characters that can walk, talk, and think, depicted through the techniques of timing, staging, and acting. Students begin with a basic drawing method for describing gesture and form, and then go on to produce pencil tests, animatics, and finished movement animations. Beginning with structured projects aimed at specific animation principles, students eventually develop their own scenarios and final project. Lectures, in-class drawing time, and weekly assignments are augmented by occasional demonstrations and visual aids. Students also analyze basic animation principles from single-frame viewing of short selected segments of classic animated shorts and features. Weekly group critiques and individual consultation during in-class work are also provided. Prerequisite: Introduction to Animation

ANIM 3020 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	410	Brost, Michelle
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ANIM 3023 - Character Design - 3 Credit(s)

Students study various models of character creation, including realistic, heroic, exaggerated, and invented form, in addition to a variety of body expressions, facial expressions, and locomotion. Discussions and assignments in character creation for the narrative are explored. Lectures and discussions cover historical and contemporary animation. Weekly journals and exercises are assigned so that students may develop observational and invented figure drawing skills. An emphasis is placed on reducing detail to make a character suitable for animation and developing character sheets to help visual rotations in perspective space. Prerequisite: Introduction to Animation

ANIM 3023 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	320	Gruszka, Chris
ANIM 3023 02	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	320	Gruszka, Chris
ANIM 3023 03	01/16/2024 - 05/07/2024	Tu Th	6:30PM - 9:00PM	333	Larson, Samuel

BFA Studio: Animation

ANIM 3030 - 3D Animation - 3 Credit(s)

In this course students continue working with the software toolset of Maya, focusing on the Animation menu set and character motion. Students apply their knowledge of the Disney Principles of Animation by posing and moving character rigs in 3D sets. Starting with simple exercises that gradually progress, students gain experience with the software while honing their skills in creating authentic motion and compelling storytelling. Prerequisite: 3D Modeling

ANIM 3030 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 331 Richardson, Caleb

ANIM 3033 - Introduction to Visual Effects - 3 Credit(s)

In this course, students learn how to enhance films and stories with visual effects, using both commercial techniques and do-it-yourself principles. The focus of the course is to incorporate visual effects into live-action footage using the Adobe Creative Cloud and Maxon One. The course is rooted in principles that allow digital illusions to cross the threshold into believability. Students learn previsualization, how to shoot footage for VFX shots, compositing, chroma keying, rotoscoping, masking, tracking, integrating stock elements, particle simulations, light effects, matte painting, and more. Students complete engaging and creative technical exercises and assignments in order to create a finished short piece, utilizing techniques learned in class. This class is designed for both film and animation majors. Prerequisites: Junior standing, Introduction to Animation or Introduction to Film, and Storyboard or Film Editing & Post-Production

ANIM 3033 01 01/16/2024 - 05/07/2024 Mo We 6:30PM - 9:00PM 330 Kamin, Kevin

ANIM 3040 - 3D Modeling - 3 Credit(s)

3D modelers produce characters, props, and environments seemingly by magic. What are the secret methods that make their creations functional and compelling? In this course, students will explore essential modeling tools and techniques, craft organic and hard-surface meshes, and learn how to organize the underlying structures so these assets are ready for rigging, animation, surfaces, and lighting. Skills and concepts are applicable to film and television entertainment, video games, advertising, commerce, education, pop art, and more. Prerequisite: Introduction to Animation

ANIM 3040 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 330 Seaver, Joshua

ANIM 3050 - Storyboard - 3 Credit(s)

This course is designed for animation, filmmaking, and comic art students. Working from pre-existing and student-created scripts and narrative ideas, students analyze the various techniques involved in the visualization of stories and sequences for film and animation production. This includes script and story adaptation, continuity, camera placement, image sequencing, shot composition, styling, and mood. Students learn the visual "language" of storyboarding and continuity sketching and the various professional and artistic needs these forms serve. Vigorous in-class critiques address storyboard effectiveness with a strong emphasis on the process of revision and refinement. Assignments include the development of several short animation and film storyboards and a final project consisting of a two- to five-minute production storyboard from the student's own script or story. Prerequisite: Introduction to Animation and Introduction to Filmmaking

ANIM 3050 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 320 McNutt, Kelly
ANIM 3050 02 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 440 Seaver, Joshua

ANIM 4010 - Internship: Animation - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

ANIM 4010 91 01/16/2024 - 05/07/2024 Wenc, Samantha

BFA Studio: Animation

ANIM 5011 - Advanced Animation Seminar: Techniq - 3 Credit(s)

Advanced Animation Seminar: Techniques emphasizes the research and development of an independent project along with the exploration of an artist's statement, general animation pipeline, and workflow practices. Students will develop individual or group projects in close conjunction with faculty guidance. Ideas come to fruition through concept designs, storyboards, character designs, and other work which aligns with pre-production. All students are required to ideate and workshop an animated or animated-adjacent project and complete all necessary components in the pre-production and production stages. A wide range of animation at various stages of the pipeline will be screened and discussed. Prerequisites: Character Animation 1 or 3D Animation, successful Junior Review

ANIM 5011 01	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	416	Loomis, Adam
ANIM 5011 02	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	414	Thursday, Merit

ANIM 5102 - ANIM Senior Project 2 - 3 Credit(s)

Part two of a two-part course required of each senior animation major, this course is designed for students to complete a substantial body of work in a specific field. This course extends the forum for the critical evaluation and curatorial guidance laid out in Senior Project 1 in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, school presentation, and informational meetings. Prerequisites: Successful Junior Review, senior standing

ANIM 5102 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	434	Brost, Michelle
ANIM 5102 02	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	450	Nelson, Katie

MA 3045 - Studio and Set - 3 Credit(s)

This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still and moving image production. Technical information covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Photography 1 or Introduction to Filmmaking

MA 3045 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	323	Sferra, Richard
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MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	303	McMeans, Patricia
MA 4000 02	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	323	Loomis, Adam
MA 4000 03	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	317	Thursday, Merit

BFA Studio: Comic Art

COM 2000 - Introduction to Comics - 3 Credit(s)

Introduction to Comics is a balanced exploration of simple character development and sequential storytelling. Technical demonstrations and weekly assignments cover penciling, various inking techniques, coloring, and lettering and are focused on composition, style, space, storytelling, perspective, gesture, and mood. Lectures and presentations on various comic genres and artists, readings, and discussions of the creative process complement technical instruction. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Drawing 2, Foundation: Media 1 (Foundation: Drawing 2 and Foundation: Media 1 may be taken concurrently)

COM 2000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	450	Fricke, Paul
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BFA Studio: Comic Art

COM 2000 - Introduction to Comics - 3 Credit(s)

Introduction to Comics is a balanced exploration of simple character development and sequential storytelling. Technical demonstrations and weekly assignments cover penciling, various inking techniques, coloring, and lettering and are focused on composition, style, space, storytelling, perspective, gesture, and mood. Lectures and presentations on various comic genres and artists, readings, and discussions of the creative process complement technical instruction. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Drawing 2, Foundation: Media 1 (Foundation: Drawing 2 and Foundation: Media 1 may be taken concurrently)

COM 2000 02	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	414	Algeo, Robert
COM 2000 03	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	410	Delliquanti, Blue

COM 3010 - Comic Media and Concepts - 3 Credit(s)

This course is an exploration of comics as a storytelling art form. Emphasis is placed on storytelling concepts and advanced technical and media skills. Students explore how text and image uniquely interact in comic art. Topics covered include the use of text to create secondary meaning, parallel thought, and manipulation of time and pace in the comic narrative. Putting these ideas to practice, students use research, storyboarding, writing, critique, and revision to foster a strong foundation for a personal voice. Prerequisite: Introduction to Comics

COM 3010 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	122	Gao, Harry
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COM 3030 - Comic Character Development - 3 Credit(s)

Comic Character Development students study various models of comic character creation, including realistic, heroic, exaggerated, and invented form, in addition to a variety of body expressions, facial expressions, and locomotion. Discussions and assignments in character creation for the narrative are explored. Lectures and discussions cover historical comics artists and contemporary artists. Weekly journals and comic exercises are assigned so that students may develop observational and invented figure drawing skills. Prerequisite: Introduction to Comics

COM 3030 01	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	410	Fricke, Paul
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COM 3040 - Experimental Comics - 3 Credit(s)

Experimental Comics trains students to expand their storytelling ranges. Students learn to utilize restriction and experimentation as ways to help tell a story. Discussions are held surrounding important contemporary comic professionals and groups who are pushing the boundaries of comic narrative. As the semester progresses, students work from their own story ideas and develop them further through individual and group critiques. Lectures and presentations on experimental comics, short exercises, individual and group critiques, readings, and discussions are used to help students work toward self-direction and a strong use of process. Prerequisite: Comic Media and Concepts

COM 3040 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	440	Schulz, Barbara
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COM 3070 - Comic Storytelling - 3 Credit(s)

This class focuses on helping students develop their comic storytelling techniques by illuminating the relationship between text and image on the comic page, ideas of plot versus theme, the use of composition and symbolism in the comic panel, and how all of these correlations work together to serve the goal of the artist in communicating his or her personal narrative vision in the comic form. With a strong focus on issues in contemporary comic storytelling methods, plot structure and motif in popular fiction and literature, and the symbolic and aesthetic powers of fine art and design, Comic Storytelling allows students to shape their own scripts and stories into comics that demonstrate their skill and acumen in the comics language. The work in this course is heavily self-directed and students should be prepared to judiciously utilize their studio processes as they craft in-depth, multi-page comic projects to present for in-class and individual critique. Prerequisites: Introduction to Comics, Comic Media and Concepts (Comic Media and Concepts may be taken concurrently)

COM 3070 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	M200	Schulz, Barbara
COM 3070 02	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	122	Gao, Harry

BFA Studio: Comic Art

COM 4000 - Professional Practice - COM - 3 Credit(s)

Professional Practice prepares comic art students for the transition from the classroom to the professional world. Students are exposed to the various opportunities available in the comic industry. Through lecture, demonstrations, in-class and studio visits, presentations, writings, and self-directed projects, each student prepares a "book" and supportive collateral that effectively reflects his or her particular vision. Additionally, lectures on self-promotion, daily business practices, and proposal and grant writing is covered with corresponding assignments. Prerequisite: Junior standing

COM 4000 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 420 Delliquanti, Blue

COM 4010 - Internship: Comic Art - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

COM 4010 91 01/16/2024 - 05/07/2024 Wencil, Samantha

COM 5010 - Advanced Comic Art Seminar - 3 Credit(s)

This course continues and concentrates on the issues and development of a unique comic voice. Students develop topics or themes into a full comic narrative working within the mainstream, art comic, educational comic, or documentary comic fields. Critical input from the faculty and fellow students helps guide the projects towards completion, allowing for a developed and mature narrative assignment. Lectures, visual presentations, readings, and in-depth study of comic professionals supplement the topics discussed within this course. Prerequisites: Successful Junior Review

COM 5010 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 317 Algeo, Robert

COM 5100 - Senior Project: Comic Art - 6 Credit(s)

Senior Project is a semester-long project developed by an individual student in consultation with a faculty member. Starting with a research project, an in-depth comic art problem, or a concentration on the development of a particular strength, genre, or need, students create a story of fully realized and professionally developed pages. Students are required to develop an appropriate proposal, a timeline, and goals and refine these in consultation with an outside mentor and appropriate MCAD staff. Presentations to the class and the greater MCAD community, proposal writing, research, and group discussions are important components of this course. Prerequisites: Successful Junior Review, senior standing

COM 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 434 Schulz, Barbara

BFA Studio: Filmmaking

FILM 2000 - Introduction to Filmmaking - 3 Credit(s)

This course is an introduction to telling stories in film. It introduces historical and critical issues of film language and provides a theoretical and technical foundation for future work. Principles of cinematography and continuity editing are applied through assignments in the forms of documentary, narrative, and music video. Technical processes and practices demonstrated include preproduction planning, shooting, basic lighting, sound recording and mixing, and digital editing. Equal attention is availed to technical and artistic concerns in screenings, lectures, discussions, technical demonstrations, and evaluations. Each student develops their own creative work through the completion and critique of individual and group projects and exercises. Prerequisite: Foundation: Media 1

FILM 2000 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 323 Coyle, Jason

FILM 2000 02 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 414 Coyle, Jason

FILM 2000 03 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 410 Coyle, Jason

BFA Studio: Filmmaking

FILM 3023 - Experimental Filmmaking - 3 Credit(s)

This course is an introduction to experimental film and video production. Key topics and techniques covered include experimental production methods, the hybridization of genres, and alternative modes of distribution and exhibition. Additional techniques taught include, but are not limited to, 16mm film processes, found footage, field recording, and DIY technology. Readings and screenings contextualize the course's experimental production techniques, offering an overview of the history of experimental cinema and exploring a range of cultural, formal, political, and historical issues emerging from alternative filmmaking practices. Each student develops short films and videos through the completion of group and individual projects. Prerequisite: Introduction to Filmmaking

FILM 3023 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	323	Hoolihan, Sam
FILM 3023 02	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	323	Keagy, Rini

FILM 3050 - Directing Actors and Acting for - 3 Credit(s)

Directing Actors is an acting class for directors. Students learn a variety of classic teaching methods including The Method by Stanislavski and contemporary techniques of acting for the camera. Students participate in acting exercises, observe one another's abilities to stay in the moment, learn the vulnerabilities of being a professional actor, and prepare a complete scene for a final video project. Prerequisites: Intro to Film, Intro to Animation, or Intro to Comics

FILM 3050 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	140	Heimbuch, John
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FILM 4010 - Internship: Filmmaking - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

FILM 4010 91	01/16/2024 - 05/07/2024				Wencl, Samantha
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FILM 5010 - Advanced Filmmaking Seminar - 3 Credit(s)

In Advanced Filmmaking Seminar, students complete semester-long projects with faculty guidance. Individualized consultations alternate with group lessons, screenings, readings, and critiques to address scriptwriting, idea development, character development, and style. The class includes instruction in the interface of film and video in post production. Students develop professional techniques for production planning and budgeting, scripting, casting, location, set etiquette, and editing. Advanced students complete a film that is ten minutes (minimum) in length. All students are required to assist other students in their productions and attend all classes. Papers and presentations on relevant artists, themes, and films are required contextual research. May be repeated. Prerequisites: Two 3000-level filmmaking courses, successful Junior Review

FILM 5010 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	414	Rice, Craig
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FILM 5100 - Senior Project: Filmmaking - 6 Credit(s)

During senior year, each media arts major is required to develop and complete a substantial work or body of work in his or her major. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, visiting artists, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

FILM 5100 01	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	333	Moren, Benjamin
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BFA Studio: Filmmaking

MA 3045 - Studio and Set - 3 Credit(s)

This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still and moving image production. Technical information covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Photography 1 or Introduction to Filmmaking

MA 3045 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	323	Sferra, Richard
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MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	303	McMeans, Patricia
MA 4000 02	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	323	Loomis, Adam
MA 4000 03	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	317	Thursday, Merit

BFA Studio: Furniture Design

FURN 2000 - Introduction to Furniture Design - 3 Credit(s)

This hands-on studio course focuses on learning and applying techniques in making contemporary furniture. Students create work that lead to new aesthetic and creative possibilities through expanded processes and material options. Prerequisite: Foundation: 3D

FURN 2000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	105	Mahoney, George
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FURN 3000 - Furniture Design: Materials and Tec - 3 Credit(s)

A prerequisite to all other furniture courses, this course examines both wood and metal as primary elements in traditional and sculptural furniture construction. Students learn to design and construct furniture through basic to advanced instruction in a wide range of techniques, from plasma cutting and welding to metal and wood lathes, other power tools, and floor machinery. Advanced hand tools are explored. Each project includes a drawing component to allow conceptual exploration and refinement of presentation skills. Demonstrations, lectures, and field trips to local lumber and steel yards are important components of the course. Prerequisite: Foundation: 3D

FURN 3000 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	105	Mahoney, George
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FURN 3056 - Furniture: Textile and Surface - 3 Credit(s)

This class conceptualizes textiles and furniture surfaces as skin or wrapped objects and delves into the ergonomic relationship of furniture with the human body. Students explore industrial sewing machines, sewing from temporary patterns, applying adhesives, and weaving, as well as traditional and nontraditional methods. Topics include a range of materials, as well as mining conservation and environmental concerns. Each project incorporates lectures, demonstrations, and critiques. Off-campus professional networking opportunities are also immersed within the semester. Prerequisite: Furniture Design: Materials and Techniques

FURN 3056 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	119	Reed, Merick
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BFA Studio: Furniture Design

FURN 3090 - Digital Fabrication - 3 Credit(s)

This course explores the expanding creative possibilities of digital fabrication with computer-generated, found (appropriated), and scanned digital objects. Students learn advanced three-dimensional modeling techniques in formZ Pro to create ideation, form development, presentation, and fabrication models in addition to techniques for capturing existing objects with MCAD's 3D Laser Scanners. Objects are digitally fabricated from various materials and incorporated into finished works using MCAD's 3D printing, laser cutting, and CNC router systems while outsourcing is explored as an effective practice in digital making. Instruction includes post-digital techniques in fabrication along with modeling-based presentation techniques and the review of other professional level software packages. Prerequisites: Foundation: 3D and Foundation: Media 1, or faculty permission

FURN 3090 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 119 Jirka, Brad

FURN 3093 - Advanced Material Exploration - 3 Credit(s)

This course is an exploration of furniture/objects created using a variety of materials, including fiberglass, carbon fiber, solid surface(s), and injection molding. Projects range from handmade studio works to production-ready designs. Techniques and tools include mold-making, epoxy resins, gel coat, vacuum bag, hand and machine shaping, and CNC routing. Students examine conservation and environmental concerns throughout the production and function of each creation. Each project consists of lectures and demonstrations with group and individual critiques throughout each assignment. Prerequisite: Furniture Design: Material and Techniques, Digital Fabrication

FURN 3093 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 105 Reed, Merick

FURN 4010 - Internship: Furniture - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

FURN 4010 91 01/16/2024 - 05/07/2024 Wenc, Samantha

BFA Studio: Graphic Design

GRD 2000 - Graphic Design 1 - 3 Credit(s)

This course provides students with an overview of graphic design practice. Students concentrate on building visual and typographic communication skills as well as the vocabulary necessary for critical analysis. These introductory level skills are explored through static, static-narrative, interactive, and time-based media. Topics covered include basic visual and typographic principles, composition, type and image integration, sequence, and craft. Students are also introduced to the design process, which includes research, ideation, iteration, refinement, and implementation. Image/image-series, logotypes, mark-making, digital presentations, and booklets are possible outcomes of this course. Prerequisites: Foundation: 2D, Media 1

GRD 2000 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 416 Jancourt, Jan

GRD 2000 02 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 440 Rezac, Matthew

GRD 2010 - Type - 3 Credit(s)

This course emphasizes foundational typographic principles from letterform construction to hierarchies of extended text. Particular attention is directed toward typographic vocabulary, type as image, typographic organization, and the utilization of supporting grid structures. Through assignments, larger projects, and critiques, students are expected to demonstrate an understanding of typography as a visual tool used to enhance verbal meaning. Prerequisite: Graphic Design 1

GRD 2010 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 432 Murphy, Kindra

BFA Studio: Graphic Design

GRD 3020 - Type Plus - 3 Credit(s)

This class advances the skills and principles learned in Graphic Design 1. Students investigate conceptual possibilities utilizing research, knowledge of historical and contemporary perspectives, experimental strategies using hand tools and digital software, and personalized design methodologies. Students are challenged to develop original solutions and promote their own visual sensibilities. Projects are designed to advance the understanding of how typography can be used to articulate meaning as it relates to a variety of topics including typographic and language systems, identity, conceptual narratives, and sequential implementation. Outcomes consist of print and digital solutions. Prerequisites: Graphic Design 1, Type

GRD 3020 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 230 Brandt, Erik

GRD 3030 - Graphic Design 2 - 3 Credit(s)

This intermediate course examines procedural frameworks and processes for graphic communications. A range of topics covered includes the utility of series and systems approaches, content generation models and strategies, and an expanded notion of developing and applying hierarchical content across static, static-narrative, interactive, and time-based media. Some project components require student responsibility in authoring content through linguistic, typographic, and visual approaches. At least one project requires formal documentation illustrating the design process. Outcomes range from both applied and experimental studies to mark-making and identity systems. Prerequisites: Graphic Design 1, Type

GRD 3030 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 230 Murphy, Kindra

GRD 3060 - Motion Design - 3 Credit(s)

This course explores the dynamic integration of graphic form, typography, and message enhanced through the orchestration of movement, time, sequence, and sound. These subjects are studied as integral components of the design process that result in compelling graphic narrations. Classroom demonstrations, critiques, and screenings enable students to develop narratives that service a wide range of applications for contemporary communication vehicles. Prerequisites: Graphic Design 1

GRD 3060 01 01/16/2024 - 05/07/2024 Tu Th 6:30PM - 9:00PM 416 Steineck, Peter

GRD 4000 - Professional Practice - GRAPH - 3 Credit(s)

Professional Practice is a thorough introduction to the skills needed for a successful career in design. Visiting professionals, classroom discussions, and individual assignments assist students in the development of a print and online portfolio. Students are required to write all necessary supporting documents, including a resume, a biography, a project description/labeling system, and letters to prospective employers. Students are expected to make professional portfolio presentations and practice interviewing techniques. Social media best practices, job search skills, professional etiquette, and ethics are also covered. Prerequisite: Junior standing

GRD 4000 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 230 Jancourt, Jan

GRD 4010 - Internship: Graphic Design - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

GRD 4010 91 01/16/2024 - 05/07/2024 WencI, Samantha

GRD 5010 - Advanced Graphic Design Seminar - 3 Credit(s)

This class focuses on complex design challenges, professional-level assignments, and design projects with multiple components. Students are encouraged to be entrepreneurial as they conduct research and develop innovative solutions for appropriate economic constituencies, users, and audiences. Each student refines his or her voice, style, and agenda while creating a semester-long project. Professional presentations of design ideas and solutions for critique and discussion are central to this course. Project formats and media are open-ended. Prerequisite: Successful Junior Review

GRD 5010 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 416 Murphy, Kindra

BFA Studio: Graphic Design

GRD 5100 - Senior Project: Graphic Design - 6 Credit(s)

Senior Project is a capstone class that allows graphic design seniors the opportunity to apply the skills and knowledge they have obtained and cultivated at MCAD. In collaboration with the professor, students mount a thorough investigation of their career goals and assess how their current portfolio anticipates next steps. Projects may involve revising or extending existing work or creating new work with an eye to the future. The semester culminates with the Commencement Exhibition, during which students display their best work, and Emerging Talent Day, which allows students to showcase their portfolios to potential employers. Prerequisites: Successful Junior Review, senior standing

GRD 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 230 Jancourt, Jan

BFA Studio: Illustration

ILL 2000 - Introduction to Illustration - 3 Credit(s)

This course examines the effectiveness and power of illustration through everyday images found in book and magazine illustration, web, and surface design. From the sketch process to the development of finished images, students are exposed to a variety of working methods. Demonstrations of Photoshop, large-scale scanning, acrylic, gouache, pen and ink, watercolor, and collage enable students to experiment with new media. Assignments may include creating spot images for the web, decorative surface design, educational posters, classic storytelling, and personal and explorative work. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1, Foundation: Drawing 2 (Foundation: Drawing 2 may be taken concurrently)

ILL 2000 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 430 Anderson, Jaime
ILL 2000 02 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 440 Nowak, Alison
ILL 2000 03 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM M201 Yeates, Jacob
ILL 2000 04 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 333 Hartman, Carrie

ILL 3020 - Concepts and Metaphors - 3 Credit(s)

The strength of many contemporary illustrations lies in a dynamic concept of metaphor. Through word lists, thumbnail sketches, and research, students expand their ideas to improve their illustration. Students examine art by both historical and contemporary practitioners and create individual images as well as series projects with editorial, advertising, and corporate audiences in mind. Color and media guidelines and techniques are covered via demonstrations. This course encourages further development of skills in both digital and traditional media as well as concepts, research, techniques, craft, and professional presentation. Prerequisite: Introduction to Illustration

ILL 3020 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 430 Anderson, Jaime
ILL 3020 02 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 230 Britigan, Brian

ILL 3030 - Digital Illustration - 3 Credit(s)

Through projects, discussions, and lectures, students acquire a thorough understanding of all aspects of digital illustration. Demonstrations of Adobe Illustrator, Photoshop, and InDesign are provided. In addition, students learn about the latest tools and file preparation standards for production, including file formats, color palettes, and image resolution. Assignments have an emphasis on technical achievement and presentation. Prerequisite: Introduction to Illustration

ILL 3030 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 320 King, Kelsey
ILL 3030 02 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM M200 Bogeman, Kimberly

ILL 3031 - Digital Painting: Value - 1 Credit(s)

This course examines how value can be used and controlled within the context of digital painting. Through in-class exercises, demos, and lectures this course helps students understand the importance of value in creating structure within their illustrations, as well as how they can use digital tools to create clear and exciting illustrations. The format of this class will focus on learning by painting from observation, and then applying the techniques learned within an original illustration. Prerequisite: Digital Illustration

ILL 3031 20 01/16/2024 - 02/15/2024 Tu Th 6:30PM - 9:00PM OLS King, Kelsey

BFA Studio: Illustration

ILL 3032 - Digital Painting: Color - 1 Credit(s)

This course examines how color can be used through experimental use within the context of digital painting to emulate realistic depictions of the world. Through in class exercises, demos, and lectures this course helps students gain control and understanding of how and why they use color within their illustrations, as well as how they can use digital tools to create dynamic and emotive illustrations. The format of this class will focus on learning by painting from observation, and then applying the techniques learned within an original illustration. Prerequisite: Digital Illustration

ILL 3032 20 02/20/2024 - 03/28/2024 Tu Th 6:30PM - 9:00PM OLS King, Kelsey

ILL 3033 - Trad & Digi: Integrating Digital - 1 Credit(s)

This course examines how digital and traditional methods of creating illustrations can be combined in various methods. Through in-class exercises, demos, and experimentation this course helps students understand different techniques for combining these media, foster experimentation, and explore iteration within their illustration process. The format of this class will focus on small, experimental projects that tackle different methods and processes for combining traditional tools and media with digital processes. Prerequisite: Digital Illustration

ILL 3033 01 04/02/2024 - 05/02/2024 Tu Th 6:30PM - 9:00PM 430 King, Kelsey

ILL 3040 - Illustrated Notebook - 3 Credit(s)

The notebook is a critical tool for the illustrator to record, investigate, and play. In this course students explore the notebook as a visual journal used to gather material and also as a place to experiment and further explore ideas. Course projects include creating different formatted notebooks that include word lists, found materials, and observational sketching. Individual and group critiques, lectures, and technical demonstrations round out the course. The final project is a series of illustrations based on unexpected discoveries made in the notebook. Prerequisite: Introduction to Illustration

ILL 3040 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 430 Nowak, Alison

ILL 3040 02 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 432 Yeates, Jacob

ILL 3040 03 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM M219 Gunther, Kate

ILL 3070 - Illustration and Products - 3 Credit(s)

This course explores a variety of venues for product design, including apparel graphics, sporting goods, stationery, and home products. Students create graphics that define and accompany final products from sketch to production. Beginning with research by developing concept boards, students develop their ideas and focus on placed graphics within a product line. Students learn industry-standard processes, including audience research, concepting, presentation, and production, as they create a substantial and diverse product design portfolio. Students are provided with the opportunity to explore their own interests and apply their own aesthetic style to concepts, final pieces, and their own brand of merchandise. Prerequisites: Introduction to Illustration, Concepts and Metaphors, Digital Illustration (Digital Illustration may be taken concurrently)

ILL 3070 01 01/16/2024 - 05/07/2024 Mo We 6:30PM - 9:00PM 430 Hajny, Christopher

ILL 4000 - Professional Practice - ILLUS - 3 Credit(s)

Professional Practice helps direct students as they transition into the professional world. Students create promotional material, estimate and proposal forms, invoices, websites, and portfolios. Projects may include comprehensive art for an advertising campaign, illustrations for a textbook, and a poster for a nonprofit client. The following topics are discussed through lectures and with guest speakers: deadlines, time management, freelancing, dynamic websites, professional opportunities, artists' representatives, bids, taxes, support systems, and resources. Prerequisite: Junior standing

ILL 4000 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM M200 Nohl, Lindsay

ILL 4000 02 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 434 Hartman, Carrie

BFA Studio: Illustration

ILL 4010 - Internship: Illustration - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

ILL 4010 91 01/16/2024 - 05/07/2024

Wencl, Samantha

ILL 5010 - Advanced Illustration Seminar - 3 Credit(s)

Advanced Illustration Seminar prepares students to become more independent and to develop a process of critical thinking and in-depth research in their practice. Through readings, individual and group discussions, and writings, students acquire a better understanding of illustration and the responsibilities of illustrators. Assignments include the creation of a comprehensive series of images based on themes of contemporary culture and a self-directed project. Prerequisite: Successful Junior Review

ILL 5010 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 430

Yeates, Jacob

ILL 5100 - Senior Project: Illustration - 6 Credit(s)

In consultation with a faculty member, students in this course produce a series of illustrations to strengthen and enhance their portfolio. This capstone project can take the form of a research project, an in-depth illustration problem, or the advancement of a particular strength or style. Students are required to develop an appropriate proposal, a timeline, and goals for their project. The resulting illustrations should address a specific audience and/or market. Prerequisites: Successful Junior Review and senior standing

ILL 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 430

Anderson, Jaime

ILL 5100 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 440

Nowak, Alison

BFA Studio: Photography

MA 3045 - Studio and Set - 3 Credit(s)

This course is designed to provide students with a basic understanding of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting used in the various aspects of still and moving image production. Technical information covered includes portrait lighting, studio set lighting, architectural lighting, electronic flash, continuous light, camera movement, blocking for actors, and color compensation. In addition to the technical and practical aspects of this course, students are expected and encouraged to develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Photography 1 or Introduction to Filmmaking

MA 3045 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 323

Sferra, Richard

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 303

McMeans, Patricia

MA 4000 02 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 323

Loomis, Adam

MA 4000 03 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 317

Thursday, Merit

BFA Studio: Photography

PH 2000 - Photography 1 - 3 Credit(s)

This class introduces students to important ideas and work from the history of photography as a means of contextualizing and articulating their own work. Utilizing both a digital and analog workflow including 35mm film and darkroom processes, Photography 1 moves from camera operation through Photoshop processing to various output formats from web to paper. Emphasis will be placed on the way decisions made at each step of this process contribute to photographic form, function, and meaning. Photography 1 consists of technical demonstrations, readings, visual lectures, and group and individual critiques. Prerequisite: Foundation: Media 1

PH 2000 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	303	Grant, Leslie
PH 2000 02	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	303	Grant, Leslie

PH 3050 - Photo Book - 3 Credit(s)

The central goal of this class is the understanding and shaping of photographic meaning through book conception and production. Projects and exercises develop skills in sequence, image layout, image and text relationships, and physicality. A major portion of the class is devoted to producing a book of one's own work. Creative use of page layout software, refinement of digital printing techniques, and the use of online publishing software are explored. Activities also include critiques, image and book lectures, technical demonstrations, field trips, and student presentations. Prerequisites: Photography 1

PH 3050 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	320	McCartney, Paula
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PH 4010 - Internship: Photography - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

PH 4010 91	01/16/2024 - 05/07/2024				Wencl, Samantha
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PH 5010 - Advanced Photography Seminar - 3 Credit(s)

This course is designed to enable and support students working on independent projects in photography. Students are encouraged to articulate concerns and shape them into a body of work. Appropriate advanced technical skills and readings are introduced with particular attention to verbal and written critical skills. Critiques, image lectures, discussions, technical demos, student presentations, journals, and exhibition/publication submissions encourage individual investigation and creative expansion. Prerequisite: Successful Junior Review

PH 5010 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	303	Turczan, Katherine
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PH 5100 - Senior Project: Photography - 6 Credit(s)

During senior year, each media arts major is required to develop and complete a substantial body of work in his or her major. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, school presentation, and informational meetings. Prerequisites: Successful Junior Review, senior standing

PH 5100 01	01/16/2024 - 05/07/2024	Fr	1:00PM - 6:00PM	333	Moren, Benjamin
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BFA Studio: Web and Multimedia Environments

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	303	McMeans, Patricia
MA 4000 02	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	323	Loomis, Adam
MA 4000 03	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	317	Thursday, Merit

WMM 3010 - Installation and Performance - 3 Credit(s)

This class offers an in-depth exploration of the art and design concepts related to physical space: whether defined as an art installation, live performance, museum exhibition design, or retail environment. Participants study a variety of points of intersection between human interaction, physical spaces/objects, and technology. A variety of sensing and tracking technologies are surveyed and implemented. High and low technologies are reviewed from the perspective of various modes of artist/performer/audience-customer interaction. Prerequisite: Foundation: Media 2

WMM 3010 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	333	Szyhalski, Piotr
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WMM 3020 - Web and Screen - 3 Credit(s)

Building on their initial exposure to web design and development in Foundation: Media 1 and 2, students engage in a thorough examination of current web-publishing standards, concepts, and development tools. Topics covered in this course range from web design and development—including Internet-based art practices, interactive screen-based publication formats, commercial websites, generative and algorithmic art, information design, and digital storytelling—to broader screen-based aesthetics and practices. Machine-to-machine as well as human-machine interactions are presented. Creative and investigative approaches to network-driven concepts are encouraged. Prerequisite: Foundation: Media 2

WMM 3020 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	333	Moren, Benjamin
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WMM 3030 - Virtual Environments - 3 Credit(s)

This class is concerned with virtual worlds developed entirely within the digital realm. Students learn how to write and develop ideas for nonlinear narratives and characters as well as how to build and/or modify fully functional, virtual environments for single and multiple users. Issues covered include interface design, architectural considerations, interaction, character design, animation, nonlinear structure, rules, and algorithms. Additionally, the class offers a survey of text-based and node-based programming concepts related to the development of games and simulated environments. Prerequisite: Foundation: Media 2 or 3D Modeling

WMM 3030 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	330	Seaver, Joshua
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WMM 4010 - Internship: Web + Multimedia - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

WMM 4010 91	01/16/2024 - 05/07/2024				Wencl, Samantha
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BFA Studio: Web and Multimedia Environments

WMM 5100 - Senior Project: Web + Multimedia - 6 Credit(s)

During senior year, each web and multimedia environments major is required to develop and complete a substantial project in a specific field of study. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, informational meetings, and a presentation to the college on this work. Required for all seniors. Prerequisites: Successful Junior Review, senior standing

WMM 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 333 Moren, Benjamin

BFA Studio: Interdisciplinary Studio Courses

ID 3517 - Teaching Artist Practicum - 3 Credit(s)

After the completion of Teaching Artist: Theory And Methods, students are involved in classroom observation, interaction, and visual arts-infused teaching experiences. Collaborating with mentors and supervised by a faculty member, students participate in two visual arts residencies and shadow a teaching artist. In addition to on-site observation and teaching, students also reflect on their teaching experience, create lessons and assessments, and develop presentation packets required for residency applications. Following the completion of this course, students are prepared for work as teaching artists in K–12 schools and community settings. Prerequisite: Teaching Artist: Theory and Methods

ID 3517 01 01/16/2024 - 05/07/2024 We 10:30AM - 12:00PM 434 Allan, Abigail

BFA Studio: Online Studio Courses

VC 4742 - Digital Coloring for Comic Books - 3 Credit(s)

This course covers the entire process of coloring a comic book, from color design to print, using a computer. The goal of the course is to gain a working knowledge of a variety of techniques in order to complete a project from ideation to the final state. Topics covered include: scanning artwork, use of color as a storytelling tool, CMYK vs. RGB in the color workflow, and how to "paint" using the computer—including step-by-step instruction, a survey of computer tools, color separation and its use to make the finished product look the best possible even on poor quality paper, and more. Required hardware: Wacom tablet or flatbed scanner. Required software: Adobe Photoshop or Elements.

VC 4742 20 01/16/2024 - 05/07/2024 We 7:00PM - 8:00PM OLS Haberlin, Brian

BFA Studio: Professional Practice

COM 4000 - Professional Practice - COM - 3 Credit(s)

Professional Practice prepares comic art students for the transition from the classroom to the professional world. Students are exposed to the various opportunities available in the comic industry. Through lecture, demonstrations, in-class and studio visits, presentations, writings, and self-directed projects, each student prepares a "book" and supportive collateral that effectively reflects his or her particular vision. Additionally, lectures on self-promotion, daily business practices, and proposal and grant writing is covered with corresponding assignments. Prerequisite: Junior standing

COM 4000 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 420 Delliquanti, Blue

FA 4000 - Professional Practice - Fine Arts - 3 Credit(s)

This course addresses the skills and knowledge needed to succeed in the contemporary art world. Topics include writing for professional opportunities, exhibitions, the documenting and marketing of work, website development, residencies and graduate schools, copyright and tax issues, jobs in education, and studio/business startup concerns. Students engage in a variety of individual and group projects, including curating an off-campus exhibition. Course faculty, guest lecturers, and visiting-artist presentations connect abstract information with real-world experience. Prerequisite: Junior standing

FA 4000 01 01/16/2024 - 05/07/2024 Tu Th 9:30AM - 12:00PM 150 Golden-McNerney, Regan

BFA Studio: Professional Practice

FA 4000 - Professional Practice - Fine Arts - 3 Credit(s)

This course addresses the skills and knowledge needed to succeed in the contemporary art world. Topics include writing for professional opportunities, exhibitions, the documenting and marketing of work, website development, residencies and graduate schools, copyright and tax issues, jobs in education, and studio/business startup concerns. Students engage in a variety of individual and group projects, including curating an off-campus exhibition. Course faculty, guest lecturers, and visiting-artist presentations connect abstract information with real-world experience. Prerequisite: Junior standing

FA 4000 02	01/16/2024 - 05/07/2024	Tu Th	9:30AM - 12:00PM	440	Manneberg, Avigail
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GRD 4000 - Professional Practice - GRAPH - 3 Credit(s)

Professional Practice is a thorough introduction to the skills needed for a successful career in design. Visiting professionals, classroom discussions, and individual assignments assist students in the development of a print and online portfolio. Students are required to write all necessary supporting documents, including a resume, a biography, a project description/labeling system, and letters to prospective employers. Students are expected to make professional portfolio presentations and practice interviewing techniques. Social media best practices, job search skills, professional etiquette, and ethics are also covered. Prerequisite: Junior standing

GRD 4000 01	01/16/2024 - 05/07/2024	We	1:00PM - 6:00PM	230	Jancourt, Jan
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ILL 4000 - Professional Practice - ILLUS - 3 Credit(s)

Professional Practice helps direct students as they transition into the professional world. Students create promotional material, estimate and proposal forms, invoices, websites, and portfolios. Projects may include comprehensive art for an advertising campaign, illustrations for a textbook, and a poster for a nonprofit client. The following topics are discussed through lectures and with guest speakers: deadlines, time management, freelancing, dynamic websites, professional opportunities, artists' representatives, bids, taxes, support systems, and resources. Prerequisite: Junior standing

ILL 4000 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	M200	Nohl, Lindsay
ILL 4000 02	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	434	Hartman, Carrie

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

The primary focus of this class is to provide media arts students with the tools that will enable them to enter professional practice immediately following graduation. Each student is required to produce a polished resume, artist statement, website, professional identity system, and portfolio. Topics include long-range goal creation and planning; financial, legal, and other business considerations; grant writing; and communication and marketing skills involving verbal, written, and visual presentations. Topics are presented through a series of lectures, critiques, and presentations by experts in the field. Prerequisite: Junior standing

MA 4000 01	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	303	McMeans, Patricia
MA 4000 02	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	323	Loomis, Adam
MA 4000 03	01/16/2024 - 05/07/2024	Mo	1:00PM - 6:00PM	317	Thursday, Merit

BFA Studio: Fine Arts

DRPT 2000 - Introduction to Painting - 3 Credit(s)

In this course, students learn basic oil painting techniques through studio painting sessions rooted in direct observation. Applied color theory, use of critical language, direct painting techniques, and studio safety practices are covered. Studio practice includes the still life and model. Group and individual critiques, lectures, demonstrations, and museum visits round out the class. Prerequisite: Foundation: Drawing 1

DRPT 2000 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	300	Gaunt, John
DRPT 2000 02	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	300	McAvey, Daniel

BFA Studio: Fine Arts

DRPT 3010 - Drawing: Color and Mixed Media - 3 Credit(s)

Focusing on color in a drawing context as a descriptive and expressive tool, this course covers the interaction of color, optical color mixing, and color layering. Expressive and symbolic uses of color are covered, as well as the creation of light, form, and space through color. Observational drawing skills are further developed, as students are encouraged to take individual approaches to subject matter and imagery. Demonstrations include a wide range of wet and dry color drawing media, collage, and experimentation with a variety of drawing surfaces. Faculty presentations of historical and contemporary drawing approaches and artists provide complementary information. In this course students reference and apply the language and concepts of color in drawing context, create works using wet and dry media, and explore personal imagery and content. Prerequisite: Foundation: Drawing 1

DRPT 3010 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM M109 Rajabi, Ziba

DRPT 3020 - Drawing: Figure - 3 Credit(s)

This class combines life drawing with an in-depth study of figurative structure, including skeletal and muscular anatomy. Students develop figure drawing skills and an understanding of the movement of the figure in space. The class also explores drawing from imagination, narrative, and sequencing images. Students draw from nude and clothed models. Slide lectures, technical demonstrations, and anatomical lectures and texts support course material. Prerequisite: Foundation: Drawing 2

DRPT 3020 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM M109 Banning, Michael

DRPT 3020 02 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM M109 Banning, Michael

DRPT 3030 - Painting: Materials and Techniques - 3 Credit(s)

This course is designed to expand students' oil painting skills so that they may better understand the intimate relationship between craft and expression. Topics include experimentation with scale, broadly interpreted observational work, and a personal approach to painting in both form and content. Technical demonstrations cover direct and indirect painting, glazes and scumbling, painting media and varnishes, and a variety of painting supports and techniques. Slide lectures, demonstrations, museum visits, short readings, discussions, and critiques support class material. Prerequisite: Introduction to Painting

DRPT 3030 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 300 Gaunt, John

DRPT 3070 - Image and Text - 3 Credit(s)

In this course, students explore the possibility of image and text to interrelate, interpret, discombobulate, and extend each other into new dimensions of meaning and visual impact. Working in drawing and painting, students use image and text to tell stories and poems, to create visual information, and as a visual form of language. Students may work with a variety of surfaces, formats, and series work. Projects include class assignments and student proposals. Visual lectures covering historical and contemporary art, research, responsive writing, and field trips round out the course. Prerequisite: Introduction to Painting

DRPT 3070 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 300 Shriner, James

DRPT 4010 - Internship: Drawing and Painting - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

DRPT 4010 91 01/16/2024 - 05/07/2024 Wencl, Samantha

DRPT 5100 - Senior Project: Drawing and - 6 Credit(s)

During their senior year, drawing and painting majors are required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

DRPT 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 450 Pestich, Natasha

BFA Studio: Fine Arts

DRPT 5100 - Senior Project: Drawing and - 6 Credit(s)

During their senior year, drawing and painting majors are required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

DRPT 5100 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 452 Manneberg, Avigail

FA 4000 - Professional Practice - Fine Arts - 3 Credit(s)

This course addresses the skills and knowledge needed to succeed in the contemporary art world. Topics include writing for professional opportunities, exhibitions, the documenting and marketing of work, website development, residencies and graduate schools, copyright and tax issues, jobs in education, and studio/business startup concerns. Students engage in a variety of individual and group projects, including curating an off-campus exhibition. Course faculty, guest lecturers, and visiting-artist presentations connect abstract information with real-world experience. Prerequisite: Junior standing

FA 4000 01 01/16/2024 - 05/07/2024 Tu Th 9:30AM - 12:00PM 150 Golden-McNerney, Regan
FA 4000 02 01/16/2024 - 05/07/2024 Tu Th 9:30AM - 12:00PM 440 Manneberg, Avigail

FA 4010 - Internship - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

FA 4010 91 01/16/2024 - 05/07/2024 WencI, Samantha

FAS 3010 - Art in Community - 3 Credit(s)

In this course students plan and implement projects in collaboration with community partners to express identity or sense of place, address concerns, and support local aspirations through the arts. Topics covered include surveying contemporary and historical arts-based community projects, classroom training in group work facilitation, theory and criticism in the field, cultural diversity and social justice issues, and grant writing. Taking this course is an exciting way to earn credit while building relationships with the greater Twin Cities community through the development of art and design works. Prerequisite: Sophomore standing

FAS 3010 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 420 Manneberg, Avigail

FAS 3030 - The Body Eclectic - 3 Credit(s)

This is an interdisciplinary problem-solving class based on the theoretical body, rather than the figure, as a conceptual starting point. Topics center around postmodern themes that concern the body as a place for ideation. Students are encouraged to experiment with medium as it relates to their particular areas of interest. Critical readings, discussions, presentations, project proposals, and statements inform assignments. Prerequisite: Sophomore standing

FAS 3030 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 420 Willemin, Leah

BFA Studio: Fine Arts

FAS 3070 - Remix: Quotation and Appropriation - 3 Credit(s)

This interdisciplinary studio course utilizes appropriated imagery and ideas as a source of inspiration, both conceptually and materially. We will use collage—defined broadly as the layering of materials, sounds, or images—to question societal expectations around art and culture. We will develop imagery and content while exploring historical and contemporary ideas about the intersection of collage and appropriation. An overview of the ethics and legalities of such practices will be presented and discussed, including cross-cultural exchanges and more extractive methods of cultural appropriation within contemporary art. In addition to artistic explorations, each project will be accompanied by readings and writing assignments to support and expand on those concepts. Lectures, visiting artists, studio visits, and group critiques will all be a regular component of the course. Prerequisite: Sophomore standing

FAS 3070 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM M201 Ganu, Roshan

FAS 3090 - Critical Studies - 3 Credit(s)

Critical Studies gives students the space and time to explore the relationship between art and culture in their work. This course takes as a starting point that contemporary art is created within a cultural context and that artists are creative cultural leaders. This class focuses on the way society shapes our individual artistic choices and creative work. This examination of our relationship to culture as artists takes many forms in this class from academic and creative writing to mixed media artworks and presentations. Students research the unique cultural issues that inform and circulate through their work. The cross-disciplinary composition of this course increases the depth of discussions and critiques in class. This course also includes several key Critical Theory texts that help to define contemporary art practices. Lastly, this class explores the importance of critique as part of an artist's practice and how criticism is delivered within contemporary art. May be repeated for elective credit with a different instructor. Prerequisite: Completion of 45 credits

FAS 3090 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 420 Schramel, Alexis

FAS 4010 - Internship: Fine Arts Studio - 3 Credit(s)

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FAS 4010 91 01/16/2024 - 05/07/2024 Wenc, Samantha

FAS 5100 - Senior Project: Fine Arts Studio - 6 Credit(s)

During their senior year, each fine arts studio major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

FAS 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 450 Pestich, Natasha

FAS 5100 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 452 Manneberg, Avigail

PPB 2000 - Print Paper Book Techniques - 3 Credit(s)

This course introduces students to the interrelated fields of printmaking, papermaking, and bookbinding. Class topics include: basic printmaking techniques, such as screenprinting and relief; Western papermaking, along with commercial printing papers and nontraditional materials; and basic bookbinding techniques, including accordion, stab binding, and single-signature pamphlet binding. While subsequent courses explore each field separately and in-depth, this introductory course provides an opportunity to study all three areas as an integrated whole. Prerequisite: Foundation: Drawing 1

PPB 2000 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 425 Hunder, Stephanie

PPB 2000 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 405 O'Malley, Mary

BFA Studio: Fine Arts

PPB 2520 - The Folded Book: Accordions and - 1 Credit(s)

The folded accordion book is a simple yet highly expandable form that can be constructed from single sheets or linear strips. Accordions can be layered together to make more complex and decorative concertina books. This fast-paced workshop will include accordion variations along with nonadhesive covers and sewn binding options. Students will complete a selection of sample books and one creative project incorporating techniques from the workshop.

PPB 2520 01	03/01/2024 - 03/03/2024	Fr	9:00AM - 12:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	
PPB 2520 02	03/01/2024 - 03/03/2024	Fr	1:00PM - 4:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	

PPB 2524 - One Page, One Text, One Image Books - 1 Credit(s)

In this weekend workshop, students will explore the many types of books that can be made from a single sheet of paper, from the simple meander book to more complex origami-like pocket pages. Single images and texts will be manipulated to make layered content, and designing within constraints through in-class exercises demonstrates how these practices can produce dynamic results. Variations on covers and binding will also be included. From one-of-a-kind to editioned multiples, students will learn how various book styles are suitable for zines, design and photo promotional pieces, comics, artists' books and more. Prerequisite: none

PPB 2524 01	03/22/2024 - 03/24/2024	Fr	9:00AM - 12:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	
PPB 2524 02	03/22/2024 - 03/24/2024	Fr	1:00PM - 4:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	

PPB 3015 - Screenprinting - 3 Credit(s)

Screenprinting is a direct printmaking technique that builds images from layers of color. Students in this class explore photographic, computer-generated, hand-drawn, and painted stencil techniques. Through field trips, slide lectures, print samples, and critiques, the class provides an overview of the wide range of historical and contemporary approaches to screenprinting. Students complete a portfolio of editioned and non-editioned prints using nontoxic, water-based inks. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3015 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	425	Hunder, Stephanie
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PPB 3017 - Printmaking Expanded: Wallpaper, - 3 Credit(s)

This course nurtures concepts and strategies for approaching installation, constructed objects, or wearable art through a print-based lens. Printmaking is ubiquitous in contemporary culture and therefore uniquely positioned to address personal, social, and political concerns in an endless variety of forms, both referential and invented. Students will be introduced to designing and printing repeat patterns for paper and fabric through the creation of modular systems, motifs, networks, and non-repeating repeats, in addition to large-scale printing techniques and surface printing for unique three-dimensional forms and site-specific environments. Students will apply basic screen printing and relief techniques in the production of works that interrogate notions of place, identity, and the everyday. Artists' books and paper as art will be discussed. Prerequisite: Foundation: 3D, Foundation: Drawing 1

PPB 3017 01	01/16/2024 - 05/07/2024	Th	1:00PM - 6:00PM	425	Simpkins, Nicole
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PPB 3020 - Intaglio - 3 Credit(s)

Through experimentation with process and practice, including the editioning of copper plates, students use different grounds, aquatints, acids, and dry-point techniques to gain an understanding of the intaglio process. Line and tonal work, transfers, chine colle, viscosity, and color printing are all possibilities. Both historical and contemporary applications are explored. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3020 01	01/16/2024 - 05/07/2024	Tu	1:00PM - 6:00PM	405	Simpkins, Nicole
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BFA Studio: Fine Arts

PPB 3030 - Photo Processes in Printmaking - 3 Credit(s)

This course enables students to gain working knowledge of a variety of printmaking techniques that involve photographic and digitally generated images. Students explore photo-plate processes such as Z*Acryl etching, photolithography, and photopolymer gravure plates. Techniques include working with halftones, four-color separation, combining photographic and hand-drawn imagery, and more advanced color printing work for students who have already studied lithography or intaglio. Students are encouraged to experiment within a wide range of possibilities and forms while exploring the conceptual and aesthetic exchange between printmaking and photography. Prerequisites: All foundation studio requirements, one printmaking course

PPB 3030 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 405 Pestich, Natasha

PPB 3060 - Books: Series, Sequence, Structure - 3 Credit(s)

This class explores the internal structure and content of the book form. The relationships between image and text and the development of voice, rhythm, and timing are examined as components of narrative structure. Although simple bookbinding is incorporated, the class concentrates on developing subject matter and ways of telling. Assignments include small editions and collaborative and student-proposed projects. Work may be produced using the student's choice of medium, including photo, illustration, digital, printmaking, and drawing. Lectures, films, and readings complement course material. Prerequisite: All foundation studio requirements

PPB 3060 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 405 Pestich, Natasha

PPB 3075 - Dimensional Paper - 3 Credit(s)

In this course students are introduced to Western and Eastern fiber techniques of making three-dimensional paper works. Students are encouraged to investigate experimental methods of production in order to develop their own working methods and projects. Students experiment with scale and materials to produce works ranging from the sculptural form to textured drawings and collage. Prerequisite: Foundation: 3D

PPB 3075 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM M01, M05 O'Malley, Mary

PPB 4010 - Internship: Print Paper Book - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

PPB 4010 91 01/16/2024 - 05/07/2024 Wencil, Samantha

PPB 5100 - Senior Project: Print Paper Book - 6 Credit(s)

During their senior year, every print paper book major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

PPB 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 450 Pestich, Natasha

PPB 5100 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 452 Manneberg, Avigail

SC 3020 - Installation - 3 Credit(s)

This class explores space and site as a means of aesthetic communication. Object-based installations, interventionist strategies, and designed or created environments are examined. Topics include systems approach, audience, interactive and experiential work, and documentation as art. All media are considered, including object, image, sound, and language. A variety of ideation techniques are introduced, including traditional maquettes and photo-collage site proposals. Prerequisite: Foundation: 3D

SC 3020 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 119 Jasso Yanez, Ivonne Paulina

BFA Studio: Fine Arts

SC 3040 - Sculpture Studio: Form and Content - 3 Credit(s)

This course is an examination of current practices in sculpture and their historic connections. Students investigate contemporary concepts and advanced processes through individual research and production in response to peer group reviews and tutorials. The major objective is to develop an understanding of the core concerns of sculpture while producing a body of related work from concept to final presentation. Extended discussions of work encourage critical and analytical thinking. Demonstrations of materials, tools, and technologies are given as needed. Current periodicals, lectures, and field trips support course information. Prerequisite: Fabricated Sculpture, Casting and Mixed Media, Installation, or Furniture Design: Materials and Techniques

SC 3040 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 119 Jirka, Brad

SC 3090 - Digital Fabrication - 3 Credit(s)

This course explores the expanding creative possibilities of digital fabrication with computer-generated, found (appropriated), and scanned digital objects. Students learn advanced three-dimensional modeling techniques in formZ Pro to create ideation, form development, presentation, and fabrication models in addition to techniques for capturing existing objects with MCAD's 3D Laser Scanners. Objects are digitally fabricated from various materials and incorporated into finished works using MCAD's 3D printing, laser cutting, and CNC router systems while outsourcing is explored as an effective practice in digital making. Instruction includes post-digital techniques in fabrication along with modeling-based presentation techniques and the review of other professional level software packages. Prerequisites: Foundation: 3D and Foundation: Media 1, or faculty permission

SC 3090 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 119 Jirka, Brad

SC 4010 - Internship: Sculpture - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

SC 4010 91 01/16/2024 - 05/07/2024 Wenc, Samantha

SC 5100 - Senior Project: Sculpture - 6 Credit(s)

During their senior year, every sculpture major is required to develop and complete a substantial body of work in a specific field. This course provides a forum for the critical evaluation of this work and curatorial guidance in preparation for the Commencement Exhibition. Course content includes critical readings, position paper, individual and group discussion, and informational meetings. Prerequisites: Successful Junior Review, senior standing

SC 5100 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 450 Pestich, Natasha

SC 5100 02 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 452 Manneberg, Avigail

Bachelor of Science

ADV 3010 - Agency - 3 Credit(s)

The goal of this course is to give students a realistic view of how a contemporary advertising agency functions. Students visit agencies and host guest speakers who work in all departments: creative, print and broadcast production, account service, planning and research, media, PR, and promotions. Particular attention is paid to career path and the importance of partnerships. Students shadow agency professionals and participate in meetings, brainstorm sessions, or client briefing. Students research and create reports of their experiences and collaborate on the creations of an "ideal" agency. Prerequisite: Foundation: 2D

ADV 3010 01 01/16/2024 - 05/07/2024 We 1:00PM - 6:00PM 452 Rice, Nancy

Bachelor of Science

ES 1701 - Persuasion and Marketing - 3 Credit(s)

This course introduces the art and science of persuasion and its relationship to contemporary marketing practices. Students will learn the principles of persuasion, discuss the ethics of overt and subliminal persuasion techniques, and practice the applications of these principles and techniques in a client-based setting. Modern marketing and influencing rely on trust-building, transparency, reputation-building techniques, and the evocation of emotions as well as appeals to reason. Students will explore the creation of persuasive language and visuals in marketing campaigns and apply them in their work with clients.

ES 1701 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 452 Rice, Nancy

ES 2001 - Creative Economies - 3 Credit(s)

This course is an introduction to the history and contemporary scope of the global creative economy and its basic economic principles. Students will examine and discuss the impact of arts, design, and culture on the global economy and its contributions to standards of living, wellbeing, and other economic(s) parameters. The course will also be an in-depth introduction to concepts and applications of "value-based economics" and "economies for a common good". Students will examine how these approaches to economic growth and well-being reframe "standard" economics, and how they can be applied to building sustainable arts- and culture-based businesses and economies. This course fulfills a Social Sciences requirement in Humanities and Sciences for BFA students.

ES 2001 01 01/16/2024 - 05/07/2024 Tu 9:30AM - 12:00PM 452 Ly, David

ES 2701 - AI For Artists and Entrepreneurs - 3 Credit(s)

No other technology has affected creativity, the arts, and business as rapidly as artificial intelligence (AI). Comprehension and fluency in Generative AI (GenAI) tools are fast becoming necessary for a diversity of entrepreneurs and content creators. This course introduces students to the verbal and visual GenAI landscape, including ChatGPT, Midjourney, Stable Diffusion, Runway, and other platforms, to build fluency while interrogating the promises and pitfalls of these technologies. We'll focus on critically understanding and leveraging these tools within the context of building a creative business and/or guiding an artistic journey. This course also addresses how new AI technology may produce bias and impact transparency, privacy, security, intellectual property rights, and other regulatory and compliance issues.

ES 2701 01 01/16/2024 - 05/07/2024 Mo 6:30PM - 9:00PM 452 Brunelle, Timothy

ES 3001 - Creating and Running a Business - 3 Credit(s)

This course covers the nuts and bolts of starting and managing a business from crafting a business concept, to analyzing market demand, to developing a marketing strategy, to establishing a legal entity as well as key elements of financing, budgeting, operating, and growing a business. In a workshop setting, students examine various types of arts- and design-related businesses and the range of issues associated with each as well as key aspects of freelancing, building a business firm, and growing a business operation. Through case studies and hands-on projects, students learn all the elements of a successful business enterprise. Prerequisite: Junior or senior standing

ES 3001 01 01/16/2024 - 05/07/2024 Th 9:30AM - 12:00PM 452 Halvorson, Anne

ES 3003 - Funding Creative Ventures - 3 Credit(s)

Funding creative ventures requires developing proposals that are clearly, concisely, and persuasively written. This course covers the essential skills needed for effective proposal writing in creative and commercial settings. Students conceptualize, write, and revise project proposals using grant templates, crowdfunding platforms, and proposal documents as references. Through case studies, students examine various funding channels, then develop project proposals with matching budget projections that are delivered through writing and presentations. Prerequisite: Writing and Inquiry or faculty permission.

ES 3003 01 01/16/2024 - 05/07/2024 We 9:30AM - 12:00PM 452 Halvorson, Anne

Bachelor of Science

ES 3701 - Creating Valued Workplaces - 3 Credit(s)

This course introduces the creation and maintenance of valued workplace environments that promote employee and group health and wellbeing through an equity lens. Students explore the science of mind-body medicine and resiliency, and identify the role of employment and employer conditions on individual and societal health. Drawing on examples from start-ups, established businesses, corporations, and nonprofit organizations, students examine new models of organizational management and their impact on employee health and engagement. Students learn how to address implicit bias and discriminatory practices and their negative impact on workplace health. Case studies and client work focus on the establishment of rules and standards for ethical behaviors in the workplace and explore how people should be treated in the office and how different situations should be handled. Prerequisite: Sophomore standing

ES 3701 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 452 Norland, Kami

ES 3802 - Climate Entrepreneurship - 3 Credit(s)

This course will introduce students to the emerging field of climate entrepreneurship. Students explore principles and practices associated with systems thinking in the context of climate change and how processes of systems innovation and creativity can support positive climate action. Students identify opportunities for entrepreneurship that can positively impact climate change and gain an understanding of the value of entrepreneurship, innovation, and commercialization and its potential to positively impact climate change and sustainability. The course also introduces the process of creating, leading, and scaling an entrepreneurial venture and developing a sustainable green business. Prerequisite: Sophomore standing

ES 3802 01 01/16/2024 - 05/07/2024 Mo 9:30AM - 12:00PM 452 Kuhlke, Olaf

ES 4010 - Internship: Entrepreneurial Studies - 3 Credit(s)

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ES 4010 91 01/16/2024 - 05/07/2024 Wencil, Samantha

BFA Studio: Product Design

PD 2000 - Introduction to Product Design - 3 Credit(s)

This studio course introduces modes of thinking and practices employed by product designers. Through a series of hands-on projects and research assignments, students use product design methodology to identify and define problems, then develop solutions with real-world applications. Using a variety of materials and techniques, students explore ideation, iteration, model making, and form development. Faculty provides an overview of topics such as ergonomics, sustainable design, user interface/experience design, manufacturing processes, and design in social context. Prerequisite: Completion of 12 credits

PD 2000 01 01/16/2024 - 05/07/2024 Mo 1:00PM - 6:00PM 105 Mahoney, George

PD 3030 - Design for the Human Body - 3 Credit(s)

The phrase "human-centered design" gets a lot of play in the design world, but often that "human" is an abstract, functional unit: a consumer, a user, a person who has an experience. Actual humans have actual bodies that come in all shapes and sizes. This studio course is about designing non-apparel products that require significant and prolonged physical interaction with users' bodies, and addresses topics including ergonomics, anthropometry, universal design, body-fit, and fashion. Prerequisites: Foundation 3D, Introduction to Product Design

PD 3030 01 01/16/2024 - 05/07/2024 Th 1:00PM - 6:00PM 119 Reed, Merick

BFA Studio: Product Design

PD 3340 - How It's Made: Materials and - 3 Credit(s)

In spite of the many products, services, and experiences now provided via digital devices, product designers still require fundamental knowledge of tangible materials and the means to shape them. From raw materials to finished products, students will learn to identify and understand the materials and processes used to make familiar products. The manufacturing portion introduces students to the materials and processes used in mass production. In particular, the course will focus on how to design for each material and manufacturing processes (design for manufacturability). This course discusses sustainability, defined as the economic, ecological, social, and political impacts of their production, processing, use, transportation, and disposal. The class includes field trips to local manufacturers, and independent research. Prerequisites: Digital Visualization, any Product Design or Furniture studio course, or faculty permission

PD 3340 01 01/16/2024 - 05/07/2024 Tu 1:00PM - 6:00PM 105 Reed, Merick

PD 4010 - Internship: Product Design - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Development or initiated by students. All internships must be preapproved through the Career Development Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. To register an internship, begin by contacting Career Development at careers@mcad.edu.

PD 4010 91 01/16/2024 - 05/07/2024 Wencl, Samantha

PD 5101 - Senior Project 2: Product Design - 3 Credit(s)

This studio is the continuation of Product Design Senior Project 1. Although the structure of this studio is similar to Senior Project 1, the emphasis in this course is in iterative development the design concept, through the use, testing, and revision of sketches, models, and prototypes. Students will research and make a compelling case for the strategic, economic, social, and environmental appropriateness of their design solutions, culminating in a fully-staged senior exhibition. Prerequisites: Advanced Digital Visualization (PD 3600), Product Design Senior Project 1 (PD 5100)

PD 5101 01 01/16/2024 - 05/07/2024 Fr 1:00PM - 6:00PM 105 Reed, Merick

Master of Fine Arts: Visual Studies

GRLA 7012 - Criticism and Theory 2 - 3 Credit(s)

This is the second of two courses that expose students to contemporary visual criticism and theory, along with corresponding historical context. Students gain exposure to artists, designers, systems, curators, critics, and visual/textual methods influencing current practices in art and design, building beyond content/topics covered in the first course. This course brings together reading, discussion, writing, oral presentations, and at least three site-visits (museums, galleries, agencies, conventions, studios, etc.), to help students expand their art and design vocabulary. Students will practice verbally analyzing and articulating their practices in relationship to various histories and cultures. Via individual studio visits with the instructor early in the semester, this course becomes highly tailored to reflect the areas of foci of the enrolled students. With instructor guidance and classmate feedback, students draw connections between their personal practice and course materials, honing the ability to narrate, analyze, and discuss the contexts of their work using new vocabulary. There is particular focus on preparing for the Mid-Program Review's oral presentation, written statement of intent, and a list of research sources. prepare the student for the Mid-program Review.

GRLA 7012 01 01/16/2024 - 05/07/2024 We 2:30PM - 5:30PM MFA14 Hoagland, George

GRLA 7012 02 01/16/2024 - 05/07/2024 Th 9:00AM - 12:00PM MFA14 Savage, Kathryn

Master of Fine Arts: Visual Studies

GRLA 7014 - Graduation Preparation 2 - 2 Credit(s)

This course is designed to guide students through the process of final thesis development. Students will meet throughout the semester to ensure work is moving forward according to various requirements and deadlines. There will be a writing intensive component at the end of the semester to complete the required final quarter of the thesis paper. The instructor will submit the final grade for the paper as a part of this course. This course also guides students through the process of finalizing the thesis paper for submission to the college.

GRLA 7014 01	01/16/2024 - 05/07/2024	Tu	2:30PM - 5:30PM	MFA14	Rajabi, Ziba
GRLA 7014 02	01/16/2024 - 05/07/2024	Tu	2:30PM - 5:30PM	MFA14	McMeans, Patricia

GRLA 7021 - Professional Practices - 3 Credit(s)

This course addresses skills and knowledge useful for succeeding post-graduation. Students will further develop their communication skills in both written and oral forms. Via individual studio visits with the instructor early in the semester, this course becomes highly tailored to reflect the areas of foci of the enrolled students, and builds upon their prior professional understanding gained through undergraduate study and/or previous professional experience. Topics can include goal setting and planning, informational interviews, job/internship searching/applications, writing for professional opportunities and applications, the documenting and marketing of work, tax issues, and studio/business startup concerns. By the end of this course the students will be expected to produce a portfolio of documents or artifacts related to their professional goals.

GRLA 7021 01	01/16/2024 - 05/07/2024	Tu	9:00AM - 12:00PM	MFA14	Gaughan, Michael
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GRLA 7022 - Teaching in Higher Education - 3 Credit(s)

This course introduces graduate students to general teaching pedagogy, course planning resources, as well as classroom and course management. It exposes students to teaching and learning theories as they develop skills in the higher education classroom. Students in this course will be assigned a teaching assistantship position concurrently with this course. The cohort will reflect together on their weekly experiences in varied classrooms. The course will also introduce professional documents and strategies for teaching job applications and interviews.

GRLA 7022 01	01/16/2024 - 05/07/2024	Fr	9:00AM - 12:00PM	MFA14	Drum, Preston
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GRST 7003 - Graduate Critique Seminar - - 3 Credit(s)

The Graduate Critique Seminar provides all graduate students structured group critiques of their work and that of their peers. Students develop a methodology of critique and the ability to discuss work across disciplines. A rotation of guest artists, designers, and critics visit throughout the semester. The visitors present their own work and discuss their practice and then participate in student critiques. Each student has a minimum of two formal critiques each semester with options for additional critiques throughout the semester as time permits. The seminar includes contemporary readings and conversations about contemporary art, successful critiquing strategies, and methods for describing intent, content, meaning, and form of presented artwork.

GRST 7003 01	01/16/2024 - 05/07/2024	Mo	9:00AM - 12:00PM	MFA14	Rosas, Edson
GRST 7003 02	01/16/2024 - 05/07/2024	Fr	2:30PM - 5:30PM	MFA14	Hamilton, Russell

GRST 7019 - Thesis Exhibition - 1 Credit(s)

This capstone project is the completion of the student's required studio work for the Thesis Exhibition under the guidance of his or her mentor in preparation for the final thesis review. Graduate candidates navigate this process in consultation with their mentor and the Thesis/Exhibition Review Committee.

GRST 7019 20	01/16/2024 - 05/07/2024			OLA	Petersen, Sarah
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Master of Fine Arts: Visual Studies

GRST 7031 - Publics and Publication - 1 Credit(s)

If a student intends to create and sell a book, broadside, or booklet, it's vital to keep in mind that publications are not, by nature, a commodity. Publication is the act of public making. From material concerns to distribution, all aspects inform how people experience and absorb the ideas expressed in that publication. Those ideas exist as a way to generate public engagement. Publication is examined holistically through a variety of means, looking at how critical networks of individuals gather around ideas through the social craft of publication. Rooted in the concept that publication can be a non-material tool for relating, this collaborative, investigative approach includes: fashioning publication projects outside the restrictions of technical skills by centering intent over materiality; speaking with practitioners who work in this expanded method of publication; and researching historical practices inside and outside of art-making and using a wider lens of sociocultural production.

GRST 7031 01 01/22/2024 - 02/19/2024 Mo 3:00PM - 6:00PM MFA14 Gould, Samuel

GRST GM99 - Mentorship Credits - 8 Credit(s)

Mentorship is regarded as the core of the MCAD graduate curriculum. Each semester the student and mentor determine its content, which is summarized in a Learning Contract in context with the student Long-Range Learning Plan. Students work one-on-one with their mentor in the advancement of studio work, studio research, and professional practice. Mentor Credits coursework is structured to facilitate discussions and assess goals on a weekly basis. Credits may also include attending visiting-artist/designer lectures, exhibitions and workshops, audited courses, seminars, and internship and externship opportunities.

GRST GM99 0Y01/16/2024 - 05/07/2024	Banning, Michael
GRST GM99 2K01/16/2024 - 05/07/2024	Keenan, John
GRST GM99 4E01/16/2024 - 05/07/2024	Peltier, Ryan
GRST GM99 5A01/16/2024 - 05/07/2024	Petersen, Sarah
GRST GM99 5V01/16/2024 - 05/07/2024	Swiszczy, Carolyn
GRST GM99 5Y01/16/2024 - 05/07/2024	Delliquanti, Blue
GRST GM99 61 01/16/2024 - 05/07/2024	Schulz, Barbara
GRST GM99 6J 01/16/2024 - 05/07/2024	King, Kelsey
GRST GM99 6C01/16/2024 - 05/07/2024	Drum, Preston
GRST GM99 6P01/16/2024 - 05/07/2024	Labovitz, Anne
GRST GM99 6T01/16/2024 - 05/07/2024	Gullixson, Austin
GRST GM99 6X01/16/2024 - 05/07/2024	Stupica, Lindsey
GRST GM99 7B01/16/2024 - 05/07/2024	Britigan, Brian
GRST GM99 7C01/16/2024 - 05/07/2024	Maia, Sophia
GRST GM99 7R01/16/2024 - 05/07/2024	Ariza, Nancy
GRST GM99 7T01/16/2024 - 05/07/2024	Charbonneau, Edward
GRST GM99 7U01/16/2024 - 05/07/2024	Aller, Jonathan
GRST GM99 7Z01/16/2024 - 05/07/2024	Meister, Kelley
GRST GM99 8E01/16/2024 - 05/07/2024	Brost, Michelle
GRST GM99 8G01/16/2024 - 05/07/2024	Ganu, Roshan
GRST GM99 8H01/16/2024 - 05/07/2024	Gaughan, Michael
GRST GM99 8I 01/16/2024 - 05/07/2024	Bivens, John
GRST GM99 8J 01/16/2024 - 05/07/2024	Nowak, Alison
GRST GM99 8K01/16/2024 - 05/07/2024	Grant, Leslie
GRST GM99 8L 01/16/2024 - 05/07/2024	Bagdon, Andrea

Master of Arts: Sustainable Design

SD 6500 - Fundamentals of Sustainable Design - 3 Credit(s)

In this foundational course students are introduced to hands-on and holistic approaches to sustainability. This course covers current sustainability frameworks, principles, and materials assessments, as well as the history and logic behind them, providing students with useful research tools to apply to the ever-changing demands of sustainable design, business, development, and policy-making.

SD 6500 20 01/16/2024 - 05/07/2024

OLA

Garcia, Deann

SD 6510 - Systems Thinking - 3 Credit(s)

We are transitioning from the age of design for the part to the age of design for the whole. Systems thinking, languages of design, and product life cycles are integrated and they form the solid foundation for innovative products. This course provides students with the tools required to succeed in today's dynamic market and a world of uncertainty. Actionable theory is absorbed through market-specific projects.

SD 6510 20 01/16/2024 - 05/07/2024

OLA

Silverman, Howard

SD 6810 - Packaging Sustainability - 3 Credit(s)

We handle packages every day and they account for a third of our waste stream. Using the format of a product-repositioning study, students in this course examine the core ideas of consumer perception and market triggers, material selection, environmental impact, and long-term strategic thinking. By the end of this course, students are able to maximize a package's appeal while minimizing environmental impact.

SD 6810 20 01/16/2024 - 05/07/2024

OLA

Jedlicka, Wendy

SD 7021 - Graduate Sustainability Thesis - 3 Credit(s)

Students progress toward the completion of the graduate thesis project in the field of sustainable design and innovation, identified by the student and approved by the Sustainable Design Academic Committee during the Mid-Program Review. In the first of this two-semester sequence, students develop a thesis learning plan and timeline; initiate, lead, and manage their thesis project work; select and solicit critical feedback from their thesis committee; conduct scholarly research; and create initial drafts of their thesis project presentation and web-based portfolio.

This is the first of a two-semester course sequence. Prerequisite: Successful Mid-Program Review

SD 7021 20 01/16/2024 - 05/07/2024

OLA

Keene, Dawn

SD 7022 - Graduate Sustainability Thesis - 3 Credit(s)

Course content is the completion of the graduate project in the field of sustainable design and innovation, identified by the student and approved by the Sustainable Design Academic Committee during the Mid-Program Review. In the second of this two-semester sequence, students continue to lead and manage their thesis project; solicit critical feedback from their thesis committee; conduct scholarly research; complete their thesis project work; create final drafts of their thesis project presentation and web-based portfolio; and pass their final thesis review. The course culminates in the student submitting their final thesis project presentation and web-based portfolio to the library. This is the second of a two-semester course sequence. Prerequisite: SD 7021 Graduate Sustainability Thesis Project

SD 7022 20 01/16/2024 - 05/07/2024

OLA

Keene, Dawn

SD 7640 - Design for Climate Justice - 3 Credit(s)

There is no climate justice without social justice. How can we use design thinking, community engagement, and storytelling to reimagine how our human systems work and create a sense of good health and wellness? Designing new innovative solutions that tackle local and global issues in a more equitable and just way requires a systems transformation which addresses the unequal burden on certain communities. In addition to solution-based projects and assignments, students will use the United Nations Sustainable Development Goals (SDGs) and its indicators to examine issues of climate change and improvements in human conditions through a final environmental-justice-design project or campaign. Prerequisites: Fundamentals of Sustainable Design, Systems Thinking

SD 7640 20 01/16/2024 - 05/07/2024

OLA

Bertossi, Teresa

SD 7640 21 01/16/2024 - 05/07/2024

OLA

Bertossi, Teresa

Master of Arts: Graphic and Web Design

GWD 6420 - Typography - 3 Credit(s)

This course incorporates research, ideation, and application within large-scale branding, publications, signage, mapping projects, and identity systems. Students investigate conceptual possibilities utilizing research; knowledge of historical and contemporary perspectives; experimental strategies using hand tools and digital software; and personalized design methodologies. Identification of real-world challenges and typographic solutions are explored through professional experiences with external designers. The assignments challenge students to develop and apply visual sensibilities through original solutions. Projects are designed to advance the understanding of how typography can be used to articulate meaning as it relates to a variety of topics including typographic and language systems, identity, conceptual narratives, and sequential implementation.

GWD 6420 20	01/16/2024 - 05/07/2024	Th	7:00PM - 8:30PM	OLS	Fink, Andi
GWD 6420 21	01/16/2024 - 05/07/2024	Th	7:00PM - 8:30PM	OLS	Anguiano, Daniel

GWD 6460 - User Experience Design - 3 Credit(s)

This course explores the UX Design process and leverages it to bridge the gap between functionality and aesthetics, creating a better experience for users. Guided by user-centered design processes, students design visual and experiential systems for web and mobile apps that are shaped by such things as: stakeholder interviews, requirement gathering, usability testing, competitor benchmarking, and analytics. In the process, visuals such as task maps, customer experience maps, user journeys, personas, wireframing, quick sketches, and prototypes will be developed to communicate and generate ideas.

GWD 6460 20	01/16/2024 - 05/07/2024	Th	7:00PM - 8:30PM	OLS	Brown, Alexander
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GWD 6610 - Web Development - 3 Credit(s)

In this course students learn how to create visually appealing, well-organized web pages using the fundamental languages for creating content and style on the web: HTML and CSS. The class begins with HTML and is introduced to tags, links, tables, forms, web standards (old, new, and evolving), and the foundation of web page construction. Using CSS, students then apply style sheets to HTML, using fonts, colors, divs, spans, layout, and positioning to create a well-crafted web page.

GWD 6610 20	01/16/2024 - 05/07/2024			OLA	O'Brien, James
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GWD 6620 - Programming for Web - 3 Credit(s)

This course introduces the fundamentals of programming using the language of the web, JavaScript. Students explore topics through a variety of projects, including creating interactive web components and building a simple web application. The course progresses towards a student-selected final programming project. Topics include program and data structures, objects and arrays, functions, bugs and error handling, the Document Object Model (DOM), event handling, drawing using HTML5 canvas, data fetching, and using common libraries and tools.

GWD 6620 20	01/16/2024 - 05/07/2024	Tu	7:00PM - 8:30PM	OLS	Korth, Kenneth
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GWD 7800 - Capstone - 3 Credit(s)

In consultation with faculty and the coordinator, students complete a final project as a culmination of research and studio work that has been assembled and produced throughout their progression in the program. The project is documented and presented as part of a final web portfolio displaying and articulating the arrival at a solution to an in-depth design problem. Features of the project and process are utilized to discuss best practices for career networking, client communication, and connecting with an audience.

GWD 7800 20	01/16/2024 - 05/07/2024	We	7:00PM - 8:30PM	OLS	Smith, Lafe
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Master of Arts: Creative Leadership

CL 6207 - Designed for Change: Structure and - 2 Credit(s)

How is change funded if not with philanthropic dollars? How do you convert social capital to economic capital? What are the advantages and disadvantages of creating an Employee Stock Ownership Plan (ESOP) versus a cooperative versus incorporating as a 501c3 Nonprofit? When is a joint-venture appropriate and when is a partnership agreement a better option? This course examines both traditional and emerging business structures, financial models, and forms of partnership used to create and sustain social, cultural, or environmental change. A key premise of this course is that the business structure and financial model used by an organization should align and advance (not undermine or constrain) its social, cultural, and environmental values and ability to achieve its purposes beyond profit. After analyzing a range of examples and cases, students apply a methodology taught in the course to identify a business structure and financial model that will best reflect their values and the type of change they are seeking to advance. Prerequisites: Theory and Practice of Creative Leadership, Design Informed Approaches to Complex Challenges, The Culturally Competent Leader and Inclusive Workplace, and Leading Transformational Change

CL 6207 20 01/22/2024 - 03/08/2024

OLA

Barisonzi, Joseph

CL 7310 - Leading for Regenerative - 2 Credit(s)

This course focuses on the issues and trends in ecological and regenerative sustainability, and their interconnection to art-and-design, economic, and social sustainability (e.g., environmental and social justice, inequity, and the North-South divide). While a range of sustainability frameworks (e.g., triple bottom line, limits to growth, nature's principles, and the natural step) are covered, students move beyond the goal of reducing harms to explore regenerative approaches. Students ultimately apply course concepts to design a regenerative approach to sustainability within a real-world context, and initiate a personal journey of transformation for regenerative leadership. Prerequisites: Theory and Practice of Creative Leadership, Design Informed Approaches to Complex Challenges, The Culturally Competent Leader and Inclusive Workplace, and Leading Transformational Change

CL 7310 20 03/18/2024 - 05/03/2024

OLA

DeLuca, Denise

CL 7312 - Managing Human-Centered Organizatio - 4 Credit(s)

Management is evolving to address increasingly unpredictable and complex environments. This course invites students to assess emerging models of organizations. These models are based on human-centered principles, processes, and practices that are decentralized, agile, and responsive to persistent change. Students will examine pros and cons of decentralized functions, such as planning, decision-making, and operations. Flatter structures are coupled with remote or hybrid operations. The course will address how all of these dynamics influence management, culture, roles, collaboration, and more. As a key component of this work, students will explore mindsets and approaches to employee motivation, personal growth, power, and psychological safety. The course will consider the rapidly evolving field of artificial intelligence and the myriad of ways it's influencing organizational systems. While focusing on organizational contexts, the course will consider how these frameworks apply to networks and movements. Students will analyze case studies, reflect on their personal attitudes about workplace issues, and apply these emerging practices to their Matter of Concern. Prerequisites: Theory and Practice of Creative Leadership, Design Informed Approaches to Complex Challenges, The Culturally Competent Leader and Inclusive Workplace, and Leading Transformational Change

CL 7312 20 01/22/2024 - 05/03/2024

OLA

Kaplan, Mary Jo