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## Foundation Studies: Liberal Arts

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

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

AH 1701 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 140 Erickson, Luke

### AH 1702 - Introduction to Art and Design - 3 Credit(s)

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

AH 1702 01 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 320 DelMedico, Nadia  
AH 1702 02 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 450 Olson, Marsha  
AH 1702 03 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 416 Stanek, Damon  
AH 1702 04 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 101 Bavelli, Sarah  
AH 1702 05 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 317 Franklin, William  
AH 1702 06 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 432 Franklin, William  
AH 1702 07 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 440 Olson, Marsha  
AH 1702 08 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 101 Erickson, Luke  
AH 1702 20 01/21/2025 - 05/13/2025 OLA Dandona, Jessica

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

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

EN 1500 01 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 452 Gibson, Alicia  
EN 1500 02 01/21/2025 - 05/13/2025 We 6:30PM - 9:00PM 414 Ellis, Stephen

## Foundation Studies: Studio

### FDN 1001 - 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 1001 02 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 434 Allan, Abigail

## Foundation Studies: Studio

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

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

FDN 1111 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	434	Kovatch, Nicholas
FDN 1111 02	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	317	Tapola, Oakley

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

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

FDN 1112 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	101	Willemin, Leah
FDN 1112 02	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	101	Reed, Merick
FDN 1112 03	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	101	Mahoney, George
FDN 1112 04	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	119	Allan, Abigail
FDN 1112 05	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	101	Jirka, Brad
FDN 1112 06	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	101	Hamilton, Russell
FDN 1112 07	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	119	Willemin, Leah

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

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

FDN 1211 01	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	M20	Charbonneau, Edward
FDN 1211 02	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	M20	Gaunt, John
FDN 1211 03	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	M10	Lock, Gudrun

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

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

FDN 1212 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	M10	Aller, Jonathan
FDN 1212 02	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	M21	Gaughan, Michael
FDN 1212 03	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	M10	Fisher, Jessie
FDN 1212 04	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	M20	McAvey, Daniel
FDN 1212 05	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	M21	Manneberg, Avigail
FDN 1212 06	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	M21	Rose, Amanda
FDN 1212 07	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	M20	Shriner, James

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## Foundation Studies: Studio

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

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

FDN 1311 01	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	317	Sferra, Richard
FDN 1311 02	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	317	Sferra, Richard

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

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

FDN 1411 01	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	434	Gould, Samuel
FDN 1411 02	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	440	Gasterland-Gustafsson, Gretchen
FDN 1411 03	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	410	Gould, Jay
FDN 1411 04	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	M218	Lobberecht, Janet

### 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	01/21/2025 - 05/13/2025	Fr	9:00AM - 10:30AM	OLS	Lobberecht, Janet
FDN 1412 21	01/21/2025 - 05/13/2025	Fr	10:30AM - 12:00PM	OLS	Lobberecht, Janet
FDN 1412 22	01/21/2025 - 05/13/2025	Fr	9:00AM - 10:30AM	OLS	McCartney, Paula
FDN 1412 23	01/21/2025 - 05/13/2025	Fr	10:30AM - 12:00PM	OLS	McCartney, Paula
FDN 1412 24	01/21/2025 - 05/13/2025	Fr	10:30AM - 12:00PM	OLS	Sanchez, Victor

## Liberal Arts: Art History

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

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

AH 2101 01	01/21/2025 - 05/13/2025	Tu	9:30AM - 12:00PM	410	Chisholm, Anna
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### AH 2103 - Applied Arts and Designed Objects - 3 Credit(s)

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

AH 2103 01	01/21/2025 - 05/13/2025	Tu	9:30AM - 12:00PM	414	Stanek, Damon
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## Liberal Arts: Art History

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

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

AH 2105 01	01/21/2025 - 05/13/2025	Tu	9:30AM - 12:00PM	105	Lunning, Nancy
AH 2105 02	01/21/2025 - 05/13/2025	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	01/21/2025 - 05/13/2025	Fr	9:30AM - 12:00PM	105	Hoagland, George
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### AH 2108 - Screenings for Photography, the Mov - 0 Credit(s)

This is a non-credit, optional companion section to AH 2107, Photography, the Moving Image, and Digital Culture, in which films for the course will be screened. Students must be registered for AH 2107 in order to attend this section.

AH 2108 01	01/21/2025 - 05/13/2025	Th	6:30PM - 9:00PM	140	Hoagland, George
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### AH 3330 - Art and Social Change - 3 Credit(s)

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

AH 3330 01	01/21/2025 - 05/13/2025	Tu	9:30AM - 12:00PM	432	Caruso, Jennifer
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### AH 3394 - Focus on Film: Science Fiction - 3 Credit(s)

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

AH 3394 01	01/21/2025 - 05/13/2025	We	9:30AM - 12:00PM	140	Caruso, Jennifer
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### AH 3395 - Screenings for Focus on Film: - 0 Credit(s)

This is a non-credit, optional companion section to AH 3394, Focus on Film: Science Fiction, in which films for the course will be screened. Students must be registered for AH 3394 in order to attend this section.

AH 3395 01	01/21/2025 - 05/13/2025	Tu	6:30PM - 9:00PM	140	Caruso, Jennifer
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## Liberal Arts: Art History

### **AH 3441 - Readings in Contemporary Curation - 3 Credit(s)**

In this course, students consider major issues in contemporary curatorial studies across a range of locations, markets, and fields as articulated through critical texts and contemporary developments. Students examine curatorial studies theory and a wide range of curation practices. This course is taught as a seminar with some lectures. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3441 01 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 420 Gasterland-Gustafsson, Gretchen

### **AH 3500 - Visual Perspectives - 3 Credit(s)**

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

AH 3500 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 430 Westbrook, Thomas

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

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

AH 3606 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 140 Rice, Craig

### **AH 3614 - Screenings for World Film: Art and - 0 Credit(s)**

This is a non-credit, optional companion section to AH/HU 3606, World Film: Art Film and Independents, in which films for the course will be screened. Students must be registered for AH/HU 3606 in order to attend this section.

AH 3614 01 01/21/2025 - 05/13/2025 We 6:30PM - 9:00PM 140 Rice, Craig

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

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

AH 3657 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 450 Green, Diana

### **AH 3862 - Bauhaus Design - 3 Credit(s)**

Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism.

While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 3862 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 101 Gasterland-Gustafsson, Gretchen

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## Liberal Arts: Art History

### **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 01/21/2025 - 05/13/2025

OLA

Pistelli, John

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

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

AH 4728 01 01/21/2025 - 05/13/2025 Th

9:30AM - 12:00PM 410

Chisholm, Anna

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

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

AH 4731 01 01/21/2025 - 05/13/2025 Th

9:30AM - 12:00PM 432

Dandona, Jessica

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

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

AH 5913 01 01/21/2025 - 05/13/2025 We

9:30AM - 12:00PM 410

Chisholm, Anna

## LA: Humanities & Science: Creative and Professional Writing

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

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

CPW 3003 01 01/21/2025 - 05/13/2025 Th

9:30AM - 12:00PM 452

Mott, Bon

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## LA: Humanities & Science: Creative and Professional Writing

### CPW 3043 - Magical Realism - 3 Credit(s)

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

CPW 3043 01 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 450 Johnson, Andrew

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

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

CPW 3045 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 420 Savage, Kathryn

### CPW 3065 - Narrative and Storytelling - 3 Credit(s)

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

CPW 3065 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 410 Hackler, Richard

CPW 3065 02 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 230 Santer, Craig

CPW 3065 03 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 420 Monks, Kimberly

### CPW 3905 - Writing for Screen and Performance - 3 Credit(s)

This class provides powerful tools that help students understand how effective narratives written for time-based media or performances work from a range of perspectives. It teaches the basics of various film structures, writing dialogue, creating characters and dramatic situations, and experimental methodologies. Class sessions are discussion-based. Students turn in weekly assignments, starting with short scenes and problems and moving on to several short scripts. Prerequisite: Writing and Inquiry or faculty permission.

CPW 3905 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 414 Xu, Liqing

### CPW 3920 - Creative Writing - 3 Credit(s)

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

CPW 3920 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 434 Savage, Kathryn

CPW 3920 02 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 420 Herron-Coward, Gethsemane

CPW 3920 20 01/21/2025 - 05/13/2025 OLA Hlavacek, Maya

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## LA: Humanities & Science: Creative and Professional Writing

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

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

CPW 3930 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 105 Kopernik, Rakefet

### CPW 5950 - Advanced Poetry Workshop - 3 Credit(s)

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

CPW 5950 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 333 Workman, Elisabeth

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

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

CPW 5960 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM M219 Kopernik, Rakefet

## LA: Humanities & Sciences: Humanities

### HU 3043 - Magical Realism - 3 Credit(s)

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

HU 3043 01 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 450 Johnson, Andrew

### HU 3432 - World Literature - 3 Credit(s)

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

HU 3432 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 320 Hudecova, Eva



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## LA: Humanities & Sciences: Humanities

### **HU 3441 - Readings in Contemporary Curation - 3 Credit(s)**

In this course, students consider major issues in contemporary curatorial studies across a range of locations, markets, and fields as articulated through critical texts and contemporary developments. Students examine curatorial studies theory and a wide range of curation practices. This course is taught as a seminar with some lectures. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

HU 3441 01 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 420 Gasterland-Gustafsson, Gretchen

### **HU 3540 - History of US Popular Culture - 3 Credit(s)**

This course traces changes in American popular culture from the Early Republic to the present, focusing on the increasingly significant roles that printed media, spectacular performance, radio, television, movies, and recorded music played in United States history. The course offers a narrative history of the United States through popular culture. By analyzing the once-fashionable products of earlier eras, we will sharpen our ability to understand the significance of popular culture of our own time. Because America's popular culture altered as well as reflected the trajectory of American history, giving voice to and shaping the identities of Americans, this course also considers the intersections of popular culture with American political, economic, and social history and the ways that popular culture has been used to uphold or challenge the always-changing American social, economic, and cultural orders. Prerequisite: Writing and Inquiry or its equivalent

HU 3540 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 105 Ronning, Gerald

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

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

HU 3606 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 140 Rice, Craig

### **HU 3614 - Screenings for World Film: Art and - 0 Credit(s)**

This is a non-credit, optional companion section to AH/HU 3606, World Film: Art Film and Independents, in which films for the course will be screened. Students must be registered for AH/HU 3606 in order to attend this section.

HU 3614 01 01/21/2025 - 05/13/2025 We 6:30PM - 9:00PM 140 Rice, Craig

### **HU 3862 - Bauhaus Design - 3 Credit(s)**

Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism.

While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

HU 3862 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 101 Gasterland-Gustafsson, Gretchen

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## 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 01/21/2025 - 05/13/2025

OLA

Pistelli, John

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

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

HU 3919 01 01/21/2025 - 05/13/2025 We

9:30AM - 12:00PM 414

Lemanski, Laura

### HU 4630 - Race and Ethnicity in the United - 3 Credit(s)

Race and ethnicity have played significant, complicated, and more often than not misunderstood roles in the United States' history. This course surveys the ways race and ethnicity have been constructed and understood by Americans from the colonial era to the present, focusing on the ways that class, gender, culture, and politics, as well as biology, have defined race and the way race and ethnicity have supported ideologies that have been used to both empower and subordinate the peoples of the United States. Prerequisite: A 3000-level AH or HU course or faculty permission.

HU 4630 01 01/21/2025 - 05/13/2025 Th

6:30PM - 9:00PM 410

Mindel, Gabriel

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

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

HU 4728 01 01/21/2025 - 05/13/2025 Th

9:30AM - 12:00PM 410

Chisholm, Anna

## 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 01/21/2025 - 05/13/2025 Tu

9:30AM - 12:00PM 452

Barisonzi, Joseph

SQR 3002 02 01/21/2025 - 05/13/2025 Tu

9:30AM - 12:00PM 450

Halvorson, Anne

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## LA: Humanities & Science: Scientific & Quantitative Reasoning

### SQR 3233 - Ecological Issues - 3 Credit(s)

Human populations and cultures have always had an impact on land, climate, and plant and animal species, and in turn, the environment reciprocally has impacted humans and their cultures. In this course, students explore ecological anthropology, which focuses on these complex relationships. Class sessions consist of a mix of lecture and discussion. Students may also go on site visits.

SQR 3233 01 01/21/2025 - 05/13/2025 We 6:30PM - 9:00PM 410 Born, Patty

### SQR 3419 - Science and Culture in the Arts - 3 Credit(s)

This course introduces students to key concepts in contemporary science, with emphasis on the relationship between science, art, and popular culture. This course examines a variety of media sources and art practices and encourages a critical approach to scientific methodologies and cultural contexts. Subjects covered in this class range from issues in art and ecology to bioethics to policy analysis. Class sessions consist of lectures, discussions, and other activities.

SQR 3419 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 414 Hoagland, George

### SQR 3500 - Visual Perspectives - 3 Credit(s)

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

SQR 3500 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 430 Westbrook, Thomas

### SQR 3602 - Creative Analytics: Seeing Numbers - 3 Credit(s)

We are surrounded by data. In nature, we can see inherent rhythms that can be appreciated numerically. We all use data literacy throughout our daily lives and to understand creative practice. This course uncovers the process of gathering and analyzing data from known sample sets such as websites, market research, government agencies, and more. Students will explore the theory of analytics, identify data sources, and practice the methods of visualizing data in various contexts, including applications in communications, marketing, and as applied in creative practice. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students.

SQR 3602 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 452 Birt, Arlene

## LA: Humanities & Science: Social Science

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

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

SO 2340 20 01/21/2025 - 05/13/2025 OLA Theis, Angela

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## LA: Humanities & Science: Social Science

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

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

SO 3330 01 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 432 Caruso, Jennifer

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

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

SO 3353 01 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 414 Christian-Ronning, Evelyn

### SO 3460 - Politics of Design - 3 Credit(s)

This course focuses on the intersection of art and design, politics and political culture, and cultural and social systems. The world of design and designed objects necessarily impact and are impacted by society, suggesting questions like: Who is our world made for? How does art and design respond to and define issues like climate change? What values do buildings and monuments embody and transmit? The Politics of Design encourages and guides exploration into design in its myriad forms, emphasizing design's roles in explicitly and implicitly political, social, and socially constructed events like climate change, racial ideologies, patriarchy, and ableism, highlighting the ways that even the most innocuous-seeming designed objects are political. Prerequisite: Writing and Inquiry

SO 3460 01 01/21/2025 - 05/13/2025 Fr 9:30AM - 12:00PM 410 Kiel-Wornson, Jessica

## 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 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 105 Ronning, Gerald

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

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

HS 5012 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 450 Johnson, Kjell

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## LA: Humanities & Science: Liberal Arts Capstone

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

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

HS 5013 01 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 416 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 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 434 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 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 450 Nelson, Katie  
ANIM 2000 02 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 450 Mueller, Matthew  
ANIM 2000 03 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 440 Mueller, Matthew  
ANIM 2000 04 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 450 McKinnie, Neville

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

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

ANIM 2500 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM M219 Solid, Kristin

### ANIM 3010 - Stop-Motion Animation - 3 Credit(s)

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

ANIM 3010 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 345 Nelson, Katie

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## BFA Studio: Animation

### **ANIM 3020 - Character Animation 1 - 3 Credit(s)**

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

ANIM 3020 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 410 Brost, Michelle

### **ANIM 3023 - Character Design - 3 Credit(s)**

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

ANIM 3023 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 320 Gruszka, Chris  
ANIM 3023 02 01/21/2025 - 05/13/2025 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 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 414 Gruszka, Chris

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

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

ANIM 3030 01 01/21/2025 - 05/13/2025 Tu Th 6:30PM - 9:00PM 331 Richardson, Caleb

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

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

ANIM 3033 01 01/21/2025 - 05/13/2025 Mo We 6:30PM - 9:00PM 331 Kamin, Kevin

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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 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 330 Seaver, Joshua

### **ANIM 3043 - 3D Surfacing and Lighting - 3 Credit(s)**

A newly completed 3D model is a dimensional canvas waiting to be fully realized, its uniform gray giving way to the artist's choice of wood, metal, paint, rust, freckles, or scars. Once these surface qualities are applied, evocative light and shadow can further pull the viewer into the scene, stirring emotions, and enhancing the narrative. Learn how to prepare and then transform models into CGI works of art by exploring concepts from character design, production design, photography, cinematography, painting, optics, and other disciplines. Prerequisite: 3D Modeling

ANIM 3043 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 331 Seaver, Joshua

### **ANIM 3050 - Storyboard - 3 Credit(s)**

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

ANIM 3050 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 320 McNutt, Kelly

ANIM 3050 02 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 320 McNutt, Kelly

### **ANIM 3055 - Background Layout for Animation - 3 Credit(s)**

This course explores the fundamentals of visual storytelling by creating a believable and immersive environment in which animated characters inhabit. Students explore concept art, layout drawings, and finished backgrounds, while considering the overall look and feel of how environment design can support the mood and tone of the scene in relation to the characters and the action taking place. In addition to composition, students explore camera angles, camera movement, color, and lighting to create depth and a sense of space. Prerequisites: Character Animation 1 and Storyboard

ANIM 3055 01 01/21/2025 - 05/13/2025 Mo We 9:30AM - 12:00PM 320 Szabo, Tim

### **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 01/21/2025 - 05/13/2025 Tu Th 6:30PM - 9:00PM 320 Solid, Kristin

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## BFA Studio: Animation

### **ANIM 3077 - Advanced 2D Digital Animation - 3 Credit(s)**

Advanced 2D Digital Animation is a class for students who are interested in taking their rigging knowledge to the next level for studio productions. Students will learn how to use Toon Boom Harmony to plan, construct, and analyze production-ready rigs, using cutting-edge techniques, including Nodes, Cutters, and Master Controllers. By the end of the class, students will have created their own 360-degree Character Rig and a short, animated piece using their finished Rig. Prerequisite: 2D Digital Animation

ANIM 3077 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 320 Gruszka, Chris

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

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

ANIM 4010 91 01/21/2025 - 05/13/2025 Wenc, Samantha

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

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

ANIM 5011 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 416 Richardson, Caleb

ANIM 5011 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 414 Thursday, Merit

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

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

ANIM 5102 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 432 Solid, Kristin

ANIM 5102 02 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 434 Nelson, Katie

ANIM 5102 03 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 140 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 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 323 Sferra, Richard



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## BFA Studio: Animation

### MA 4000 - Professional Practice - 3 Credit(s)

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

MA 4000 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	410	McMeans, Patricia
MA 4000 02	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	317	Thursday, Merit
MA 4000 03	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	140	Reid, Lindsey

## BFA Studio: Comic Art

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

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

COM 2000 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	M200	Algeo, Robert
COM 2000 02	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	440	Schulz, Barbara
COM 2000 03	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	M210	Robinson, Sean

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

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

COM 3010 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	122	Bivens, John
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### COM 3030 - Comic Character Development - 3 Credit(s)

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

COM 3030 01	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	410	Fricke, Paul
COM 3030 02	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	122	Gao, Harry

### COM 3040 - Experimental Comics - 3 Credit(s)

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

COM 3040 01	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	122	Schulz, Barbara
COM 3040 02	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	452	Brasington, Mandie

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## BFA Studio: Comic Art

### COM 3070 - Comic Storytelling - 3 Credit(s)

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

COM 3070 01	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	M200	Delli quanti, Blue
COM 3070 02	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	122	Fricke, Paul

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

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

COM 4000 01	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	M201	Delli quanti, Blue
COM 4000 02	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	330	Algeo, Robert

### 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](mailto:careers@mcad.edu).

COM 4010 91	01/21/2025 - 05/13/2025				Wencl, Samantha
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### COM 5100 - Senior Project: Comic Art - 6 Credit(s)

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

COM 5100 01	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	434	Schulz, Barbara
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# BFA Studio: Graphic Design

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

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

GRD 2000 01	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	416	Jancourt, Jan
GRD 2000 02	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	M218	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	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	432	Murphy, Kindra
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## GRD 3020 - Type Plus - 3 Credit(s)

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

GRD 3020 01	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	230	Jancourt, Jan
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## GRD 3030 - Graphic Design 2 - 3 Credit(s)

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

GRD 3030 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	230	Murphy, Kindra
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## GRD 3060 - Motion Design - 3 Credit(s)

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

GRD 3060 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	416	Steineck, Peter
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## GRD 4000 - Professional Practice - GRAPH - 3 Credit(s)

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

GRD 4000 01	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	230	Jancourt, Jan
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## BFA Studio: Graphic Design

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

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

GRD 4010 91 01/21/2025 - 05/13/2025

Wencl, Samantha

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

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

GRD 5010 01 01/21/2025 - 05/13/2025 Th

1:00PM - 6:00PM 416

Brandt, Erik

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

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

GRD 5100 01 01/21/2025 - 05/13/2025 Fr

1:00PM - 6:00PM 230

Murphy, Kindra

## BFA Studio: Illustration

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

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

ILL 2000 01 01/21/2025 - 05/13/2025 We

1:00PM - 6:00PM 430

Nowak, Alison

ILL 2000 02 01/21/2025 - 05/13/2025 We

1:00PM - 6:00PM 440

Hartman, Carrie

ILL 2000 03 01/21/2025 - 05/13/2025 We

1:00PM - 6:00PM M201

Islam, Shafrin

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

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

ILL 3020 01 01/21/2025 - 05/13/2025 Tu

1:00PM - 6:00PM 430

Britigan, Brian

ILL 3020 02 01/21/2025 - 05/13/2025 Tu

1:00PM - 6:00PM 230

Islam, Shafrin

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## BFA Studio: Illustration

### ILL 3030 - Digital Illustration - 3 Credit(s)

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

ILL 3030 01	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	M219	King, Kelsey
ILL 3030 02	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	M200	D'Ascenzo, Matthew

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

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

ILL 3031 20	01/21/2025 - 02/20/2025	Tu Th	6:30PM - 9:00PM	OLS	King, Kelsey
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### ILL 3032 - Digital Painting: Color - 1 Credit(s)

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

ILL 3032 20	02/25/2025 - 04/03/2025	Tu Th	6:30PM - 9:00PM	OLS	King, Kelsey
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### ILL 3033 - Trad & Digi: Integrating Digital - 1 Credit(s)

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

ILL 3033 01	04/10/2025 - 05/13/2025	Tu Th	6:30PM - 9:00PM	430	King, Kelsey
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### ILL 3040 - Illustrated Notebook - 3 Credit(s)

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

ILL 3040 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	430	Nowak, Alison
ILL 3040 02	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	432	Yeates, Jacob
ILL 3040 03	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	M219	Husted, Ursula

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## BFA Studio: Illustration

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

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

ILL 3070 01 01/21/2025 - 05/13/2025 Mo We 6:30PM - 9:00PM 430 Hajny, Christopher

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

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

ILL 4000 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM M20C Nohl, Lindsay

ILL 4000 02 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 434 Hartman, Carrie

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

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

ILL 4010 91 01/21/2025 - 05/13/2025 Wencl, Samantha

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

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

ILL 5010 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 430 Yeates, Jacob

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

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

ILL 5100 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 430 Nowak, Alison

ILL 5100 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 440 King, Kelsey

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## BFA Studio: Interdisciplinary Studio Courses

### **GRD 4022 - Color for ALL 2.0 - 3 Credit(s)**

Color for ALL 2.0 is an initiative between MCAD and the Target Corporation to foster collaboration and create inclusive color palettes informed by color science to relate to wide ranges of skin tone nuances. In this course, students and instructors work with professionals from the Target Corporation to proactively research, develop, and present color palettes and selections. Coursework centers on the study and application of color science fields, such as colorimetry, optics, psychology, and phenomenology which are fundamental to understanding the usages of colorful media, human color perception, and cultural color methodology. The final deliverable products of the course will be color palettes and arrangements used by designers at Target to create a more inclusive experience for guests. The course builds upon work created during the initial Color for ALL (CFA) Spring 2022, where palettes comprising 265 colors were identified using a methodology based on cultural colors and color sciences. The CFA palettes were successfully integrated into Target-owned brands, and after two years of use, additional color needs have been identified. This spring semester 2025, Color for ALL 2.0 will address those needs and continue our successful collaboration by expanding the demographic reach and breadth of the color palettes. In Color for ALL 2.0, Target staff act as clients and mentors; students act as artists, designers, and researchers alongside the guidance of the instructors. Students work in interdisciplinary teams to identify colors that are responsive to a broad range of nuanced skin tones that the Target team will provide to the MCAD studio. Utilizing the formula developed during the Color for ALL 1.0 course, this work will include creating new palettes and adding neutral and pastel colors to existing palettes. The new palettes will focus on a White/Caucasian guest demographic, and additional colors will be added to the existing palettes related to Black/African-American, Hispanic/Latino, and Asian guest demographics. Target will use these colors to develop foundation, everyday, and fashion Home Goods and Apparel for diverse guests. This cross-disciplinary, client-based course is open to BFA and BS students of all majors with junior standing or above, or upon permission of the instructor. Students must agree to the intellectual rights policy of this sponsored studio before the beginning of the course. Prerequisite: Junior standing or above, or permission of the instructor

GRD 4022 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 450 Charbonneau, Edward

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

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

ID 3517 01 01/21/2025 - 05/13/2025 We 10:30AM - 12:00PM 440 Allan, Abigail

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## BFA Studio: Interdisciplinary Studio Courses

### PD 4022 - Color for ALL 2.0 - 3 Credit(s)

Color for ALL 2.0 is an initiative between MCAD and the Target Corporation to foster collaboration and create inclusive color palettes informed by color science to relate to wide ranges of skin tone nuances. In this course, students and instructors work with professionals from the Target Corporation to proactively research, develop, and present color palettes and selections. Coursework centers on the study and application of color science fields, such as colorimetry, optics, psychology, and phenomenology which are fundamental to understanding the usages of colorful media, human color perception, and cultural color methodology. The final deliverable products of the course will be color palettes and arrangements used by designers at Target to create a more inclusive experience for guests. The course builds upon work created during the initial Color for ALL (CFA) Spring 2022, where palettes comprising 265 colors were identified using a methodology based on cultural colors and color sciences. The CFA palettes were successfully integrated into Target-owned brands, and after two years of use, additional color needs have been identified. This spring semester 2025, Color for ALL 2.0 will address those needs and continue our successful collaboration by expanding the demographic reach and breadth of the color palettes. In Color for ALL 2.0, Target staff act as clients and mentors; students act as artists, designers, and researchers alongside the guidance of the instructors. Students work in interdisciplinary teams to identify colors that are responsive to a broad range of nuanced skin tones that the Target team will provide to the MCAD studio. Utilizing the formula developed during the Color for ALL 1.0 course, this work will include creating new palettes and adding neutral and pastel colors to existing palettes. The new palettes will focus on a White/Caucasian guest demographic, and additional colors will be added to the existing palettes related to Black/African-American, Hispanic/Latino, and Asian guest demographics. Target will use these colors to develop foundation, everyday, and fashion Home Goods and Apparel for diverse guests. This cross-disciplinary, client-based course is open to BFA and BS students of all majors with junior standing or above, or upon permission of the instructor. Students must agree to the intellectual rights policy of this sponsored studio before the beginning of the course. Prerequisite: Junior standing or above, or permission of the instructor

PD 4022 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 450 Charbonneau, Edward

## BFA Studio: Online Studio Courses

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

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

VC 4742 20 01/21/2025 - 05/13/2025 We 7:00PM - 8:00PM OLS Haberlin, Brian

## BFA Studio: Fine Arts

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

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

DRPT 2000 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 300 Fisher, Jessie  
DRPT 2000 02 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 300 Gaunt, John  
DRPT 2000 03 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 300 Manneberg, Avigail



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## BFA Studio: Fine Arts

### **DRPT 2010 - Drawing: Color and Mixed Media - 3 Credit(s)**

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

DRPT 2010 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM M201 Golden-McNerney, Regan

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

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

DRPT 3020 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM M109 Banning, Michael

DRPT 3020 02 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM M109 Banning, Michael

### **DRPT 3050 - Painting: Water-Based Media - 3 Credit(s)**

In this course, students explore the versatility and compatibility of water-based media in order to extend, shape, and redefine issues of form and content in painting. Students investigate methods inherent in watercolor and acrylic painting media, such as color interaction, transparency/opacity, drawing, painting supports, and materials. Composition, formats, and content are regularly discussed. Regular visual lectures, information on materials, short readings, writing exercises, field trips, and critiques round out course content. Prerequisite: Introduction to Painting

DRPT 3050 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 300 Tian, Suyao

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

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

DRPT 4010 91 01/21/2025 - 05/13/2025 Wencil, Samantha

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

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

DRPT 5100 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 432 Gaunt, John

DRPT 5100 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 452 Quednau, Howard

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## BFA Studio: Fine Arts

### FA 4000 - Professional Practice - 3 Credit(s)

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

FA 4000 01	01/21/2025 - 05/13/2025	Tu Th	9:30AM - 12:00PM	150	Manneberg, Avigail
FA 4000 02	01/21/2025 - 05/13/2025	Tu Th	9:30AM - 12:00PM	440	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](mailto:careers@mcad.edu).

FA 4010 91	01/21/2025 - 05/13/2025				Wencl, Samantha
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### FAS 3010 - Art in Community - 3 Credit(s)

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

FAS 3010 01	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	420	Pestich, Natasha
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### FAS 3040 - Working With the Collection - 3 Credit(s)

Working with the Collection is an interdisciplinary studio course that concentrates on the holdings of an individual museum or library and the artist's response to it. In the first half of the class, students visit with curators, archivists, and exhibition designers to understand the process of collecting, and then proceed to work with and study the exhibition collections. The second half of the semester concentrates on studio work in response to the collection, culminating in an exhibition. Prerequisites: Completion of all foundation-level courses, one 3000-level fine arts course (3000-level fine arts course may be taken concurrently)

FAS 3040 01	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	420	Golden-McNerney, Regan
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### FAS 3070 - Remix: Quotation and Appropriation - 3 Credit(s)

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

FAS 3070 01	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	M201	Ganu, Roshan
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## BFA Studio: Fine Arts

### FAS 3090 - Critical Studies - 3 Credit(s)

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

FAS 3090 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 420 Schramel, Alexis

### 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 01/21/2025 - 05/13/2025 Wenc, Samantha

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

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

FAS 5100 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 432 Gaunt, John  
FAS 5100 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 452 Quednau, Howard

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

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

PPB 2000 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 425 Pestich, Natasha  
PPB 2000 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 405 O'Malley, Mary

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

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

PPB 2524 01 03/28/2025 - 03/30/2025 Fr 9:00AM - 12:00PM 420 Wirth, Karen  
Sa Su 9:30AM - 5:00PM 420  
PPB 2524 02 03/28/2025 - 03/30/2025 Fr 1:00PM - 4:00PM 420 Wirth, Karen  
Sa Su 9:30AM - 5:00PM 420

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## BFA Studio: Fine Arts

### PPB 2550 - The Subversive Print: Letterpress W - 1 Credit(s)

This one-credit, five-week workshop introduces students to the fundamentals of letterpress as a vehicle for personal, social, and political change. Students learn the basics of operating a wood-type poster press and the practice of setting type by hand and making digital image files to produce polymer plates for printing letterpress. This workshop also explores historical and contemporary letterpress printing as a call to action through poetry, humor, critique, and the dissemination of information. Students complete the workshop with a poster project, a broadside, and creative strategies for encouraging public discourse. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1

PPB 2550 01 03/29/2025 - 04/26/2025 Sa 12:00PM - 5:00PM 405 Rahn, Bethany

### PPB 3015 - Screenprinting - 3 Credit(s)

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

PPB 3015 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 425 Hunder, Stephanie

### PPB 3017 - Printmaking Expanded: Wallpaper, - 3 Credit(s)

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

PPB 3017 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 425 Simpkins, Nicole

### PPB 3020 - Intaglio - 3 Credit(s)

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

PPB 3020 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 405 Simpkins, Nicole

### PPB 3035 - Post-Digital Printmaking - 3 Credit(s)

This course introduces students to contemporary printmaking trends and concepts in relation to digital technology. Emphasis is placed on experimentation and discovery through various techniques, including exposure to CNC and laser cutter technology for making printable matrices, the inkjet printer as a painting tool, the scanner as a camera, and the production of hybrid prints that combine digital printing, papers, and fabrics with traditional print. Through screenprinting, relief, artists' books, and digital output, this class considers the shift and overlap of old and new techniques as a vital investigation of contemporary visual culture. Contemporary artists working in digital and print-based media are discussed. Prerequisites: All foundation studio requirements, one printmaking or book arts course

PPB 3035 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 405 Pestich, Natasha

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## BFA Studio: Fine Arts

### PPB 3050 - Artists' Books - 3 Credit(s)

Traditional and sculptural books provide exciting options for artistic expression. This course is an interdisciplinary exploration of art in the book form, ranging from one-of-a-kind books to printed multiples and sculptural works. Individual projects focus on the relationship of form and content and employ a wide range of media and materials for text and/or images. Contemporary and historical artists' books are explored through critique, samples, slide lectures, and field trips. Prerequisite: All foundation studio requirements

PPB 3050 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 405 Johnson, India

### PPB 3075 - Dimensional Paper - 3 Credit(s)

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

PPB 3075 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM M01, O'Malley, Mary

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

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

PPB 4010 91 01/21/2025 - 05/13/2025 Wencil, Samantha

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

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

PPB 5100 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 432 Gaunt, John

PPB 5100 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 452 Quednau, Howard

### SC 3025 - Soft Sculpture - 3 Credit(s)

In this course, participants will embark on an exploration of diverse media, immersing themselves in the captivating realm of tactile surfaces and soft sculptural forms. The primary focus will involve skillfully utilizing contemporary elements with fiber materials to unique and personalized soft sculptures. Through hands-on experiences and creative exploration, participants will have the opportunity to bring their artistic visions to life, culminating in the creation of one-of-a-kind soft sculptures. Prerequisite: Foundation: 3D

SC 3025 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 105 Jasso Yanez, Ivonne Paulina

### SC 3060 - Public Art/Art in Public Places - 3 Credit(s)

This studio course covers contemporary and historical issues pertaining to art in public places, public art, public process, and multidisciplinary collaboration. Students investigate both "site-specific" and "site as venue" public works through individual and collaborative projects and proposals. All media are considered appropriate for inclusion in the public realm. Design, planning, and presentation techniques include the RFQ, RFP, preparation of proposals, public presentations, design and presentation drawings, scale-model building, site planning, and logistics. Students can create public works to be installed in the MCAD sculpture garden. This course is made possible in part by Donna and Cargill MacMillan Jr. Prerequisite: One 3000-level course in sculpture, furniture, fine arts studio, or another major as deemed appropriate by faculty

SC 3060 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 119 Jirka, Brad

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## BFA Studio: Fine Arts

### SC 3065 - Kinetics: Time and Motion - 3 Credit(s)

This class focuses on elements of time and motion in studio fine art practice. Techniques include motion systems, electric art with motors, light, and simple sensors. Students may engage in interactive performance or reactive environmental works. Students may work collaboratively. The history of mechanical and automata machines is presented along with historic and contemporary kinetic artists. Prerequisite: Fabricated Sculpture

SC 3065 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 119 Jirka, Brad

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

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SC 4010 91 01/21/2025 - 05/13/2025 Wencil, Samantha

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

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

SC 5100 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 432 Gaunt, John

SC 5100 02 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 452 Quednau, Howard

## 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 01/21/2025 - 05/13/2025 Wencil, 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 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 333 Moren, Benjamin

MA 2010 02 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 414 Galanos, Katinka

MA 2010 03 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 420 Chatfield-Taylor, Nicholas

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## BFA Studio: Media Arts

### MA 2015 - Media Arts Strategies - 3 Credit(s)

Moving between material and immaterial realms of artistic media practice, this course examines multiple ways of understanding the relationship between concepts, materials, and processes. Through a series of experimental projects, discussions, case studies, and critiques students learn to identify, and implement intellectual, emotional, formal, and experiential structures as integral and specific to working within the ever-evolving landscape of media and technology. We experiment with new materials and media as a means of interrogating the contemporary cultural landscape (sometimes new thinking emerges from making). We explore, invent, and implement experimental formal solutions for particular artistic concepts (Sometimes new forms emerge from thinking). Focusing on media and technology-centric practices, such as video, coding, and photography we learn to approach art as a means of cultural dialogue, cultivating togetherness and community through empathy and care. Prerequisite: Foundation: Media 1

MA 2015 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 323 Chatfield-Taylor, Nicholas

### MA 3030 - Game Engines - 3 Credit(s)

This class is concerned with virtual worlds developed entirely within the digital realm. Students learn how to write and develop ideas for nonlinear narratives and characters as well as how to build and/or modify fully functional virtual environments for single and multiple users. Issues covered include interface design, interaction, character design, animation, nonlinear structure, rules, and algorithms. Additionally, the class offers a thorough survey and study of programming concepts related to the development of games and simulated environments. Prerequisite: Media Arts: Tools & Techniques or Coding Concepts 1 or Introduction to Animation

MA 3030 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 331 Seaver, Joshua

### 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 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 323 Sferra, Richard

### MA 3050 - Performing Mixed Reality - 3 Credit(s)

This course introduces students to the concept of mixed reality and explores the creative possibilities of blending physical and digital realities through performative tools, site-responsive media, and digital processes. Students will gain hands-on experience in creating mixed-reality projects that investigate the unique spaces and experiences that arise from this interplay. Topics covered include augmented reality, site-specific performance, distributed storytelling, and immersive events. By weaving together site, time, space, and interfaces, students will learn to create layered projects that seamlessly blend the real and virtual, and the factual and fictional. Prerequisite: Foundation: Media 1

MA 3050 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 333 Moren, Benjamin

### MA 4000 - Professional Practice - 3 Credit(s)

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

MA 4000 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 410 McMeans, Patricia

MA 4000 02 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 317 Thursday, Merit

MA 4000 03 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 140 Reid, Lindsey

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## BFA Studio: Media Arts

### MA 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.

MA 4010 01 01/21/2025 - 05/13/2025

Wencl, Samantha

### MA 4067 - Sound for Moving Image - 3 Credit(s)

The Sound for Moving Image course is structured to provide students with practical skills in post-production sound for film, animation, experimental media, and interdisciplinary projects that engage with moving image practices. Students will learn how to use sound design to enhance the storytelling capability of their projects, evaluate music edits, create sound design and effects, and express mood, tone, and space. The course covers dialogue editing, Foley performance, and final sound mixing. Making it a valuable addition to a student's production capabilities, especially as they complete large-scale projects such as their senior projects. Prerequisites: MA 3065 Sound or MA 3068 Experimental Sound or permission from the faculty member

MA 4067 01 01/21/2025 - 05/13/2025 Mo

1:00PM - 6:00PM 323

Graydon, Andrew

### 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 01/21/2025 - 05/13/2025 Fr

1:00PM - 6:00PM 333

Szyhalski, Piotr

### 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 01/21/2025 - 05/13/2025 We

1:00PM - 6:00PM 333

Moren, Benjamin

### MAAT 5050 - Interdisciplinary Studio 2: Hybrid - 3 Credit(s)

This studio course offers a comprehensive understanding of how space, sound, and screen can be used in tandem to create compelling and innovative multimedia experiences. Rooted in contemporary interdisciplinary practice, students pursue further development of their artistic voices. While maintaining a broad formal and intellectual approach, students are encouraged to consider their artistic voices concerning three primary venues where multimedia practices tend to be expressed: space, sound, and screen. Through a combination of theoretical and practical exercises, students will explore how these three elements interact and inform each other, with a particular emphasis on multimedia and interdisciplinary approaches. Students refine the relationship between their concentration/major and the broader interdisciplinary field. With regard to space, students will investigate site-specificity, material and technological explorations, and audience engagement, with a focus on creating immersive and experiential environments. The sound venue approaches sound as an art medium, as well as experimental sonic explorations, with a focus on developing a nuanced understanding of how sound can be used to create meaning and evoke emotion. Finally, in the screening venue, students explore the potential of the web, projection practices, and other screen-based media, with a focus on breaking out of the bounds of the rectangle. Prerequisite: Interdisciplinary Studio 1

MAAT 5050 01 01/21/2025 - 05/13/2025 Th

1:00PM - 6:00PM 333

Szyhalski, Piotr



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## BFA Studio: Media Arts

### 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	01/21/2025 - 05/13/2025	Fr	1:00PM - 6:00PM	323	Hoolihan, Sam
MAFL 2000 02	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	414	Coyle, Jason
MAFL 2000 03	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	410	Coyle, Jason

### MAFL 3010 - Narrative Filmmaking - 3 Credit(s)

This course is an introduction to professional narrative production. Students learn the fundamentals of the narrative filmmaking production processes through the completion of a series of short films and exercises. Topics covered include methods of narrative production, assembling and working with a crew, scripting, preproduction planning, production, and post-production. Techniques taught include digital cinematography, follow focus, composition, camera movement, editing, portable lighting, and sound production. The course provides students with the skills they need to complete their work through lectures, demonstrations, screenings, critiques, and visiting artists. Prerequisite: Introduction to Filmmaking

MAFL 3010 01	01/21/2025 - 05/13/2025	Th	1:00PM - 6:00PM	414	Rice, Craig
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### MAFL 3050 - Directing Actors & Acting for - 3 Credit(s)

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

MAFL 3050 01	01/21/2025 - 05/13/2025	We	1:00PM - 6:00PM	140	Coyle, Patrick
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### MAFL 5000 - Advanced Film Projects - 3 Credit(s)

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

MAFL 5000 01	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	323	Coyle, Jason
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### 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	01/21/2025 - 05/13/2025	Tu	1:00PM - 6:00PM	303	McCartney, Paula
MAPH 2000 02	01/21/2025 - 05/13/2025	Mo	1:00PM - 6:00PM	303	Grant, Leslie

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## BFA Studio: Media Arts

### **MAPH 3035 - Documentary Style - 3 Credit(s)**

This course is an introduction to documentary traditions and contemporary considerations in photography. Students access difficult subject matter and learn the ethics of real-world engagement through several long-term projects undertaken in the course. Students learn to research and write about their subject matter while using DSLR, analog, or video cameras to complete their assignments. Historical and contemporary issues are explored through readings and discussions. Students are evaluated on individual projects, critiques, a final portfolio, discussions, and quizzes. Prerequisite: Introduction to Photography

MAPH 3035 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 303 Grant, Leslie

### **MAPH 3070 - Expanded Processes - 3 Credit(s)**

This course concentrates on hand-coated photographic prints using historic and contemporary chemical recipes and high UV light sources, including the sun. Using large format negatives, students utilize a variety of processes, including cyanotype, salt print, palladium/platinum print, gum print, and liquid light. Emphasis is placed on chemistry, safety, and the relationship of print syntax to photographic meaning. Prerequisite: Introduction to Photography

MAPH 3070 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 303 Hoolihan, Sam

### **MAPH 5000 - Advanced Photography Projects: - 3 Credit(s)**

In this class, students use the framework and research of photographic history and important seminal, theoretical readings to define, expand, and articulate the issues in their photographic work. Students examine how their current projects are informed contextually in the history of the media and within contemporary theoretical texts. Readings will include chapters of *The History of Photography*, Marien, M.W.; *Photography: A Cultural History*, Marien, M.W.; and *The Miracle of Analogy: or the History of Photography, Part 1*, Silverman, K. In addition, students read essays from Roland Barthes, Susan Sontag, Teju Cole, Ta-Nehisi Coates, and other contemporary writers on photography. Prerequisites: Completion of two 3xxx level photography classes and junior standing

MAPH 5000 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 320 Turczan, Katherine

### **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](mailto:careers@mcad.edu).

PH 4010 91 01/21/2025 - 05/13/2025 Wencil, 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](mailto:careers@mcad.edu).

WMM 4010 91 01/21/2025 - 05/13/2025 Wencil, Samantha

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# Bachelor of Science

## **ADV 3000 - Integrated Advertising - 3 Credit(s)**

This course explores the seamless integration of several media into a single campaign, Media covered may include video, print, radio, collateral, retail, packaging, events, and various digital platforms. Students learn how communications vehicles such as packaging, product design, retail, advertising, promotions, PR, and corporate communications can work together in a campaign over time to shape a new or emerging Brand. A real client will participate in person for a semester-long assignment. Guest speakers and mentors will showcase case histories of integrated brand management. Students will work in creative teams with their clients to develop, create, and execute an integrated campaign. This course fulfills a studio elective for BFA students. Prerequisite: Foundation: 2D

ADV 3000 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 452 Rice, Nancy

## **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 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 452 Hauge, Steven

## **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 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 452 Barisonzi, Joseph

ES 3002 02 01/21/2025 - 05/13/2025 Tu 9:30AM - 12:00PM 450 Halvorson, Anne

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

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

ES 3003 01 01/21/2025 - 05/13/2025 Th 9:30AM - 12:00PM 452 Mott, Bon

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## Bachelor of Science

### ES 3602 - Creative Analytics: Seeing Numbers - 3 Credit(s)

We are surrounded by data. In nature, we can see inherent rhythms that can be appreciated numerically. We all use data literacy throughout our daily lives and to understand creative practice. This course uncovers the process of gathering and analyzing data from known sample sets such as websites, market research, government agencies, and more. Students will explore the theory of analytics, identify data sources, and practice the methods of visualizing data in various contexts, including applications in communications, marketing, and as applied in creative practice. This course fulfills a Liberal Arts – Scientific and Quantitative Reasoning or Liberal Arts elective requirement for BFA students.

ES 3602 01 01/21/2025 - 05/13/2025 Mo 9:30AM - 12:00PM 452 Birt, Arlene

### ES 3801 - Aesthetics of Sustainability - 3 Credit(s)

Paired with the goals of sustainable development, our creative powers can help “meet the needs of the present without compromising the ability of future generations to meet their own needs.” This course covers a brief history of sustainability through the lens of creativity and visual aesthetics. Students will examine existing sustainability frameworks that seek to balance the social, environmental, and economic goals of the world we live in. The course also looks at current events and terminology related to climate science, social equity, and the circular economy. Students work individually and in teams, using collaborative processes to find sustainable solutions for individuals, citizens, and consumers. This course fulfills a studio elective for BFA students.

ES 3801 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 432 Birt, Arlene

### 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](mailto:careers@mcad.edu).

ES 4010 91 01/21/2025 - 05/13/2025 Wenc, Samantha

### ES 4022 - Color for ALL 2.0 - 3 Credit(s)

Color for ALL 2.0 is an initiative between MCAD and the Target Corporation to foster collaboration and create inclusive color palettes informed by color science to relate to wide ranges of skin tone nuances. In this course, students and instructors work with professionals from the Target Corporation to proactively research, develop, and present color palettes and selections. Coursework centers on the study and application of color science fields, such as colorimetry, optics, psychology, and phenomenology which are fundamental to understanding the usages of colorful media, human color perception, and cultural color methodology. The final deliverable products of the course will be color palettes and arrangements used by designers at Target to create a more inclusive experience for guests. The course builds upon work created during the initial Color for ALL (CFA) Spring 2022, where palettes comprising 265 colors were identified using a methodology based on cultural colors and color sciences. The CFA palettes were successfully integrated into Target-owned brands, and after two years of use, additional color needs have been identified. This spring semester 2025, Color for ALL 2.0 will address those needs and continue our successful collaboration by expanding the demographic reach and breadth of the color palettes. In Color for ALL 2.0, Target staff act as clients and mentors; students act as artists, designers, and researchers alongside the guidance of the instructors. Students work in interdisciplinary teams to identify colors that are responsive to a broad range of nuanced skin tones that the Target team will provide to the MCAD studio. Utilizing the formula developed during the Color for ALL 1.0 course, this work will include creating new palettes and adding neutral and pastel colors to existing palettes. The new palettes will focus on a White/Caucasian guest demographic, and additional colors will be added to the existing palettes related to Black/African-American, Hispanic/Latino, and Asian guest demographics. Target will use these colors to develop foundation, everyday, and fashion Home Goods and Apparel for diverse guests. This cross-disciplinary, client-based course is open to BFA and BS students of all majors with junior standing or above, or upon permission of the instructor. Students must agree to the intellectual rights policy of this sponsored studio before the beginning of the course. Prerequisite: Junior standing or above, or permission of the instructor

ES 4022 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 450 Charbonneau, Edward

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## Bachelor of Science

### ES 4701 - Launching Creative Projects: Networ - 3 Credit(s)

This course provides a capstone experience for creative entrepreneurship students and prepares them for launching their own creative projects or businesses. Students are introduced to professional networking events and practices, as well as co-working spaces that allow them to showcase their work. Students are introduced to business incubation and acceleration programs across the United States and beyond, giving them access to potential capital, sponsors, and investors for their creative project. This course includes opportunities to participate in events hosted by Twin Cities accelerator and incubator programs, as well as several networking events, one of which the students will organize themselves. Prerequisite: Sophomore standing

ES 4701 01 01/21/2025 - 05/13/2025 We 9:30AM - 12:00PM 452 Halvorson, Anne

### ES 5001 - Senior Project - Creative Entrepren - 3 Credit(s)

Creative entrepreneurship can be a solo or team effort, and this course is designed as a capstone experience to allow students to showcase their entrepreneurial skill set, either as solopreneurs or with a team project. Students will conduct targeted research and work on an entrepreneurial project or business concept from start to finish during a semester-long experiential learning setting guided by an instructor. They will present the findings of their work to a public audience. This course can be taken as a standalone or concurrently with ES 4701. Prerequisite: BS junior or senior status or approval of instructor.

ES 5001 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 452 Barisonzi, Joseph

## BFA Studio: Product and Furniture Design

### PD 2000 - Introduction to Product & Furniture - 3 Credit(s)

This studio course introduces modes of thinking and practices employed by product and furniture designers. Through a series of hands-on projects and research assignments, students use product design methodology to identify and define problems, then develop solutions with real-world applications. Using a variety of materials and techniques, students explore ideation, iteration, model making, form development and more. Prerequisites: Completion of 12 credits, Foundation: 3D

PD 2000 01 01/21/2025 - 05/13/2025 Mo 1:00PM - 6:00PM 105 Mahoney, George

### PD 3010 - Models, Prototypes, Fabrication - 3 Credit(s)

Products can be made of just about any material, from textiles to ceramics to circuit boards—so product designers have developed numerous techniques for making physical models and prototypes to develop, test, and communicate their ideas. Students will learn these techniques—and when to deploy which ones—as they design a series of simple, everyday products. Using the models and prototypes they build, students evaluate their design solutions on the basis of function, performance, mechanical feasibility, appearance, usability, and context-appropriateness. Prerequisites: PD 2000 Introduction to Product Design, or instructor permission

PD 3010 01 01/21/2025 - 05/13/2025 Tu 1:00PM - 6:00PM 122 Trifilio, Christian

### PD 3070 - Environment and Retail Design - 3 Credit(s)

This studio course examines the combination of multiple design disciplines including interior design, architecture, graphic design, furniture design and product design. Projects include commercial, hospitality and retail environments as it pertains to human scale. In a studio setting, designs are created with an application of anthropometrics, social responsibilities, accessibility accommodations and environmentally responsible design. Projects focus on critical ideation and are evaluated by faculty and peers through group discussions and critiques. Prerequisites: PD 2000 Introduction to Product Design, PD 2300 Design Drawing: 2D Drawing for 3D Design; PD 2600 Digital Visualization and Fabrication; Graphic Design 1

PD 3070 01 01/21/2025 - 05/13/2025 We 1:00PM - 6:00PM 105 Reed, Merick

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## BFA Studio: Product and Furniture Design

### PD 4000 - Professional Practice and Strategy - 3 Credit(s)

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

PD 4000 01 01/21/2025 - 05/13/2025 Th 1:00PM - 6:00PM 105 Reed, Merick

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

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

PD 4010 91 01/21/2025 - 05/13/2025 Wencil, Samantha

### PD 5101 - Senior Project 2: Product and Furni - 3 Credit(s)

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

PD 5101 01 01/21/2025 - 05/13/2025 Fr 1:00PM - 6:00PM 105 Mahoney, George

## Master of Fine Arts: Visual Studies

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

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

GRLA 7012 01 01/21/2025 - 05/13/2025 We 2:30PM - 5:30PM MFA Hoagland, George

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

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

GRLA 7014 01 01/21/2025 - 05/13/2025 Tu 2:30PM - 5:30PM MFA McMeans, Patricia

GRLA 7014 02 01/21/2025 - 05/13/2025 Tu 2:30PM - 5:30PM MFA Mindel, Gabriel

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## Master of Fine Arts: Visual Studies

### **GRLA 7021 - Professional Practices - 3 Credit(s)**

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

GRLA 7021 01 01/21/2025 - 05/13/2025 We 9:00AM - 12:00PM MFA Gaughan, Michael

### **GRLA 7022 - Teaching in Higher Education - 3 Credit(s)**

This course introduces graduate students to general teaching pedagogy, course planning resources, as well as classroom and course management. It exposes students to teaching and learning theories as they develop skills in the higher education classroom. The cohort will reflect together on their experiences in varied classrooms, whether previous and concurrent experiences as graduate teaching assistants, as students, or as teachers in other educational contexts. The course will also introduce professional documents and strategies for teaching job applications and interviews.

GRLA 7022 01 01/21/2025 - 05/13/2025 Th 9:00AM - 12:00PM MFA McAvey, Daniel

### **GRST 7003 - Graduate Critique Seminar - - 3 Credit(s)**

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

GRST 7003 01 01/21/2025 - 05/13/2025 Fr 3:30PM - 6:30PM MFA Lindquist, Stephanie

### **GRST 7019 - Thesis Exhibition - 1 Credit(s)**

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

GRST 7019 20 01/21/2025 - 05/13/2025 OLA Petersen, Sarah

### **GRST 7032 - Interdisciplinary Art Handling 101 - 1 Credit(s)**

This five-week introductory workshop addresses the varied professional needs and material practices required for artists and cross-disciplinary makers to move and share their creative work anywhere beyond their studio, whether it's a small print, a heavy sculpture, or a digital file. Through a combination of hands-on training, classroom demonstrations and lectures, field trips, visits by guest artists, readings, individual research, and production, this course will consider professional standards and procedures for preparing, packing, shipping, installing, and preserving artworks. Topics such as strategizing site-specificity and considering material translations of projects to produce cost-effective creative work for a given circumstance will also be addressed. For the final class, students will produce a packing solution and/or submission packet appropriate to one or more of their creative media. Note that students may potentially need to create personal proposals to work with various technical departments at MCAD, such as the 3D shop, to produce their final shipping package.

GRST 7032 01 01/21/2025 - 02/18/2025 Tu 9:00AM - 12:00PM MFA Petersen, Sarah

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## 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 0Y01/21/2025 - 05/13/2025	Banning, Michael
GRST GM99 4E01/21/2025 - 05/13/2025	Peltier, Ryan
GRST GM99 5A01/21/2025 - 05/13/2025	Petersen, Sarah
GRST GM99 5V01/21/2025 - 05/13/2025	Swiszczy, Carolyn
GRST GM99 5Y01/21/2025 - 05/13/2025	Delliquanti, Blue
GRST GM99 61 01/21/2025 - 05/13/2025	Schulz, Barbara
GRST GM99 6J 01/21/2025 - 05/13/2025	King, Kelsey
GRST GM99 6C01/21/2025 - 05/13/2025	Drum, Preston
GRST GM99 6P01/21/2025 - 05/13/2025	Labovitz, Anne
GRST GM99 7B01/21/2025 - 05/13/2025	Britigan, Brian
GRST GM99 7S01/21/2025 - 05/13/2025	Amjadi, Katayoun
GRST GM99 7U01/21/2025 - 05/13/2025	Aller, Jonathan
GRST GM99 7Z01/21/2025 - 05/13/2025	Meister, Kelley
GRST GM99 8H01/21/2025 - 05/13/2025	Gaughan, Michael
GRST GM99 8J 01/21/2025 - 05/13/2025	Nowak, Alison
GRST GM99 8K01/21/2025 - 05/13/2025	Grant, Leslie
GRST GM99 8L01/21/2025 - 05/13/2025	Bagdon, Andrea
GRST GM99 8M01/21/2025 - 05/13/2025	Thursday, Merit
GRST GM99 8C01/21/2025 - 05/13/2025	Fowler, Sara
GRST GM99 8P01/21/2025 - 05/13/2025	Perez La Cruz, Juan Diego
GRST GM99 8C01/21/2025 - 05/13/2025	Hamilton, Amanda
GRST GM99 9801/21/2025 - 05/13/2025	Oliphant, Thomas

### 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](mailto:careers@mcad.edu).

GRST IN99 91 01/21/2025 - 05/13/2025	Wencl, Samantha
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# Master of Arts: Sustainable Design

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

This foundational course introduces students to sustainability concepts related to business, community, communications, and innovation, as well as covering practical design-for-sustainability (D4S) concepts, strategies, tools and techniques. The universal design-for-sustainability approaches covered in the course are applicable for practicing designers of all disciplines, as well as innovators, marketers and entrepreneurs. Students learn and apply these concepts and strategies to self-directed design projects and exercises in addition to readings, research, lectures, and discussions.

SD 6500 20 01/21/2025 - 05/13/2025

OLA

Robbins, Holly

## **SD 6510 - Systems Thinking - 3 Credit(s)**

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

SD 6510 20 01/21/2025 - 05/13/2025

OLA

Silverman, Howard

## **SD 6610 - Biomimetic Design - 3 Credit(s)**

In this course students learn how to abstract functional strategies from nature to apply to the process of innovative design. This project-oriented studio course covers core biological principles, astounds students with the wealth of design solutions available in nature, and provides numerous case studies of innovative designs inspired by natural models. Overall, this course provides powerful metaphors and methods for looking to nature as model, mentor, and measure in our designs.

SD 6610 20 01/21/2025 - 05/13/2025

OLA

Chirazi, Jacques

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

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

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

SD 7021 20 01/21/2025 - 05/13/2025

OLA

Keene, Dawn

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

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

SD 7022 20 01/21/2025 - 05/13/2025

OLA

Keene, Dawn

## **SD 7620 - The Practice of Sustainable Design - 3 Credit(s)**

How do we actively design to create truly sustainable results? In this course students examine this question and apply leading-edge practice methods for innovative sustainable and regenerative design solutions. Recommended for novice and veteran designers and innovators alike, this course explores the theoretical frameworks, green standards, and practice techniques used by leading sustainable designers, thinkers, and architects. The design methods applied in this studio course fit any discipline at any scale, from the smallest object to the most complex system. Through studio projects and exercises, students learn to integrate the theory of sustainable design frameworks into their practices (i.e., systems thinking, life-cycle analysis, material health, green standards, eco-labels, supply chain topics, etc.).

SD 7620 20 01/21/2025 - 05/13/2025

OLA

Robbins, Holly

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# Master of Arts: Graphic and Web Design

## GWD 6420 - Typography - 3 Credit(s)

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

GWD 6420 20	01/21/2025 - 05/13/2025	Th	7:00PM - 8:30PM	OLS	Anguiano, Daniel
GWD 6420 21	01/21/2025 - 05/13/2025	Th	7:00PM - 8:30PM	OLS	Webster, Michelle

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

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

GWD 6460 20	01/21/2025 - 05/13/2025	Th	7:00PM - 8:30PM	OLS	Brown, Alexander
GWD 6460 21	01/21/2025 - 05/13/2025	Th	7:00PM - 8:30PM	OLS	Cady, Ryan

## 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	01/21/2025 - 05/13/2025			OLA	O'Brien, James
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## GWD 6620 - Programming for Web - 3 Credit(s)

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

GWD 6620 20	01/21/2025 - 05/13/2025	Tu	7:00PM - 8:30PM	OLS	Korth, Kenneth
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## GWD 7630 - Experimental Interaction - 3 Credit(s)

This course provides students with a means of approaching digital projects holistically, functioning as a platform for discourse and code-based experimentation. Students will respond to the contemporary conditions inherent to digitality balancing both research and production. While working through projects, students are expected to develop an approach that balances the pragmatic and the abstract; working within their means technically and within the time allotted to publish and articulate an outcome that is a summation of that section's theme. Prerequisite: Programming for Web

GWD 7630 20	01/21/2025 - 05/13/2025	Tu	7:00PM - 8:30PM	OLS	Osorio, Julian
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## GWD 7800 - Capstone - 3 Credit(s)

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

GWD 7800 20	01/21/2025 - 05/13/2025	We	7:00PM - 8:30PM	OLS	Smith, Lafa
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# Master of Arts: Creative Leadership

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

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

CL 6207 20 01/21/2025 - 03/07/2025

OLA Barisonzi, Joseph

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

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

CL 7310 20 03/17/2025 - 05/02/2025

OLA Bauknight, Paul

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

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

CL 7312 20 01/21/2025 - 05/02/2025

OLA Kaplan, Mary Jo