
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	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	140	Bavelli, Sarah
AH 1701 02	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	150	Erickson, Luke
AH 1701 03	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	150	Erickson, Luke
AH 1701 04	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	150	Olson, Marsha
AH 1701 05	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	140	Delmedico, Nadia

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	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	414	Franklin, William
AH 1702 20	08/26/2024 - 12/13/2024			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	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	105	Santer, Craig
EN 1500 02	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	M219	Hackler, Richard
EN 1500 03	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	M219	Green, Diana
EN 1500 04	08/26/2024 - 12/13/2024	Th	9:30AM - 12:00PM	M219	Hackler, Richard
EN 1500 05	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	M219	Hoagland, George
EN 1500 06	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	101	Gibson, Alicia
EN 1500 07	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	450	Savage, Kathryn
EN 1500 08	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	420	Santer, Craig
EN 1500 09	08/26/2024 - 12/13/2024	Th	9:30AM - 12:00PM	434	Hudecova, Eva
EN 1500 10	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	452	Gibson, Alicia

Foundation Studies: Studio

FDN 1000 - First-Year Experience: Communities - 1 Credit(s)

This course is an exploration of the transformative nature of being an artist, designer, or entrepreneur and supports students for success throughout their time at MCAD. Drawing from a broad range of methods and content across disciplines and support areas, students are introduced to various MCAD support offices and the broader local community to develop capacities for learning and success. We discuss art and design education, reflect on students' educational journey, and develop a community of peers to support thriving at MCAD. Led by a faculty member who also serves to support advising, students meet in small groups and as a class to identify personal, academic, and professional goals. Students build strategies to support independent growth, self-reflection, and responsibility for their well-being as a whole person and as members of the MCAD and Twin Cities creative community.

FDN 1000 01	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	430	Gould, Jay
FDN 1000 02	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	434	Ganu, Roshan
FDN 1000 03	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	416	Ransick, Robert
FDN 1000 04	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	410	Kohl, Allan
FDN 1000 05	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	432	Allan, Abigail
FDN 1000 06	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	452	Sanchez, Victor
FDN 1000 07	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	119	Savage, Kathryn
FDN 1000 08	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	230	Chatfield-Taylor, Nicholas
FDN 1000 09	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	416	Gould, Jay
FDN 1000 10	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	430	McAvey, Daniel
FDN 1000 11	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	450	Allan, Abigail
FDN 1000 12	08/26/2024 - 12/13/2024	Fr	9:30AM - 12:00PM	440	Grant, Leslie

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	08/26/2024 - 12/13/2024	Tu Th	9:30AM - 12:00PM	M200	Schoenekase, Benjamin
FDN 1111 02	08/26/2024 - 12/13/2024	Tu Th	9:30AM - 12:00PM	M201	Kovatch, Nicholas
FDN 1111 03	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	M210	Kovatch, Nicholas
FDN 1111 04	08/26/2024 - 12/13/2024	Mo We	1:00PM - 3:30PM	M200	Pope, Nicholas
FDN 1111 05	08/26/2024 - 12/13/2024	Mo We	3:45PM - 6:15PM	M200	Pope, Nicholas
FDN 1111 06	08/26/2024 - 12/13/2024	Mo We	1:00PM - 3:30PM	434	Schramel, Alexis
FDN 1111 07	08/26/2024 - 12/13/2024	Mo We	6:30PM - 9:00PM	434	Li, Maximo
FDN 1111 08	08/26/2024 - 12/13/2024	Tu Th	1:00PM - 3:30PM	450	Pope, Ethan
FDN 1111 09	08/26/2024 - 12/13/2024	Tu Th	3:45PM - 6:15PM	450	Pope, Ethan
FDN 1111 10	08/26/2024 - 12/13/2024	Tu Th	1:00PM - 3:30PM	414	Tapola, Oakley
FDN 1111 11	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	105	Basu, Malini

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	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	119	Reed, Merick
FDN 1112 02	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	119	Allan, Abigail
FDN 1112 03	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	101	Mahoney, George

Foundation Studies: Studio

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 04	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	101	Mahoney, George
FDN 1112 05	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	101	Hamilton, Russell
FDN 1112 06	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	101	Reed, Merick

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	08/26/2024 - 12/13/2024	Tu Th	9:30AM - 12:00PM	M205	McAvey, Daniel
FDN 1211 02	08/26/2024 - 12/13/2024	Mo We	1:00PM - 3:30PM	M215	Ganu, Roshan
FDN 1211 03	08/26/2024 - 12/13/2024	Mo We	3:45PM - 6:15PM	M215	Aller, Jonathan
FDN 1211 04	08/26/2024 - 12/13/2024	Mo We	6:30PM - 9:00PM	M215	Schneider, Anika
FDN 1211 05	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	M109	Quednau, Howard
FDN 1211 06	08/26/2024 - 12/13/2024	Tu Th	3:45PM - 6:15PM	M215	Gaughan, Michael
FDN 1211 07	08/26/2024 - 12/13/2024	Tu Th	1:00PM - 3:30PM	M215	Gaughan, Michael
FDN 1211 08	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	M205	Simpkins, Nicole
FDN 1211 09	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	M205	Shriner, James
FDN 1211 10	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	M215	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	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	M109	Fisher, Jessie
FDN 1212 02	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	M109	Rose, Amanda
FDN 1212 03	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	M109	Banning, Michael

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	08/26/2024 - 12/13/2024	Mo We	1:00PM - 3:30PM	416	Bosch, Kelsey
FDN 1311 02	08/26/2024 - 12/13/2024	Mo We	3:45PM - 6:15PM	416	Li, Maximo
FDN 1311 03	08/26/2024 - 12/13/2024	Mo We	3:45PM - 6:15PM	434	Bosch, Kelsey
FDN 1311 04	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	434	Shriner, James
FDN 1311 05	08/26/2024 - 12/13/2024	Tu Th	1:00PM - 3:30PM	317	Heino, Keiffer
FDN 1311 06	08/26/2024 - 12/13/2024	Tu Th	3:45PM - 6:15PM	317	Heino, Keiffer
FDN 1311 07	08/26/2024 - 12/13/2024	Tu Th	1:00PM - 3:30PM	434	Galanos, Katinka
FDN 1311 08	08/26/2024 - 12/13/2024	Tu Th	3:45PM - 6:15PM	434	Galanos, Katinka

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 09	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	410	Sferra, Richard
FDN 1311 11	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	414	Van Dyke, Aaron
FDN 1311 12	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	414	McMeans, Patricia

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	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	M21E	Lobberecht, Janet
FDN 1411 02	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	M21E	Lobberecht, Janet
FDN 1411 03	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	440	Gasterland-Gustafsson, Gretchen
FDN 1411 04	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	440	Gould, Samuel
FDN 1411 05	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	M21E	Chatfield-Taylor, Nicholas
FDN 1411 06	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	410	Sanchez, Victor

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 20	08/26/2024 - 12/13/2024	Fr	9:00AM - 10:30AM	OLS	Aller, Jonathan
FDN 1412 21	08/26/2024 - 12/13/2024	Fr	10:30AM - 12:00PM	OLS	Aller, Jonathan
FDN 1412 22	08/26/2024 - 12/13/2024	Fr	9:00AM - 10:30AM	OLS	McCartney, Paula
FDN 1412 23	08/26/2024 - 12/13/2024	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	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	440	Chisholm, Anna
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Liberal Arts: Art History

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 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 320 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 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 140 Dandona, Jessica

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 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 105 Hoagland, George

AH 2107 02 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 101 Caruso, Jennifer

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

AH 2108 01 08/26/2024 - 12/13/2024 Mo 6:30PM - 9:00PM 140 Caruso, Jennifer

AH 3365 - History of Animation - 3 Credit(s)

This course surveys the history of the animation medium explored through various methods and techniques, as well as through shared themes from various countries and filmmaking traditions. Central topics include propaganda, personal filmmaking, abstraction, technical innovations, and politics and social protest. Connections between animation and editorial caricature, the fine arts, the avant-garde, illustration, and media other than film are made throughout the course. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission

AH 3365 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 414 Stanek, Damon

Liberal Arts: Art History

AH 3367 - Histories of the Book: From the - 3 Credit(s)

Faced with a digital revolution in progress, in 1992 Robert Coover famously predicted the “end of books.” Yet in recent years, the number of books published worldwide has hovered around 2 million per year, suggesting the enduring appeal of the physical, portable, and printed object. This course examines the histories of the book, globally, from its origins in the Middle Ages to the present. It covers not only bound, paper tomes, but also their 21st-century progeny, including e-books, audiobooks, and other digital formats. This course will also take advantage of local collections like those held by the Minnesota Center for Book Arts; the Kerlan Collection and the Gorman Rare Art Books and Media Collection at the University of Minnesota; MCAD; Walker Art Center; and Mia. Questions examined are: How has the book functioned as an agent of historical change, one often associated with political turmoil and social controversy? What can the study of the book tell us about the lives of those who made, illustrated, and read printed works in the past? How have books helped communities forge shared identities, individuals achieve social mobility, and immigrants celebrate their heritage? Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3367 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 434 Dandona, Jessica

AH 3430 - Neuroaesthetics - 3 Credit(s)

Can a particular form or set of stimuli always or reliably bring about a particular result? While there is still divided opinion as to how far an understanding of neurological functions can go in explaining “how art works,” scientists and artists alike have turned to neuroaesthetics to develop a way to explain the aesthetic experience through a science of the mind. The new awareness of how cognition builds up, how synaptic leaps are created, and how viewers notice schematic elements in a given work are all evidence that neuroaesthetics provides an interdisciplinary nexus to bridge art and science, body and mind. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3430 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 414 Caruso, Jennifer

AH 3442 - Curating for Artists and Designers - 3 Credit(s)

This course introduces artists and designers to the history, theory, and diverse practices of contemporary curation. Through readings, discussions, writing, research, and field work, students consider the evolving roles of museums, galleries, and other emerging curatorial spaces, both virtual and real, as well as the history and contemporary practices of collecting and display. Throughout the course students assess the roles of curators and their audiences, paying special attention to issues of power and politics. The course provides students with the requisite vocabulary for understanding how curators produce knowledge and the ways in which aesthetics, history, culture, and society are explored through exhibition practices. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3442 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 440 Gasterland-Gustafsson, Gretchen

AH 3515 - Art and Performance - 3 Credit(s)

This course traces the history and development of performance art and theory from the early 20th century to the present. Using individual case studies and key works, this course examines the historical relationships between performance and aesthetics, gender, race, and politics. Students engage with a combination of primary and secondary texts, contextualize relationships between performance and the fine arts, and investigate the social and political dimensions of performance art and its histories.

AH 3515 01 08/26/2024 - 12/13/2024 Fr 9:30AM - 12:00PM 410 Chisholm, Anna

AH 3519 - Visual Geometry - 3 Credit(s)

This course explores the languages, structures, and principles of mathematical systems as they relate to the visual arts. It offers a view of geometry's pivotal role in giving form to fundamental postulates underlying the study of visual art and design, such as linear perspective, composition, the Fibonacci sequence, and the golden section. Through hands-on study supplemented by drawing and paper-folding exercises, students learn to translate geometry's spatial concepts into visual forms, while also gaining an appreciation for this mathematical tool's enduring utility at the hands of artists, architects, and designers since ancient times. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission.

AH 3519 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 430 Westbrook, Thomas

Liberal Arts: Art History

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 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 140 Rice, Craig

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

AH 3608 01 08/26/2024 - 12/13/2024 We 6:30PM - 9:00PM 140 Rice, Craig

AH 3665 - Art in the Cities - 3 Credit(s)

Art in the Cities explores the relationship between art and urban space with the Twin Cities as its primary site of investigation. This seminar-style course focuses on current exhibitions and curatorial practices in museums, galleries, artist-run spaces, and other project spaces located throughout the Twin Cities. In-class discussions examining the history and contemporary practice and politics of display in urban contexts with some emphasis on social, public, interventionist, and community-based practices is equally balanced with activities outside the classroom such as exhibition visits, artist talks, and performances. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

AH 3665 01 08/26/2024 - 12/13/2024 Fr 9:30AM - 12:00PM 105 Caruso, Jennifer

AH 3864 - Readings in Photographic Culture - 3 Credit(s)

This seminar-style course explores photographic culture through focused readings in the theory and history of photography, covering the period from 1839 to the present. These texts facilitate discussions of the ways in which technological transformations and concepts like truthfulness, documentary ethics, and authorship are presented and negotiated in the work of specific photographers. This course is an opportunity for students to discuss the historical and changing philosophical nature of the photographic medium. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3864 01 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 410 Stanek, Damon

AH 3867 - Readings in Contemporary Art - 3 Credit(s)

Since the 1960s, new paradigms for art, its presentation, and its discussion have emerged. In this course students consider major issues in contemporary art through reading key critical texts and engaging with a selection of museum and gallery exhibitions, while also exploring historical contexts. Class sessions consist of seminar-style discussions, some lecture, and museum visits. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

AH 3867 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 440 Chisholm, Anna

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 20 08/26/2024 - 12/13/2024 OLA Pistelli, John

AH 3875 21 08/26/2024 - 12/13/2024 OLA Pistelli, John

Liberal Arts: Art History

AH 4722 - Asian Art History - 3 Credit(s)

This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, students gain an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and gain a basic comprehension of Buddhism, Hinduism, Confucianism, Islam, Taoism, and Shinto. The structure of the class includes lectures, large and small group discussions, and visits to the Minneapolis Institute of Art. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

AH 4722 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 410 Olson, Marsha

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 08/26/2024 - 12/13/2024 Mo 9:30AM - 12:00PM 440 Workman, Elisabeth

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 08/26/2024 - 12/13/2024 Mo 9:30AM - 12:00PM 420 Monks, Kimberly
CPW 3065 02 08/26/2024 - 12/13/2024 Mo 9:30AM - 12:00PM M219 Kopernik, Rakefet
CPW 3065 03 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 420 Johnson, Andrew

CPW 3501 - Writing for the Voice - 3 Credit(s)

This course explores the power of the spoken word. Students integrate the voice with visual communication utilized on social media platforms, the internet, TV, radio, and so forth, and attend recording studio sessions with professional voiceover talent. Students write various pieces for the voice and attain the skills necessary to develop any audio broadcast assignment from concept stage through final air-quality production without supervision. This course fulfills a Liberal Arts – Creative and Professional Writing or Liberal Arts elective requirement for BFA students. Prerequisite: Writing and Inquiry

CPW 3501 01 08/26/2024 - 12/13/2024 Tu 6:30PM - 9:00PM 452 Kjos, Benjamin

CPW 3915 - Science Fiction and Fantasy - 3 Credit(s)

This class combines a close study of the works of classic and contemporary fantasy/science fiction writers with a writing workshop component. The primary focus of this class is the creation of altered realities—worlds that present a reality as different, yet connected and meaningful to our own. A series of assigned writing exercises give participants in the class the chance to build their own worlds and begin the process of peopling them with appropriate characters. Class exploration focuses on developing students' own unique logic, questions, interrogations, and approaches to fantasy/science fiction genre writing. Class sessions are discussion-based. Prerequisite: Writing and Inquiry or faculty permission.

CPW 3915 01 08/26/2024 - 12/13/2024 Fr 9:30AM - 12:00PM 434 Johnson, Andrew

LA: Humanities & Science: Creative and Professional Writing

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	08/26/2024 - 12/13/2024	Th	9:30AM - 12:00PM	105	Savage, Kathryn
CPW 3920 02	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	450	Herron, Gethsemane
CPW 3920 20	08/26/2024 - 12/13/2024			OLA	Hlavacek, Maya

CPW 5910 - Advanced Writing for Screen and Performance - 3 Credit(s)

In Advanced Writing for Screen and Performance, each student develops and structures a long-form narrative, story, or script for a time-based or performative project. In a workshop setting, students orally present their ideas for feedback from the class, then write iterative drafts of their pieces to be read for class critiques. Feedback is rigorous but supportive, and each student is expected to write at a high level. It is recommended that students complete Writing for Screen and Performance before enrolling in this course. Prerequisite: Writing for Screen and Performance or faculty permission.

CPW 5910 01	08/26/2024 - 12/13/2024	Mo	9:30AM - 12:00PM	303	Xu, Liqing
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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	08/26/2024 - 12/13/2024	Th	9:30AM - 12:00PM	420	Kopernik, Rakefet
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LA: Humanities & Sciences: Humanities

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	08/26/2024 - 12/13/2024	We	9:30AM - 12:00PM	320	Foley, Vera
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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	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	432	Hudecova, Eva
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LA: Humanities & Sciences: Humanities

HU 3525 - History of Rock and Roll - 3 Credit(s)

Rock and roll has played an essential role in the cultural history of the United States and much of the globe from the 1950s to the present. This course focuses on the evolution of this truly American art form and the way in which it has influenced and been influenced by cultures around the world. From its gospel and blues roots of the late nineteenth and early twentieth centuries to its contemporary electronic and global manifestations, this course covers its history and variations including country and western, rhythm and blues, rock of the 1950s, Doo-wop, girl groups, the wall of sound, psychedelic, punk, and rap. Some of the material culture that rock and roll has produced is also examined. Class sessions are a mix of lecture and discussion with one 3D Shop activity. Prerequisite: Foundation: 3D

HU 3525 01 08/26/2024 - 12/13/2024 Fr 9:30AM - 12:00PM 320 Green, Diana

HU 3601 - Innovation and Progress - 3 Credit(s)

Creativity inspires innovative problem solving. This course explores the conditions of innovation and examines technological advances and the social and cultural conditions needed for innovations to be adopted. Students ideate innovations to solve problems large and small while considering social and environmental impacts. Students' projects demonstrate the power of innovative thinking and its application to create change. This course fulfills a Liberal Arts – Humanities or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing

HU 3601 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 452 Halvorson, Anne

HU 3665 - Art in the Cities - 3 Credit(s)

Art in the Cities explores the relationship between art and urban space with the Twin Cities as its primary site of investigation. This seminar-style course focuses on current exhibitions and curatorial practices in museums, galleries, artist-run spaces, and other project spaces located throughout the Twin Cities. In-class discussions examining the history and contemporary practice and politics of display in urban contexts with some emphasis on social, public, interventionist, and community-based practices is equally balanced with activities outside the classroom such as exhibition visits, artist talks, and performances. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

HU 3665 01 08/26/2024 - 12/13/2024 Fr 9:30AM - 12:00PM 105 Caruso, Jennifer

HU 3864 - Readings in Photographic Culture - 3 Credit(s)

This seminar-style course explores photographic culture through focused readings in the theory and history of photography, covering the period from 1839 to the present. These texts facilitate discussions of the ways in which technological transformations and concepts like truthfulness, documentary ethics, and authorship are presented and negotiated in the work of specific photographers. This course is an opportunity for students to discuss the historical and changing philosophical nature of the photographic medium. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

HU 3864 01 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 410 Stanek, Damon

HU 3867 - Readings in Contemporary Art - 3 Credit(s)

Since the 1960s, new paradigms for art, its presentation, and its discussion have emerged. In this course students consider major issues in contemporary art through reading key critical texts and engaging with a selection of museum and gallery exhibitions, while also exploring historical contexts. Class sessions consist of seminar-style discussions, some lecture, and museum visits. Prerequisite: Introduction to Art and Design: History 2 or faculty permission.

HU 3867 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 440 Chisholm, Anna

LA: Humanities & Sciences: Humanities

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 20 08/26/2024 - 12/13/2024

OLA Pistelli, John

HU 3875 21 08/26/2024 - 12/13/2024

OLA Pistelli, John

HU 3915 - Science Fiction and Fantasy - 3 Credit(s)

This class combines a close study of the works of classic and contemporary fantasy/science fiction writers with a writing workshop component. The primary focus of this class is the creation of altered realities—worlds that present a reality as different, yet connected and meaningful to our own. A series of assigned writing exercises give participants in the class the chance to build their own worlds and begin the process of peopling them with appropriate characters. Class exploration focuses on developing students' own unique logic, questions, interrogations, and approaches to fantasy/science fiction genre writing. Class sessions are discussion-based. Prerequisite: Writing and Inquiry or faculty permission.

HU 3915 01 08/26/2024 - 12/13/2024 Fr

9:30AM - 12:00PM 434

Johnson, Andrew

HU 3918 - Children's Literature - 3 Credit(s)

In this course students have the opportunity to read and discuss a variety of examples of children's literature and discuss the issues and theories that drive the scholarly field. Are literary genres defined by readers or authors? By tradition, critics, or markets? Students explore these questions and others while gaining a working knowledge of the critical skills necessary to articulate in writing and presentations an informed aesthetic and critical response to literature for children.

HU 3918 01 08/26/2024 - 12/13/2024 We

9:30AM - 12:00PM 432

Lemanski, Laura

HU 4627 - Queer Media - 3 Credit(s)

This course uses standards for information and media literacy (from the Association of College and Research Libraries and others) to explore issues related to queer identities, representations, methodologies, theoretical applications, and interpretations. Using the framework of literacy as a benchmark, students learn how to read "for and from the queer" in a variety of media. Prerequisite: A 3000-level AH or HU course or faculty permission.

HU 4627 01 08/26/2024 - 12/13/2024 Th

9:30AM - 12:00PM 432

Hoagland, George

HU 4722 - Asian Art History - 3 Credit(s)

This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, students gain an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and gain a basic comprehension of Buddhism, Hinduism, Confucianism, Islam, Taoism, and Shinto. The structure of the class includes lectures, large and small group discussions, and visits to the Minneapolis Institute of Art. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission

HU 4722 01 08/26/2024 - 12/13/2024 Th

9:30AM - 12:00PM 410

Olson, Marsha

LA: Humanities & Sciences: Humanities

HU 4916 - Literature of the Americas - 3 Credit(s)

This course offers students a hemispheric perspective on the study of literature, focusing on a range of works from underrepresented, marginalized, and outsider authors in the Americas from the nineteenth century to the present. Students have an opportunity to challenge conventional categorizations of writers from across the Americas—not just in the United States—by fostering transnational and transhistorical perspectives while considering concepts including identity, race, citizenship, hybridity, and nationhood. Prerequisite: Any 3000-level AH or HU course or its transferred equivalent, or faculty permission.

HU 4916 01 08/26/2024 - 12/13/2024 We 6:30PM - 9:00PM 105 Ellis, Stephen

LA: Humanities & Science: Scientific & Quantitative Reasoning

SQR 3002 - Finance for Self-Employment and - 3 Credit(s)

Being a self-employed artist and running a creative business requires proficiency in several areas of financial literacy, such as the time value of money, compound interest, managing debt, and financial planning. This course addresses how students can position themselves as artists and designers who create value for others and how they participate in the art market. It teaches students about the day-to-day operations of being self-employed. It introduces them to the broad responsibilities of running a small business, from the valuation of their work to bookkeeping and other routine activities. It helps them practice various quantitative skills, from calculating interest on investments to the financial valuation of their business based on multiple quantitative parameters. Students will also learn how to scale or grow a business and consider the various financial options to support this process, from loans to investments to the eventual sale of their business. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing. ES 3001 is recommended but not required. ES 3001 and 3002 can be taken simultaneously.

SQR 3002 01 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 452 Halvorson, Anne
SQR 3002 02 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 416 Barisonzi, Joseph

SQR 3357 - The Natural World - 3 Credit(s)

This course serves as an introduction to the intricacies of life on Earth by delving into fundamental biological concepts while also exploring interconnected themes of special relevance to visual artists and creative entrepreneurs, such as biophilia, biomimicry, circularity, and sustainability. Interdisciplinary perspectives from biology, ecology, culture, and the visual arts will be interwoven to provide a holistic understanding of the natural world. By fostering curiosity, critical thinking, and a sense of wonder, "The Natural World" aims to inspire a lifelong appreciation for the beauty and complexity of life while empowering artists and creative entrepreneurs to become stewards of the planet. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students.

SQR 3357 01 08/26/2024 - 12/13/2024 We 6:30PM - 9:00PM 414 Born, Patty

SQR 3430 - Neuroaesthetics - 3 Credit(s)

Can a particular form or set of stimuli always or reliably bring about a particular result? While there is still divided opinion as to how far an understanding of neurological functions can go in explaining "how art works," scientists and artists alike have turned to neuroaesthetics to develop a way to explain the aesthetic experience through a science of the mind. The new awareness of how cognition builds up, how synaptic leaps are created, and how viewers notice schematic elements in a given work are all evidence that neuroaesthetics provides an interdisciplinary nexus to bridge art and science, body and mind. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

SQR 3430 01 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 414 Caruso, Jennifer

LA: Humanities & Science: Scientific & Quantitative Reasoning

SQR 3519 - Visual Geometry - 3 Credit(s)

This course explores the languages, structures, and principles of mathematical systems as they relate to the visual arts. It offers a view of geometry's pivotal role in giving form to fundamental postulates underlying the study of visual art and design, such as linear perspective, composition, the Fibonacci sequence, and the golden section. Through hands-on study supplemented by drawing and paper-folding exercises, students learn to translate geometry's spatial concepts into visual forms, while also gaining an appreciation for this mathematical tool's enduring utility at the hands of artists, architects, and designers since ancient times. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission.

SQR 3519 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 430 Westbrook, Thomas

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 08/26/2024 - 12/13/2024 OLA Theis, Angela

SO 3442 - Curating for Artists and Designers - 3 Credit(s)

This course introduces artists and designers to the history, theory, and diverse practices of contemporary curation. Through readings, discussions, writing, research, and field work, students consider the evolving roles of museums, galleries, and other emerging curatorial spaces, both virtual and real, as well as the history and contemporary practices of collecting and display. Throughout the course students assess the roles of curators and their audiences, paying special attention to issues of power and politics. The course provides students with the requisite vocabulary for understanding how curators produce knowledge and the ways in which aesthetics, history, culture, and society are explored through exhibition practices. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

SO 3442 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 440 Gasterland-Gustafsson, Gretchen

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 08/26/2024 - 12/13/2024 OLA Johnson, Kjell

LA: Humanities & Science: Social Science

SO 3530 - Teaching Artist: Theory and Methods - 3 Credit(s)

The first of a two-course sequence, this course engages undergraduate art and design students in the theory and practice of the teaching artist in schools and community and introduces professional opportunities in the field. Students explore teaching and learning theory in historical and contemporary contexts, applying theory in arts-infused peer presentations, peer teaching, classroom observation, and team teaching in K–12 classrooms. Teaching artists, arts administrators, and leaders in the art education community present models of teacher-artist collaborations, inquiry-based learning, arts-infused curriculum, arts and core content standards, organizational cultures, and teaching-artist residency opportunities. Prerequisite: Foundation-level coursework or faculty permission

SO 3530 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 105 Allan, Abigail

LA: Humanities & Science: Liberal Arts Capstone

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 08/26/2024 - 12/13/2024 Tu 9:30AM - 12:00PM 414 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 08/26/2024 - 12/13/2024 Th 9:30AM - 12:00PM 450 Johnson, Kjell

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 08/26/2024 - 12/13/2024 Th 6:30PM - 9:00PM 440 Savage, Kathryn

HS 5014 - LA Advanced Seminar: Community - 3 Credit(s)

The Liberal Arts Advanced Seminar: Community 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 ethnography, sociology, market research, socially-engaged art, public art, 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 5014 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 410 Gould, Samuel

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	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	333	Nelson, Katie
ANIM 2000 02	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	452	Mueller, Matthew

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	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	M219	Solid, Kristin
ANIM 2500 02	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	M219	Mueller, Matthew

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	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	430	Brost, Michelle
ANIM 3020 02	08/26/2024 - 12/13/2024	Tu	1:00PM - 6:00PM	323	McKinnie, Neville

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	08/26/2024 - 12/13/2024	Mo	1:00PM - 6:00PM	320	Gruszka, Chris
ANIM 3023 02	08/26/2024 - 12/13/2024	Tu Th	6:30PM - 9:00PM	333	Larson, Samuel

ANIM 3027 - 2D Digital Animation - 3 Credit(s)

In this class Toon Boom Harmony is taught as a way of creating 2D animation, using a 2D digital puppet (also known as a Character Rig). Exercises are conducted in motion graphics, kinetic typography, cut-out puppet animation, and 2D visual effects. Students research contemporary studios doing innovative work in the field and complete a final project. Prerequisites: Introduction to Animation, Character Animation 1

ANIM 3027 01	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	320	Gruszka, Chris
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BFA Studio: Animation

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 08/26/2024 - 12/13/2024 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 440 McNutt, Kelly

ANIM 3070 - Intermediate 3D - 3 Credit(s)

Take 3D skill sets to the next level of complexity and artistry by taking a deep dive into the depths of technical art. Through the art of rigging, give hard-surface and organic models the underlying structures that animators use to create the illusion of life by implementing skeletons, deformers, and controllers. Through the art of MayaVFX, explore and apply powerful particle, hair, and fluid simulation capabilities to enhance animations and visualizations. Finally, plan and execute an independent project that promotes research and practice in an area of special CGI interest. This project can both expand a personal portfolio and serve as practice for the senior project. Prerequisite: 3D Surfacing and Lighting (can be taken concurrently)

ANIM 3070 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 331 Seaver, Joshua

ANIM 3075 - Character Animation 2 - 3 Credit(s)

This course builds upon the traditional character animation content (i.e., Disney Principles of Animation) taught in Character Animation 1. Students develop sophisticated secondary movement and overlapping action through several five- to ten-second animation assignments focusing on acting and physicality. Projects are based on everyday scenarios and require the student to produce industry-level animation evoking believable character movement, thought, and emotion. While this is a 2D animation class, students who have completed the 3D Animation course may choose to work with Maya software with faculty permission. Prerequisite: Character Animation 1 or 3D Animation

ANIM 3075 01 08/26/2024 - 12/13/2024 Tu Th 6:30PM - 9:00PM 320 Solid, Kristin

ANIM 3075 02 08/26/2024 - 12/13/2024 Tu Th 6:30PM - 9:00PM 330 Richardson, Caleb

ANIM 3080 - Experimental Animation - 3 Credit(s)

Experimental animation is a form of animation that is non-narrative and has a unique form of nonlinear structure. This course will explore the history and materials of the Experimental Animation tradition. Through short exercises, students will explore process-oriented animation and experiments with physical materials and camera techniques. Additional techniques will include pixilation, stop-motion, direct animation, drawing, sand, and paint as well as sound. After much exploration, students will plan and execute a self-directed complete animation. Prerequisite: Foundation: Media 1, sophomore standing

ANIM 3080 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 330 Thursday, Merit

BFA Studio: Animation

ANIM 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.

ANIM 4010 91 08/26/2024 - 12/13/2024

Wencl, Samantha

ANIM 4020 - Animation Collaboration - 3 Credit(s)

In this course students work in conjunction with commercial clients both in groups and as a whole to realize an animated project. Student groups will be assigned roles based on individual strengths presented on the first day of class. Students will work on material provided by the client. Groups and individuals are responsible for weekly presentations and responses to the client producer by delivering finished assets as the schedule demands. Coursework and assignments simulate a studio production model and prepare students for the collaborative work environment of professional animation. Animation Collaboration can be counted as an internship. Prerequisites: Introduction to Animation, Storyboard, Junior standing

ANIM 4020 01 08/26/2024 - 12/13/2024 We

1:00PM - 6:00PM 410

Nelson, Katie

ANIM 5010 - Advanced Animation Seminar: Product - 3 Credit(s)

Advanced Animation Seminar: Production is designed for students to develop individual or group projects in close conjunction with faculty guidance. Individual projects evolve through a detailed and continuous process of presentation, critique, and revision. In addition, a wide variety of animation is screened and discussed with regard to production issues, context, and story. All students are required to complete a project that is animation or animation adjacent in order to experiment with various forms of animation as well as hone their skills. Prerequisites: Character Animation 1 or 3D Animation, successful Junior Review

ANIM 5010 01 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 320

Gruszka, Chris

ANIM 5010 02 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 330

Seaver, Joshua

ANIM 5101 - ANIM Senior Project 1 - 3 Credit(s)

Part one of a two-part course required of each senior animation major, this course begins the development of a substantial body of work in a specific field. Course content includes critical readings, position paper, individual and group discussion, visiting artists, and informational meetings. Prerequisites: Successful Junior Review, senior standing

ANIM 5101 01 08/26/2024 - 12/13/2024 Th

1:00PM - 6:00PM 150

Solid, Kristin

ANIM 5101 02 08/26/2024 - 12/13/2024 Th

1:00PM - 6:00PM 140

Nelson, Katie

ANIM 5101 03 08/26/2024 - 12/13/2024 Th

1:00PM - 6:00PM 416

Brost, Michelle

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: Introduction to Photography or Introduction to Filmmaking

MA 3045 01 08/26/2024 - 12/13/2024 We

1:00PM - 6:00PM 317

Sferra, Richard

BFA Studio: Animation

MA 4000 - Professional Practice - ANIM - 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 140 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 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 122 Schulz, Barbara

COM 2000 02 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM M201 Algeo, Robert

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 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 122 Schulz, Barbara

COM 3010 02 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 432 Bivens, John

COM 3020 - The Comic Scene - 3 Credit(s)

This course focuses on the two-dimensional depiction of an environment or landscape in comic format. Starting with the creation of a unique pictorial space, students explore the figure within these spaces to create a narrative visual flow. Landscape detailing and lighting are examined to create a sense of mood. Students explore one- to three-point perspectives, alternative perspective theories, and picture-composition relationships and their relationship to narrative drive. Research into the work of professional comics artists' use of environmental storytelling, as well as individual and group critiques, are used as part of the learning process. Prerequisite: Introduction to Comics

COM 3020 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 101 Schulz, Barbara

COM 3020 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 410 Delli quanti, Blue

COM 3050 - Comic Book Publishing: Print and - 3 Credit(s)

This course prepares students for the expectations and rigors of the production and promotion of a comic book in print or in digital publishing. Working on self-directed projects, each student becomes his or her own publisher. The course is divided into three sections mirroring the production process: design and preparation, production, and launch. Technical and process demonstrations cover scanning, prepress procedures, printing, and marketing collateral. The intent of this course is to provide each student with the skills necessary to give a project the greatest impact once completed and published. Lectures and demonstrations, studio visits, field trips, readings, and research are used to direct students through this process. Prerequisite: Comic Media and Concepts

COM 3050 01 08/26/2024 - 12/13/2024 Tu Th 9:30AM - 12:00PM 330 Robinson, Sean

COM 3050 02 08/26/2024 - 12/13/2024 Tu Th 9:30AM - 12:00PM 331 Knickerbocker, Sean

BFA Studio: Comic Art

COM 3060 - Comic Materials and Techniques - 3 Credit(s)

This course explores the various professional mediums used by comics artists and illustrators to create a rich textural nature in their works. Students develop basic principles of compositional decision making and strategies and the application of lighting, textures, values, and tone. Demonstrations of various tools and techniques are provided—from traditional pen and brush to Japanese tonal effects to current trends in digital finishing. Students work on professional comic pencil pages, their own penciled comic pages created specifically for this course, and on pen and ink observational drawings. Visual lectures, critiques, and research support technical work. Prerequisite: Introduction to Comics

COM 3060 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 122 Fricke, Paul

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 08/26/2024 - 12/13/2024 Wencl, 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 430 Fricke, Paul

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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 416 Algeo, Robert

BFA Studio: Furniture Design

FURN 3020 - Lighting/Accessories - 3 Credit(s)

This course introduces students to functional illumination and illuminated objects and addresses accessories that are commonly associated with the experience of furniture. The class includes studio experiments with light (including lamps and atypical light sources), wiring, and electrical safety. Lighting concepts include task lighting and environmental and architectural uses of light. Accessories may include divider screens, trays, non-fabric window treatments, furniture hardware, office helpers, shelving, and other items that complete the furniture experience. Students are encouraged to incorporate a broad spectrum of materials such as plastics, metals, woods, castables, glass, and stone. Lectures and demonstrations support class activities. Prerequisite: Foundation: 3D

FURN 3020 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 105 Reed, Merick

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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 105 Willemin, Leah

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

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FURN 4010 91 08/26/2024 - 12/13/2024 Wenc, Samantha

FURN 5100 - Senior Project: Furniture - 6 Credit(s)

During their senior year, every furniture design 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. Required for all seniors. Prerequisites: Successful Junior Review, senior standing

FURN 5100 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 230 Mahoney, George

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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 331 Murphy, Kindra

GRD 2000 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 230 Brandt, Erik

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 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 331 Jancourt, Jan

BFA Studio: Graphic Design

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 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 230 Jancourt, Jan

GRD 3050 - Publication Design - 3 Credit(s)

Publication design remains one of the most challenging and complex opportunities within the larger field of graphic design. In this course students conceptualize, create, and manage content for both print and digital publications. Structural systems, formats, and organizational methods are investigated as well as the creation of visual narrative through image, pacing, and sequence. Critiques and discussions of examples from the field encourage students to think globally and flexibly about systems and to explore modifications to the traditional structure of books, catalogs, and magazines. Prerequisites: Graphic Design 2, Type Plus

GRD 3050 01 08/26/2024 - 12/13/2024 We 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 450 Steineck, Peter

GRD 3070 - Graphic Design 3 - 3 Credit(s)

Central to graphic design thinking, systems-based design projects have always challenged designers to investigate new and better ways of representing complex information. These design systems are a crucial ingredient in the interdisciplinary practices of branding, interactive design, information design, and mapping. Classroom activities and assignments examine resource development, research analysis, information management, and ideation as parts of a larger whole. Not restricted to any one media, this course encourages students to develop a variety of solutions, guided by critique, individual discussions, and assignments. Prerequisites: Graphic Design 2, Type Plus

GRD 3070 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 230 Jancourt, Jan

GRD 3080 - Digital Production - 3 Credit(s)

This course provides students with a practical and comprehensive overview of the digital production process—from organizing, preparing, and managing digital files to achieving professional quality output. Faculty reference and demonstrate many topics, including raster- and vector-art preparation, font and color management, materials, formats, workflow, and vendor communications. Students examine standards, apply techniques, and employ terminology commonly used in contemporary practice. Prerequisites: Graphic Design 1

GRD 3080 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 416 Murphy, Kindra

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

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GRD 4010 91 08/26/2024 - 12/13/2024 Wenc, Samantha

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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 416 Algeo, Robert

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 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 430 Nowak, Alison

ILL 2000 02 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM M201 King, Kelsey

ILL 3010 - Tools of the Trade - 3 Credit(s)

This course offers hands-on experience for students exploring a wide variety of media through real-world illustration projects. Students learn trade tips and expand their portfolios as they pursue acrylic painting, gouache, pen and ink, watercolor, and pastel projects. Instructional demonstrations are provided on a variety of painting and drawing techniques on papers and other surfaces. Prerequisite: Introduction to Illustration

ILL 3010 01 08/26/2024 - 12/13/2024 Mo We 6:30PM - 9:00PM 430 Yeates, Jacob

ILL 3010 02 08/26/2024 - 12/13/2024 Mo We 6:30PM - 9:00PM 432 Koehler, Dana

ILL 3010 03 08/26/2024 - 12/13/2024 Mo We 6:30PM - 9:00PM 416 Nohl, Lindsay

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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 122 Nowak, Alison

ILL 3020 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 432 Islam, Shafrin

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 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 320 King, Kelsey

ILL 3030 02 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM M200 Lopez, Genesis

BFA Studio: Illustration

ILL 3050 - Editorial Illustration - 3 Credit(s)

From mainstream to independent magazines, editorial art has made a huge impact on the covers and pages of modern print and web publications. Through lectures and demonstrations students acquire a thorough understanding of the editorial market and its potential for inventive and imaginative images. This course includes illustrating articles related to topics such as culture, health, finance, short story, and nonfiction. Project formats include GIF animated web images, full and half page illustrations, covers, and experimental zines. Prerequisites: Introduction to Illustration, Concepts and Metaphors, Digital Illustration (Digital Illustration may be taken concurrently)

ILL 3050 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 430 Britigan, Brian

ILL 3060 - Children's Book - 3 Credit(s)

In this course students examine the elements that make up a children's book and how to communicate to a specific audience through their art. Emphasis is placed on concepting, storyboards, dummy books, and sequencing. Demonstrations of media and discussions of process are covered. A series of projects are assigned examining the various stages of illustrating a book, from the sketch phase to final illustrations. Professional knowledge of the publishing industry is researched and discussed. Prerequisites: Introduction to Illustration, Concepts and Metaphors, Digital Illustration (Digital Illustration may be taken concurrently)

ILL 3060 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM M201 Hartman, Carrie

ILL 3060 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 105 King, Kelsey

ILL 3080 - Illustration Topics - 3 Credit(s)

Building on their initial exposure to illustration in Concepts and Metaphors, Illustration Topics students engage in a thorough examination of illustration principles with a variety of audiences, clients, and formats. Projects may include creating surface designs for an eco-friendly high school binder, an animated GIF web banner for a service or retail shop, informational maps, and a large banner print. Prerequisites: Intro to Illustration, Concepts and Metaphors

ILL 3080 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM M200 Nowak, Alison

ILL 3080 02 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 432 Hartman, Carrie

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

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ILL 4010 91 08/26/2024 - 12/13/2024 Wencil, 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 08/26/2024 - 12/13/2024 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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 416 Algeo, Robert

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 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 300 Manneberg, Avigail

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 08/26/2024 - 12/13/2024 Fr 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 300 Gaunt, John

DRPT 3065 - Special Topics: Landscape Painting - 3 Credit(s)

This course utilizes the landscape as a catalyst for observational and/or representational painting. Students focus on a combination of plein air painting and increasingly self-directed work done in the studio from resources gathered on site. Pictorial issues such as composition, color theory and spatial dynamics are investigated throughout the semester in order to strengthen an understanding of painting as image-making and to aid each student in establishing a sense of place. Prerequisite: Introduction to Painting

DRPT 3065 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 300 Golden-McNerney, Regan

DRPT 3080 - Operative Drawing - 3 Credit(s)

This course utilizes chance, prompts, conceptual diagramming, collaboration, transcriptions, and other generative processes to develop and question abstract modes of expression. The class translates three-dimensional model-building into drawing and then back again. Projects include site-specific drawing and collaborative design teams for installations. Visual lectures, contemporary readings, discussions, artist films about process, and critiques support class material. Prerequisite: Junior standing or faculty permission

DRPT 3080 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 300 Gaunt, John

DRPT 3095 - Representational Studio - 3 Credit(s)

This course provides a contemporary context for working in a representational manner, including connections between invented and described space, realism and imagination, and understanding implied narratives and symbolism. Students use photographic and observed source material as well as live models. Projects are both classroom- and proposal-based. Instruction includes visual lectures, museum visits, critiques, and readings. Prerequisites: Introduction to Painting

DRPT 3095 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 300 Manneberg, Avigail

BFA Studio: Fine Arts

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

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DRPT 4010 91 08/26/2024 - 12/13/2024

Wencl, Samantha

DRPT 5010 - Advanced Drawing/Painting Seminar - 3 Credit(s)

This course is for the advanced student who is interested in developing a self-motivated, sustained body of work and an understanding of the relationships between the formal, conceptual, and historical aspects of painting and drawing. By examining their own studio practice in relation to current topics in the field, students expand their perspectives while developing singular bodies of work. An additional goal of this course is to develop critical thinking skills through the painting and drawing process. Each student proposes a course of investigation, subject to approval. Studio practice is supported by individual and group critiques, guest critiques, writing exercises, and readings on artists, criticism, and theory. Prerequisites: Three 3000-level drawing or painting courses, successful Junior Review

DRPT 5010 01 08/26/2024 - 12/13/2024 Mo

1:00PM - 6:00PM 420

Jirka, Brad

DRPT 5010 02 08/26/2024 - 12/13/2024 Mo

1:00PM - 6:00PM 425

Rajabi, Ziba

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 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 450

Golden-McNerney, Regan

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 08/26/2024 - 12/13/2024

Wencl, Samantha

FAS 3055 - Art and Ecological Futures - 3 Credit(s)

What does the ecological future of this planet look like? What role will artists play in envisioning our environment, both locally and globally? This cross-disciplinary course combines studio work with research and writing about the current phase of the climate crisis. We will examine the intersection between the rhetoric surrounding the "end of Art" and the "end of Nature" in the late 20th century. What does it mean for us as makers that these categories have imploded and/or expanded? How do artists construct and alter environments through their work? Students will research an ecological issue or question that informs their vision of the future, and then explore these implications through writing and creating artwork. This work will be done from an informed perspective that acknowledges the past and present inequities surrounding land use, water use, and ecological damage in Minneapolis, particularly along the nearby Mississippi River. This class will be a combination of lectures and readings by artists, ecologists, and urban planners, as well as site visits, research, short writings, and studio work. Prerequisite: Completion of 45 credits

FAS 3055 01 08/26/2024 - 12/13/2024 Th

1:00PM - 6:00PM 420

Schramel, Alexis

BFA Studio: Fine Arts

FAS 3080 - Storytelling: Narrative Studio - 3 Credit(s)

Ideas of visual storytelling and narrative are explored in this interdisciplinary course. Emphasis is placed on the deconstruction of linear storytelling devices as a way to build deeper lateral associations. Topics include personal mythology, liminal meaning, and collective storytelling. The history of allegory, folklore, fable, and myth are covered. Projects extend through personal, political, and social spheres and are developed through studio assignments, historical and contemporary image surveys, writing exercises, critical readings, and field trips. Prerequisite: Sophomore standing

FAS 3080 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 420 Manneberg, Avigail

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 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 420 Golden-McNerney, Regan

FAS 4010 - Internship: Fine Arts Studio - 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.

FAS 4010 91 08/26/2024 - 12/13/2024 WencI, Samantha

FAS 5010 - Advanced Fine Arts Studio Seminar - 3 Credit(s)

In this course, students with a working understanding of the relationships among a variety of disciplines develop imagery and content through studio work and discussions on contemporary issues. Examining their own studio practice in relation to current topics in contemporary interdisciplinary studio practice, students expand their perspectives while developing a self-motivated, sustained body of work. Studio practice is supported by the development of critical thinking skills, individual and group critiques, guest critiques, writing exercises, and readings on artists, criticism, and theory. Prerequisites: Three 3000-level courses in any major, successful Junior Review

FAS 5010 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 420 Jirka, Brad

FAS 5010 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 425 Rajabi, Ziba

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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 450 Golden-McNerney, Regan

BFA Studio: Fine Arts

FIB 1802 - Fiber: The Stitched Surface Hand - 1 Credit(s)

Hand stitching is a slow and portable art form. This three-day workshop concentrates on decorative hand stitching utilizing a wide range of techniques such as basic embroidery stitches, applique, trapunto, needle weaving and hand quilting. Students create a sampler of techniques in class, and will complete one creative project after the workshop. There will be one assignment, due about three weeks after class. A supply list will be provided.

FIB 1802 01	09/06/2024 - 09/08/2024	Fr	9:00AM - 12:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	
FIB 1802 02	09/06/2024 - 09/08/2024	Fr	1:00PM - 4:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	

FIB 1804 - Stitched Surface: Machine Sewing - 1 Credit(s)

In this fast-paced, three-day workshop, students will learn the basics of machine stitching related to flat construction and fabric manipulation. Techniques include patchwork, pleating, slashing, free motion drawing with the machine, and finishing techniques. Students create a sampler of techniques in class and will complete one creative project after the workshop. There will be one assignment, due about three weeks after class. A supply list will be provided. Students should have a sewing machine and accessory kit, or the college has a few that can be borrowed for the workshop. This is not a garment sewing class.

FIB 1804 01	09/27/2024 - 09/29/2024	Fr	9:00AM - 12:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	
FIB 1804 02	09/27/2024 - 09/29/2024	Fr	1:00PM - 4:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	

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	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	405	Simpkins, Nicole
PPB 2000 02	08/26/2024 - 12/13/2024	We	1:00PM - 6:00PM	425	Hunder, Stephanie

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	08/26/2024 - 12/13/2024	Th	1:00PM - 6:00PM	425	Hunder, Stephanie
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PPB 3025 - Lithography - 3 Credit(s)

The process of lithography allows the artist to draw directly on grained lithographic limestone and aluminum plates to create printable matrices. Students experience both the graphic capacity and painterly possibilities of this medium through a wide range of dry and wet lithographic drawing materials. Students develop a portfolio of print-based work emphasizing personal imagery using plate and stone lithography while incorporating drawing, transfer, and digital processes. Historical and contemporary contexts are explored through lectures and field trips to museums and/or print studios. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3025 01	08/26/2024 - 12/13/2024	Fr	1:00PM - 6:00PM	405B	Pestich, Natasha
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BFA Studio: Fine Arts

PPB 3040 - Print in Public: Zines, Posters, - 3 Credit(s)

This course will focus on printmaking as a means of engagement with people and place through DIY publishing, political posters, public art and community-based projects. Students will gain skills in screen printing, linocuts, stamps, and eco-art graffiti (mud stencils), in addition to making zines, printing t-shirts, and working with wood type. The fundamentals of collaboration will be introduced through hands-on exercises and reflection, in tandem with surveying historical and contemporary models for making art for and with the public. Students can expect to gain experience with MCAD's mobile printing unit. Prerequisites: Sophomore standing or permission of the instructor.

PPB 3040 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 405 Pestich, Natasha

PPB 3055 - Books: Materials and Techniques - 3 Credit(s)

In this course, students explore the materials and techniques of book construction through a variety of forms, from simple pamphlets to hardcover multiple-section books. Adhesive and non-adhesive bindings and covers, folded and sewn structures, and Japanese and Western styles are examined. Additional projects include presentation cases, envelopes, and box-making. Integration of contents with outer wrapping is discussed as it relates to self-promotion and to client presentations. Demonstrations, material exploration, and class discussions complement student projects. Prerequisite: All foundation studio requirements

PPB 3055 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 405 O'Malley, Mary

PPB 3070 - Papermaking - 3 Credit(s)

In this course students learn how to make artwork with handmade paper from recycled materials, botanical fibers, and imported fiber. The class covers sheet formation for drawing, painting, and printmaking purposes, as well as three-dimensional applications in sculpture or lighting projects. Work in related areas such as bookbinding, surface applications, and paper uses in other disciplines is encouraged. Students are expected to experiment with the technical information presented and develop new work. Prerequisite: Foundation: 2D

PPB 3070 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM M01, O'Malley, Mary

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

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PPB 4010 91 08/26/2024 - 12/13/2024 Wencil, Samantha

PPB 5010 - Advanced Print Paper Book Seminar - 3 Credit(s)

In this course, students develop imagery and content through studio work and discussions of contemporary print, paper, and book media. By examining their own studio practice in relation to current topics in the field, students expand their perspectives while developing new work. This course is for the advanced student who is interested in developing a self-motivated, sustained body of work and an understanding of the relationships between the formal, conceptual, and historical aspects of print, paper, and book. Studio practice is supported by development of critical thinking skills, individual and group critiques, guest critiques, writing exercises, and readings covering artists, criticism, and theory. Prerequisites: Three 3000-level print paper book courses, successful Junior Review

PPB 5010 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 420 Jirka, Brad

PPB 5010 02 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 425 Rajabi, Ziba

BFA Studio: Fine Arts

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 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 450 Golden-McNerney, Regan

SC 2000 - Exploring 3D: Sculpture - 3 Credit(s)

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

SC 2000 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 119 Hamilton, Russell

SC 2100 - The Constructed Textile: Weaving - 1 Credit(s)

This one credit, five-week workshop introduces students to the fundamental opportunities of working with fibers. Students will learn the practices of weaving, including an introduction to the 4-harness loom and frame loom, basics of dressing the loom, basic weave structures, and traditional and nontraditional weaving materials to add contemporary elements to a centuries-old tradition. The workshop explores historical and contemporary weaving as an artform through presentation, research, and making. Students will complete the workshop with a field journal of samples and ideas, a group project, and a self-defined project aligning with their artform. This workshop will require time outside of class. Prerequisite: Foundation: 3D

SC 2100 01 10/19/2024 - 11/16/2024 Sa 12:00PM - 5:00PM 105 Monick-Isenberg, Lynda

SC 3010 - Casting and Mixed Media - 3 Credit(s)

This class focuses on the concepts, materials, and techniques of the cast and mixed-media object. Processes include various mold-making and casting techniques that lead to created objects and the incorporation of found forms. Bronze and aluminum foundry casting from wax and traditional patterns as well as cast plastics and flexible molds are covered. Overviews of assembling dissimilar materials, patinas, and additional finishing techniques help students refine their projects. New processes and materials are introduced on a regular basis through class demonstrations and workshops. Although this course emphasizes technique, it is also concerned with aesthetics. Prerequisite: Foundation: 3D

SC 3010 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 119 Jirka, Brad

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 explored. Topics include systems approach, audience, interactive and experiential work, and documentation as art. All media are considered appropriate, such as 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 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 119 Jasso Yanez, Ivonne Paulina

SC 3082 - Sculpture Studio: Arduino - 3 Credit(s)

This course presents the Arduino system as a tool for the actuation and augmentation of the object and installation. An open-source electronic prototyping platform, Arduino enables users to create interactive electronically controlled objects and spaces. Students learn this easily accessible and ubiquitous hardware and related code as a community while exploring open-source systems and creating time-based works that can actuate, control, and react to their environment. Prerequisite: Foundation: 3D

SC 3082 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 105 Willemin, Leah

BFA Studio: Fine Arts

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 08/26/2024 - 12/13/2024

Wencl, Samantha

SC 5010 - Advanced Sculpture Seminar - 3 Credit(s)

This course is for the advanced student who is interested in developing a self-motivated, sustained body of work through an understanding of the relationships between the formal, conceptual, and contextual aspects of sculptural form. Examining their own studio practice in relation to current topics in the field, students expand their perspectives while developing their work. Studio practice is supported by development of critical thinking skills, individual and group critiques, guest critiques, writing exercises, and readings covering artists, criticism, and theory. Prerequisite: Four 3000-level furniture courses, successful Junior Review

SC 5010 01 08/26/2024 - 12/13/2024 Mo

1:00PM - 6:00PM 420

Jirka, Brad

SC 5010 02 08/26/2024 - 12/13/2024 Mo

1:00PM - 6:00PM 425

Rajabi, Ziba

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 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 450

Golden-McNerney, Regan

BFA Studio: Media Arts

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 08/26/2024 - 12/13/2024

Wencl, Samantha

MA 2010 - Media Arts Tools & Techniques - 3 Credit(s)

This course serves as an introduction to an interdisciplinary mode of working within media arts. Students will learn technical skills in lens-based practices such as filmmaking and photography, basic audio recording, and coding-based creative practices. Students will engage with editing and production tools, and create artworks engaged in observation, critical analysis, and conceptual thinking. Projects will engage the materiality unique to each media. Emphasis is placed on techniques that cross and combine media to create rich experiences and artworks. Prerequisite: Foundation: Media 1

MA 2010 01 08/26/2024 - 12/13/2024 Mo

1:00PM - 6:00PM 414

Chatfield-Taylor, Nicholas

MA 2010 02 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 333

Moren, Benjamin

BFA Studio: Media Arts

MA 2062 - Experimental Game Theory and Protot - 3 Credit(s)

This course introduces students to the core concepts of experimental game design, theory, and prototyping, focusing on non-digital game design and creation through fast-paced game prototyping. Topics covered include rule design, level design, game balance, game-specific writing, narrative development, and aesthetic concerns. Students will engage in critical play-playing games and analyzing their characteristics. This course supports students who would like to develop game concepts within various disciplines, such as Web and Multimedia Environments, Animation, Illustration, Filmmaking, Product Design, and Graphic Design. Prerequisites: Foundation: Media 1, Foundation: 2D

MA 2062 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 317 Little, Jay

MA 3040 - Politprop: Art for the Broad Masses - 3 Credit(s)

Politprop is a lesson in cultural jiu-jitsu. Named after POLIT(ical) PROP(aganda) the course is devoted to research, study, analysis, and discussion of a variety of historical and contemporary propaganda materials. As a means of empowerment and protection against political manipulation and disinformation, students learn to recognize and identify common propaganda strategies. As a multidisciplinary studio course, Politprop encourages a careful, critical implementation of established propaganda methodologies. Through a series of projects, we experiment with a variety of approaches to the propaganda phenomenon: creative ways of dismantling contemporary propaganda, but also thoughtful ways of seizing and redirecting select propaganda techniques to strengthen our voices. Learn the laws of propaganda, to amplify your message, to reach the People, to serve them better! Prerequisite: Foundation: Media 1

MA 3040 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 333 Szyhalski, Piotr

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: Introduction to Photography or Introduction to Filmmaking

MA 3045 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 317 Sferra, Richard

MA 3065 - Sound - 3 Credit(s)

Designed to acquaint students technically and conceptually with the medium of sound, this course provides a basic working vocabulary for understanding, discussing, and producing sounds. Topics covered include basic perceptual concepts and fundamentals of composing sound such as pitch, rhythm, duration, and volume. Students complete a series of assigned projects designed to demonstrate and assess competencies with microphones, studio recording, and digital editing, mixing, and processing. Prerequisite: Media Arts: Tools and Techniques

MA 3065 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 140 Schot Klotzbach, Dawn

MA 3068 - Experimental Sound - 3 Credit(s)

This course emphasizes creative practice as a way to explore the tangible properties of sound and learn a foundation of technical skills for working with it. Students complete a series of individual and collaborative projects that explore both performance and recording. The class uses digital recording tools to capture and edit work, but the focus is placed on ways to physically produce and manipulate sounds outside of the computer (with bodies and an array of tools, both handmade and high-tech). Whether students are interested in music performance, sound effects for film, or sonic sculpture, this workshop introduces an array of hybrid techniques for audio investigation. Prerequisite: Foundation: Media 1

MA 3068 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 440 Moren, Benjamin

BFA Studio: Media Arts

MA 4000 - Professional Practice - ANIM - 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 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 140 Thursday, Merit

MA 5100 - Media Arts Senior Project - 6 Credit(s)

During senior year, each media arts major is required to develop and complete a substantial body of work in their 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

MA 5100 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 440 Turczan, Katherine

MAAT 3040 - Coding Concepts 1: Expressive - 3 Credit(s)

This studio course serves as a fundamental creative coding experience. Students go from little to no experience with coding to proficient, expressive, software creators. Students are exposed to the creative approach of recognizing programming and computational experimentation as an art and design medium while exploring a range of practical programming skills and concepts. Topics covered include foundational coding structures, generative algorithms, random events, interactive states, basic physics, and the systematic combination of media. The class begins with short technical exercises focused on fundamental principles before opening up to larger more expressive projects. Prerequisite: Foundation: Media 1

MAAT 3040 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 333 Moren, Benjamin

MAAT 3050 - Interdisciplinary Studio 1: Hybrid - 3 Credit(s)

This studio course is an introduction to contemporary interdisciplinary art practice. Students build a cohesive body of work consisting of smaller, interconnected projects spanning multiple media, materials, and processes. Students will learn how to systematically integrate different media forms such as video, photography, sound, and code to develop engaging multimedia projects thoughtfully and deliberately. By the end of the course, students will have a deeper understanding of the intersection of various media forms, disciplines, tools, and techniques for creating powerful multimedia projects that explore the screen, respond to the site, and engage the ears. Prerequisite: Foundation: Media 1

MAAT 3050 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 333 Szyhalski, Piotr

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

This course is an introduction to telling stories and expressing ideas 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 editing are applied through assignments in the forms of documentary, narrative, and experimental genres. 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 creative work through the completion and critique of individual and group projects and exercises. Prerequisite: Foundation: Media 1

MAFL 2000 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 323 Coyle, Jason

MAFL 2000 02 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 410 Coyle, Jason

MAFL 2000 03 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 323 Hoolihan, Sam

BFA Studio: Media Arts

MAFL 3020 - Documentary Filmmaking - 3 Credit(s)

Through the production of a series of short films, students explore various forms of documentary production. Students learn how to make films from life and the limits, ethics, and opportunities of depicting reality. Techniques taught include research, preproduction, working with small crews, field video production equipment, sound recording techniques, lighting, and editing. In addition to critiques, discussions, and technical demonstrations, a selection of films are screened and analyzed during the course. Prerequisite: Introduction to Filmmaking

MAFL 3020 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 323 Coyle, Jason

MAFL 3040 - Editing and Post-Production - 3 Credit(s)

This class provides a comprehensive overview of the post-production process for moving-image work, including film, video, and animation. Each step of the post process is examined—including planning productions with the edit in mind, file management, logging and ingestion, rough- and fine-cut editing, color correction and grading, integrating audio and visual effects, and mastering and output of the finished work. Students develop an understanding of pacing, montage, rhythm, and two- and three-dimensional continuity of the cut, as well as specific techniques to solve difficult post-production issues. This class examines the technical and theoretical considerations of editing and post-production for a wide variety of genres such as narrative, experimental, documentary, commercial, and industrial, and it provides students with the skills to apply them to their work. Class instruction includes screenings, group and individual projects, visiting professionals, critiques, and readings on the theories of prominent editors, filmmakers, and theorists, both historical and modern. Prerequisite: Media Arts: Tools and Techniques or Introduction to Filmmaking

MAFL 3040 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 323 Graydon, Andrew

MAPH 2000 - Introduction to Photography - 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 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

MAPH 2000 01 08/26/2024 - 12/13/2024 Th 1:00PM - 6:00PM 303 Grant, Leslie

MAPH 3015 - Analog Photography - 3 Credit(s)

This course is a thorough exploration of the materials, processes, and techniques of analog photography. Students acquire a thorough working knowledge of roll film and large-format photography. This course emphasizes advanced understanding of negative exposure, film processing, tonal-range manipulation, digital scanning, and large-format output. Contemporary issues and concepts are explored through reading, visual research, and discussion and then applied through a series of visual problems. Students are evaluated on individual projects, critiques, a final portfolio, discussions, and quizzes. Prerequisite: Introduction to Photography

MAPH 3015 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 303 Grant, Leslie

MAPH 3055 - Photographic Systems - 3 Credit(s)

This course is designed to develop and expand the strategies of photographic representation through projects, readings, writing assignments, critiques, and visual image presentations. Photography is explored as a visualizing medium for related fields: sculpture, performance, literature, science, psychology, social media, etc. Contemporary interest in the materiality of photographic processes including non-camera image making and abstract photography are also explored. Attention to display possibilities as a means to construct context and shape meaning is emphasized. Digital and analog imaging techniques introduced in Photography 1 are further explored. Prerequisite: Analog Photography, may be taken concurrently

MAPH 3055 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 303 McCartney, Paula

BFA Studio: Media Arts

MAPH 3060 - Digital Photography Studio - 3 Credit(s)

This course provides students with an opportunity to extend their knowledge and expertise of digital image-making beyond what they have applied in previous photography classes. Through a series of in-depth demonstrations and lectures, students examine advanced issues of image capture, enhancement, and output. The course contains a series of assigned exercises and projects, including a semester-long photographic portfolio project. Prerequisite: Introduction to Photography

MAPH 3060 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 303 Sferra, Richard

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 08/26/2024 - 12/13/2024 WencI, Samantha

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 08/26/2024 - 12/13/2024 WencI, Samantha

Bachelor of Science

ES 1601 - Human-Centered Service Design - 3 Credit(s)

Service design is the practice of tying together human, digital, and physical interactions to create differentiated and unique environments for people participating in an experience. Such experiences can be art exhibitions, touristic and recreational activities, medical interventions, or human-technology interfaces of various kinds (AR/VR). At the core of this class is the science behind how people react to, enjoy, or reject certain experiences that require interactions with other human beings, technology, or nature. Delivering great experiences and services can be challenging, but design thinking can help you understand people's needs, look at interactions between people, and constantly iterate your way forward to create more unique and immersive experiences. Service is where your project meets the world. Learn to design moments that people will remember and value. This course fulfills studio elective credits for BFA students

ES 1601 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 452 Kuhlke, Olaf

ES 3001 - Self-Employment and Creating a - 3 Credit(s)

The ideation and creation of new enterprises, whether to satisfy a need or solve a problem, is a fundamentally bold, often risky act, and this class seeks to address the creation of arts-based businesses from both a self-development and interdisciplinary perspective. This course explores the meaning, value, and valuation of the products, services, or experiences we make for others as solo artists and designers or in collaboration. It covers the crafting of a business concept and the writing of a business plan based on self-employment. It introduces students to the risks, demands, utility, and aesthetics of new business ideas and the implementation of new business in a legal process. In a studio setting, students examine various types of arts- and design-related companies and the associated issues, as well as key character and personal development aspects of freelancing, self-employment, building a business, and growing a business operation. Through case studies, hands-on projects, and working with business mentors from the art and design world, students learn all the elements of setting up a successful business enterprise. This course fulfills studio elective credits for BFA students. Prerequisite: Sophomore standing

ES 3001 01 08/26/2024 - 12/13/2024 Mo 1:00PM - 6:00PM 452 Hauge, Steven

Bachelor of Science

ES 3002 - Finance for Self-Employment and - 3 Credit(s)

Being a self-employed artist and running a creative business requires proficiency in several areas of financial literacy, such as the time value of money, compound interest, managing debt, and financial planning. This course addresses how students can position themselves as artists and designers who create value for others and how they participate in the art market. It teaches students about the day-to-day operations of being self-employed. It introduces them to the broad responsibilities of running a small business, from the valuation of their work to bookkeeping and other routine activities. It helps them practice various quantitative skills, from calculating interest on investments to the financial valuation of their business based on multiple quantitative parameters. Students will also learn how to scale or grow a business and consider the various financial options to support this process, from loans to investments to the eventual sale of their business. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing. ES 3001 is recommended but not required. ES 3001 and 3002 can be taken simultaneously.

ES 3002 01	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	452	Halvorson, Anne
ES 3002 02	08/26/2024 - 12/13/2024	Tu	9:30AM - 12:00PM	416	Barisonzi, Joseph

ES 3357 - The Natural World - 3 Credit(s)

This course serves as an introduction to the intricacies of life on Earth by delving into fundamental biological concepts while also exploring interconnected themes of special relevance to visual artists and creative entrepreneurs, such as biophilia, biomimicry, circularity, and sustainability. Interdisciplinary perspectives from biology, ecology, culture, and the visual arts will be interwoven to provide a holistic understanding of the natural world. By fostering curiosity, critical thinking, and a sense of wonder, "The Natural World" aims to inspire a lifelong appreciation for the beauty and complexity of life while empowering artists and creative entrepreneurs to become stewards of the planet. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students.

ES 3357 01	08/26/2024 - 12/13/2024	We	6:30PM - 9:00PM	414	Born, Patty
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ES 3501 - Writing for the Voice - 3 Credit(s)

This course explores the power of the spoken word. Students integrate the voice with visual communication utilized on social media platforms, the internet, TV, radio, and so forth, and attend recording studio sessions with professional voiceover talent. Students write various pieces for the voice and attain the skills necessary to develop any audio broadcast assignment from concept stage through final air-quality production without supervision. This course fulfills the Creative and Professional Writing requirement in Humanities and Sciences for BFA students. This course fulfills a Liberal Arts – Creative and Professional Writing or Liberal Arts elective requirement for BFA students. Prerequisite: Writing and Inquiry

ES 3501 01	08/26/2024 - 12/13/2024	Tu	6:30PM - 9:00PM	452	Kjos, Benjamin
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ES 3601 - Innovation and Progress - 3 Credit(s)

Creativity inspires innovative problem solving. This course explores the conditions of innovation and examines technological advances and the social and cultural conditions needed for innovations to be adopted. Students ideate innovations to solve problems large and small while considering social and environmental impacts. Students' projects demonstrate the power of innovative thinking and its application to create change. This course fulfills a Liberal Arts – Humanities or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing

ES 3601 01	08/26/2024 - 12/13/2024	Th	9:30AM - 12:00PM	452	Halvorson, Anne
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ES 4010 - Internship: Entrepreneurial Studies - 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.

ES 4010 91	08/26/2024 - 12/13/2024				Wencl, Samantha
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Bachelor of Science

ES 4501 - Designing Sustainable Futures - 3 Credit(s)

Futurism, as an artistic and scientific movement, broadly speculates about the future. Futurism became popular in the early 20th century and was appropriated by architects, designers, painters, and other people associated with the avant-garde movement. Eventually, futurism extended to other areas of social and scientific inquiry and was later adopted by consulting companies and others that mainly deal with the prediction of conflicts and their consequences. Today's futurism is represented by groups of people who study and attempt to predict global aesthetic and technological trends. The formal study of the future includes foresight, strategy, and perspective awareness. Successful futurologists use trend, precursor, and scenario analyses in their prospecting. This course explores the scientific, technological, and social forces that shape the natural and human-made environment of the future as they impact society, life, and work. Thinking in systems, students research the existing state of the global environment to develop long-term forecasts for the future. Prerequisite: Sophomore standing

ES 4501 01 08/26/2024 - 12/13/2024 We 9:30AM - 12:00PM 452 Birt, Arlene

ES 4601 - Infographics: Visualizing Data - 3 Credit(s)

Collecting data is easier than ever before, and making sense of that data seems harder than ever. This course covers techniques of data analysis and visualization. Students develop visual literacy and explore the information experience and the history, theory, and methods for graphical presentation of data. Experience in Adobe Illustrator is helpful. This course fulfills studio elective credits for BFA students. Prerequisite: Foundation: Media 1

ES 4601 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 452 Birt, Arlene

BFA Studio: Product and Furniture Design

PD 2300 - Design Drawing: 2D Drawing for 3D - 3 Credit(s)

Designed objects begin with ideas, which have long been visually initiated and communicated through quick, expressive sketches. Subtle changes to the emphasis or quality of line, shape, and/or value can be the difference between a successful takeoff or a failed launch. This course introduces techniques used by product designers that are useful to a broad range of creative professionals. Manual drawing and rendering techniques enable students to effectively and efficiently communicate design ideas, convey context and operation of a product, develop form, iterate, and present design intent. This approach prizes clear, compelling communication intended to represent objects that do not yet exist. Prerequisites: Completion of 12 credits, Foundation: 3D

PD 2300 01 08/26/2024 - 12/13/2024 Tu 1:00PM - 6:00PM 320 Westbrook, Thomas

PD 3025 - Lighting, Accessories, Housewares - 3 Credit(s)

This course introduces students to a mix of real-world products, such as tableware, home decor, personal accessories, lighting, etc., in which appearance is a primary consideration. Assignments will focus on developing appropriate expressive qualities, techniques for form generation and development, iterative refinement of form, appearance models, and attractive presentation of work. Students will integrate new sketching, model-making, and prototyping materials and techniques. Students are encouraged to incorporate a broad spectrum of materials such as plastics, metals, woods, castables, glass, and stone. The class includes studio experiments with light (including lamps and atypical light sources), wiring, and electrical safety. Lectures and demonstrations support class activities. Prerequisites: PD 2000 Introduction to Product Design; or faculty permission

PD 3025 01 08/26/2024 - 12/13/2024 We 1:00PM - 6:00PM 105 Reed, Merick

PD 3600 - Advanced Digital Visualization - 3 Credit(s)

This studio course advances the skills and principles from Digital Visualization and introduces students to advanced 3D modelling, rendering, and presentation techniques employed by product designers. Through a series of exercises, students will learn the advanced use of parametric CAD software (Solidworks) and digital rendering (Keyshot, etc.) to communicate design ideas to peers, clients, and consumers. Prerequisite: Digital Visualization

PD 3600 01 08/26/2024 - 12/13/2024 Fr 1:00PM - 6:00PM 105 Willemin, Leah

BFA Studio: Product and Furniture Design

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 08/26/2024 - 12/13/2024

Wencl, Samantha

PD 5100 - Senior Project 1: Product Design - 3 Credit(s)

Product Design Senior Project consists of two sequential studios. It is the culmination of the program and a requisite for graduation. Each student works with a departmental advisor and a number of in-house or external advisors to develop a project resulting from a self-generated investigation. Results are broad and far-ranging, from products to furniture, services, culture-driven explorations, products for social impact, etc. This is an independent endeavor to demonstrate that students have acquired the fluency necessary to join the professional world of product design. The emphasis during this first semester is on research and ideation to develop an original and innovative solution to a real-world problem. Prerequisite: Senior standing

PD 5100 01 08/26/2024 - 12/13/2024 Fr

1:00PM - 6:00PM 230

Mahoney, George

Master of Fine Arts: Visual Studies

GRLA 7005 - Community and Context - 1 Credit(s)

In this five-week course offered at the start of the MFA program, students reflect on personal and situational context, privilege and difference, intentions versus results, and intended audiences for their creative practices. Students take field trips focused on different groups of people living in the Twin Cities who have influenced and shaped current cultural and social circumstances, potentially including Indigenous, Black, immigrant, and hyper-local/neighborhood-level perspectives. Artists, designers, curators, writers, or other cultural workers/thinkers are invited to help illuminate relationships to creative practice. The course establishes a framework for sustained commitment to antiracism in practice and community life by introducing related vocabulary and concepts.

GRLA 7005 01 08/26/2024 - 09/26/2024 Th

9:00AM - 12:00PM MFA

Antar, Anniessa

GRLA 7011 - Criticism and Theory 1 - 3 Credit(s)

This is one of two courses that exposes students to contemporary visual criticism and theory in art and design. 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. Early in this course, students will examine concepts of privilege and difference in relationship to systems of power, both in and outside the art and design worlds. Also early in the course, students will be briefly introduced to basic popular lenses for examining art and design work, including selected identity issues (race, gender, sexuality), iconography/semiotics, Marxism, and cultural studies/post-colonialism. Topics for the remainder of the course will be determined by the students' practices, and the instructor will provide appropriate historical context as necessary.

GRLA 7011 01 08/26/2024 - 12/13/2024 Tu

9:00AM - 12:00PM MFA

Franklin, William

GRLA 7011 02 08/26/2024 - 12/13/2024 Tu

2:30PM - 5:30PM MFA

Mindel, Gabriel

GRLA 7013 - Graduation Preparation 1 - 3 Credit(s)

This course is designed to help students articulate the theoretical basis of their work in relation to acknowledged contemporary works and culture. Students research, outline, and write the first three-quarters of their paper on the nature of their current practice. The semester concludes with public presentations based on the students' work over the course of the semester.

GRLA 7013 01 08/26/2024 - 12/13/2024 Mo

2:30PM - 5:30PM MFA

McMeans, Patricia

Master of Fine Arts: Visual Studies

GRLA 7013 - Graduation Preparation 1 - 3 Credit(s)

This course is designed to help students articulate the theoretical basis of their work in relation to acknowledged contemporary works and culture. Students research, outline, and write the first three-quarters of their paper on the nature of their current practice. The semester concludes with public presentations based on the students' work over the course of the semester.

GRLA 7013 02 08/26/2024 - 12/13/2024 Mo 2:30PM - 5:30PM MFA Mindel, Gabriel

GRST 7002 - 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 7002 01 08/26/2024 - 12/13/2024 Th 2:30PM - 5:30PM MFA Keagy, Rini
GRST 7002 02 08/26/2024 - 12/13/2024 We 9:00AM - 12:00PM MFA Young, Marcus

GRST 7004 - 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 7004 01 08/26/2024 - 12/13/2024 We 2:30PM - 5:30PM MFA Benson, Kimberly
GRST 7004 02 08/26/2024 - 12/13/2024 Fr 2:30PM - 5:30PM MFA Yeates, Jacob

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 0Y08/26/2024 - 12/13/2024 Banning, Michael
GRST GM99 2K08/26/2024 - 12/13/2024 Keenan, John
GRST GM99 4E08/26/2024 - 12/13/2024 Peltier, Ryan
GRST GM99 5A08/26/2024 - 12/13/2024 Petersen, Sarah
GRST GM99 5V08/26/2024 - 12/13/2024 Swiszczy, Carolyn
GRST GM99 5Y08/26/2024 - 12/13/2024 Delliquanti, Blue
GRST GM99 6I08/26/2024 - 12/13/2024 Schulz, Barbara
GRST GM99 6J08/26/2024 - 12/13/2024 King, Kelsey
GRST GM99 6C08/26/2024 - 12/13/2024 Drum, Preston
GRST GM99 6P08/26/2024 - 12/13/2024 Labovitz, Anne
GRST GM99 6T08/26/2024 - 12/13/2024 Gullixson, Austin
GRST GM99 6X08/26/2024 - 12/13/2024 Stupica, Lindsey
GRST GM99 7B08/26/2024 - 12/13/2024 Britigan, Brian
GRST GM99 7C08/26/2024 - 12/13/2024 Maia, Sophia

Master of Fine Arts: Visual Studies

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 7R08/26/2024 - 12/13/2024	Ariza, Nancy
GRST GM99 7T08/26/2024 - 12/13/2024	Charbonneau, Edward
GRST GM99 7U08/26/2024 - 12/13/2024	Aller, Jonathan
GRST GM99 7Z08/26/2024 - 12/13/2024	Meister, Kelley
GRST GM99 8E08/26/2024 - 12/13/2024	Brost, Michelle
GRST GM99 8C08/26/2024 - 12/13/2024	Ganu, Roshan
GRST GM99 8H08/26/2024 - 12/13/2024	Gaughan, Michael
GRST GM99 8I 08/26/2024 - 12/13/2024	Bivens, John
GRST GM99 8J 08/26/2024 - 12/13/2024	Nowak, Alison
GRST GM99 8K08/26/2024 - 12/13/2024	Grant, Leslie
GRST GM99 8L08/26/2024 - 12/13/2024	Bagdon, Andrea

GRST IN99 - Internship - MFA - 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.

GRST IN99 91 08/26/2024 - 12/13/2024	Wencl, Samantha
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Master of Arts: Sustainable Design

SD 6750 - Creative Leadership - 3 Credit(s)

Economic, environmental, and ethical crises present leaders with new and complex challenges. Effective, resilient, and agile leaders employ a diversity of skills, experience, and resources to respond to humanity's greatest challenges with creative, innovative, and humane solutions. Students build their capacities to become creative leaders and to work constructively as part of dynamic and collaborative teams through the integration of an ecological perspective for their work, organizations, communities, and the planet.

SD 6750 20 08/26/2024 - 12/13/2024	OLA	Bertossi, Teresa
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SD 7010 - Graduate Sustainability Practicum - 3 Credit(s)

This professional practicum provides an opportunity for students to gain practical experience in the evolving field of sustainable design and innovation. The practicum may be arranged by the director of career services, the sustainable design program office, or initiated by students, and all practicums must be preapproved by the sustainable design program office. For a practicum to be approved, a mentor relationship and learning experience must exist beyond a simple employment opportunity. Three-credit professional practicums require working 120 hours toward the practicum project (can be accomplished remotely) and keeping a journal or blog to document hours, activities, and learning process.

SD 7010 20 08/26/2024 - 12/13/2024	OLA	Keene, Dawn
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Master of Arts: Sustainable Design

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 08/26/2024 - 12/13/2024

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 08/26/2024 - 12/13/2024

OLA

Keene, Dawn

SD 7530 - Making the Business Case for - 3 Credit(s)

How do market forces shape the way we live, work, and even play? Students in this course look at business through a designer's eye to understand the interplay between producers and consumers, governments and people, stockholders and stakeholders, man and the environment, and how all of these factors interconnect and ultimately direct how our products, processes, and systems are created. Students gain an understanding of the implications of their decisions, how to identify risk areas, long-term thinking strategies, and best practices for sustainable business models through weekly exercises, special projects, and the creation of a business plan.

SD 7530 20 08/26/2024 - 12/13/2024

OLA

Jedlicka, Wendy

Master of Arts: Graphic and Web Design

GWD 6405 - Design in Context - 3 Credit(s)

Because the outlines of the profession continually change, the graphic designer must know how to integrate an understanding of visual literacy with broad-based cultural knowledge. This seminar examines the theoretical basis of graphic design, defining basic concepts and vocabulary used within the profession, such as information architecture, pattern-recognition, grids, proportion, rhythm, sequence, and gestalt. In addition, the course explores the contemporary history of graphic design from the mid-nineteenth century to the present, with an emphasis on cross-disciplinary inspiration, varied cultural influences, technological innovation, and expanded applications. Great emphasis is placed on thorough research as an integral part of the ideation process. Throughout the course, weekly exercises and small projects that build on one another provide the student with a comprehensive understanding of the discipline of graphic design.

GWD 6405 20 08/26/2024 - 12/13/2024 Tu

7:00PM - 8:30PM OLS

Echeverria, Maria

GWD 6405 21 08/26/2024 - 12/13/2024 Tu

7:00PM - 8:30PM OLS

Portis, Sasha

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, lists, 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 08/26/2024 - 12/13/2024

OLA

O'Brien, James

Master of Arts: Graphic and Web Design

GWD 7410 - Web Design - 3 Credit(s)

In this course, students will apply both traditional and web-specific concepts, best practices, and strategies as they learn advanced concepts and skills in web design. Topics covered include: advanced techniques for page layouts; building responsive web pages; and universal design concepts. From concept to delivery, students will work to develop a fully developed website, through each step of the design process including ideation, wireframing, using advanced design tools and techniques, and preparing and presenting a design for client review. Students will complete a final web design project and continue building and refining their web portfolio. Prerequisites: Typography, Web Development

GWD 7410 20 08/26/2024 - 12/13/2024 Th 7:00PM - 8:30PM OLS O'Brien, James

GWD 7415 - Motion Design - 3 Credit(s)

This course focuses on movement with a time-based application of established graphic form to enhance communication delivery. Through broadcast, video, and web technology-based practices, students advance their capstone project proposal as part of a multi-faceted design approach. Animation and motion graphics are utilized as practical solutions to ongoing design challenges.

GWD 7415 20 08/26/2024 - 12/13/2024 OLA Paulsen, Kurt

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 08/26/2024 - 12/13/2024 We 7:00PM - 8:30PM OLS Smith, Lafe

Master of Arts: Creative Leadership

CL 6203 - Design-informed Approaches to - 4 Credit(s)

This course introduces students to a framework and processes to address complex social challenges, grounded in the principles and methods of design thinking with elements from other schools of thought, such as social entrepreneurship, systems change, lean methodology, and community-centered approaches. Addressing such challenges requires a set of behaviors and mindsets that can be mastered and applied by intrapreneurs or entrepreneurs. Following a conceptual foundation, the course will shift to the analysis of case studies which illustrate the impact and potential scalability of design-informed solutions to complex social problems. Students will then apply tools they have learned moving from insights to execution in an iterative manner. Key steps in the process include: building empathy and relationships; visioning, identifying, and clarifying a community need; analyzing the larger environment in which a need or problem is situated; building coalitions for co-creation; prototyping one or more solutions to address the need; testing and evaluating those solutions; and developing ways to seed and scale the intervention for long-term social impact.

CL 6203 20 08/26/2024 - 12/13/2024 OLA El-Huni, Adel

CL 6205 - The Culturally Competent Leader and - 2 Credit(s)

How do you co-create workplaces where people can thrive and feel agency? Where policies, practices, language, programs and initiatives center values of anti-racism, inclusion, equity, and justice? What are the tools, frameworks, resources, questions, and approaches that can help "operationalize" a commitment into a reality? And what work do leaders need to do internally to undertake this change with others? These are among the questions addressed in this course. Key topics to be covered within the overarching themes of cultural competence and workplace inclusion are: recognizing and addressing biases; shifting a racist culture or climate within your organization; creating an anti-racist, anti-oppressive organization; the work of decolonization; equitable search, recruitment and hiring processes; and healthy conflict. Prerequisites: Theory and Practice of Creative Leadership; Relational Leadership

CL 6205 20 10/21/2024 - 12/13/2024 OLA Heiderscheidt, Caitlin

Master of Arts: Creative Leadership

CL 7308 - Leading Transformational Change - 2 Credit(s)

There is increasing recognition that transformational change is needed to realize a just society—where all life thrives, but less clarity on what this transformation involves. During this course, students explore the essential role of collaboration across differences to imagining and realizing transformational change. In doing so, it honors the wisdom embodied by many indigenous groups and spiritual traditions, and attempts to decolonize the practice of 'systems change.' This course additionally challenges the dichotomous relationship between culture and nature which is embedded in a Western worldview. Alongside the models for change from the natural world, this course asserts the critical role of creators, culture-bearers, as well as the capacities for (and fruits of) human imagination more generally to the processes of transformational change. Because culturally constructed paradigms shape social systems, this course additionally asserts that change-makers and world builders must have the capacity to reflect upon, problematize, and transcend one's worldview. While 'systems change' work often stops short of incorporating such invisible, yet critical, domains of beliefs, identities, and worldview, this course integrates them. Ultimately, students identify creative ways to apply the principles and frameworks of this course to their personal and professional development and to a progressive, community-change project. Prerequisites: Theory and Practice of Creative Leadership; Relational Leadership

CL 7308 20 08/26/2024 - 10/11/2024

OLA Arroyo, Kiley