
Foundation Studies: Liberal Arts

AH 1701 - Art History 1: Prehistory to Early - 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	01/20/2026 - 05/12/2026	Fr	9:30AM - 12:00PM	150	Bavelli, Sarah
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AH 1702 - Art History 2: Modern to Contempora - 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	01/20/2026 - 05/12/2026	Fr	9:30AM - 12:00PM	414	Wiepke, Hannah
AH 1702 02	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	416	DelMedico, Nadia
AH 1702 03	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	416	Erickson, Luke
AH 1702 04	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	414	Franklin, William
AH 1702 05	01/20/2026 - 05/12/2026	Fr	9:30AM - 12:00PM	416	Olson, Marsha
AH 1702 06	01/20/2026 - 05/12/2026	Th	9:30AM - 12:00PM	140	Lunning, Nancy
AH 1702 07	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	432	DelMedico, Nadia
AH 1702 08	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	414	Franklin, William
AH 1702 09	01/20/2026 - 05/12/2026	We	9:30AM - 12:00PM	105	Stanek, Damon

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	01/20/2026 - 05/12/2026	We	9:30AM - 12:00PM	434	Savage, Kathryn
EN 1500 02	01/20/2026 - 05/12/2026	We	9:30AM - 12:00PM	452	Gibson, Alicia

Foundation Studies: Studio

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

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

FDN 1000 01	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	452	McAvey, Daniel
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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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	M201	Kovatch, Nicholas
FDN 1111 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	434	Jasso Yanez, Ivonne Paulina

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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	119	Hamilton, Russell
FDN 1112 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	101	Reed, Merick
FDN 1112 03	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	101	Willemin, Leah
FDN 1112 04	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	119	Allan, Abigail
FDN 1112 05	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	119	Mahoney, George
FDN 1112 06	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	101	Kovatch, Nicholas

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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	M205	Sanchez, Victor
FDN 1211 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	M105	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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	M215	Fisher, Jessie
FDN 1212 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	M215	Shriner, James
FDN 1212 03	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	M215	Gaughan, Michael
FDN 1212 04	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	M105	McAvey, Daniel
FDN 1212 05	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	M105	Manneberg, Avigail
FDN 1212 06	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	M215	Aller, Jonathan
FDN 1212 07	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	M215	Rose, Amanda

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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	317	Sferra, Richard
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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 02	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	317	Gould, Jay
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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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	440	Gasterland-Gustafsson, Gretchen
FDN 1411 02	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	450	Gould, Samuel
FDN 1411 03	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	414	Lobberecht, Janet
FDN 1411 04	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	M219	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	01/20/2026 - 05/12/2026	Fr	9:00AM - 10:30AM	OLS	McCartney, Paula
FDN 1412 21	01/20/2026 - 05/12/2026	Fr	10:30AM - 12:00PM	OLS	McCartney, Paula
FDN 1412 22	01/20/2026 - 05/12/2026	Fr	9:00AM - 10:30AM	OLS	Aller, Jonathan
FDN 1412 23	01/20/2026 - 05/12/2026	Fr	10:30AM - 12:00PM	OLS	Aller, Jonathan
FDN 1412 24	01/20/2026 - 05/12/2026	Fr	10:30AM - 12:00PM	OLS	To Be Announced

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	01/20/2026 - 05/12/2026	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	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	105	Stanek, Damon
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Liberal Arts: Art History

AH 2105 - Print Culture, Art, and Communication - 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	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	140	Lunning, Nancy
AH 2105 02	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	450	Wiepke, Hannah

AH 2107 - Photography, the Moving Image, and Digital Culture - 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	01/20/2026 - 05/12/2026	Tu	9:30AM - 12:00PM	434	Caruso, Jennifer
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AH 2108 - Screenings for Photography, the Moving Image, and Digital Culture - 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	01/20/2026 - 05/12/2026	Mo	6:30PM - 9:00PM	140	Caruso, Jennifer
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AH 3050 - Color Theory and Literacy - 3 Credit(s)

Color theory attempts to explain and predict human psychophysiological responses to the sensory, phenomenological experiences of light energy wavelengths. These wavelengths may be perceived by the mind as colors, and historically, color theory has sought to define best practices of color usage. Formulating a color literacy implies the construction of an understanding of how color may be examined and applied across many experiences, disciplines, and traditions. This course introduces students to color theory and literacy concepts encouraging the critical reevaluation and examination of contemporary motivations. Prerequisite: Writing and Inquiry, Art History 2 (may be taken concurrently), or faculty permission

AH 3050 01	01/20/2026 - 05/12/2026	We	9:30AM - 12:00PM	140	Charbonneau, Edward
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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	01/20/2026 - 05/12/2026	Fr	9:30AM - 12:00PM	140	Caruso, Jennifer
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AH 3395 - Screenings for Focus on Film: Science Fiction - 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	01/20/2026 - 05/12/2026	Th	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 01/20/2026 - 05/12/2026 Tu 9:30AM - 12:00PM 101 Gasterland-Gustafsson, Gretchen

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

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

AH 3442 01 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 440 Gasterland-Gustafsson, Gretchen

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 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 414 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 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 432 Green, Diana

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

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

AH 3864 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 432 Erickson, Luke

Liberal Arts: Art History

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

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

AH 4722 20 01/20/2026 - 05/12/2026

OLA

McKnight Sethi, Cristin

AH 4725 - Islamic Art - 3 Credit(s)

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

AH 4725 01 01/20/2026 - 05/12/2026 We

9:30AM - 12:00PM 320

Olson, Marsha

AH 4729 - Art and Globalization in the - 3 Credit(s)

This course examines the impact and effects of globalization on the visual culture of the Atlantic world (defined by Europe, Africa, and the Americas) from the period of the Columbian encounter to the contemporary moment. Students examine the circulation and exchange of goods, ideas, knowledge, culture, and peoples across the Atlantic world through an investigation of visual representations, performance, and collecting practices. The course narrative is guided by thematic issues of gender, race, the politics of display, and national and cultural identities, tracing the movement of visual cultures across the Atlantic through individual case studies. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission.

AH 4729 01 01/20/2026 - 05/12/2026 Th

9:30AM - 12:00PM 410

Chisholm, Anna

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 01/20/2026 - 05/12/2026 Fr

9:30AM - 12:00PM 440

Chisholm, Anna

LA: Humanities & Science: Creative and Professional Writing

CPW 2501 - Grant Writing for Artists and Socia - 3 Credit(s)

Grant Writing for Artists is part writing workshop, part strategy lab, and part confidence bootcamp. Students learn to translate their messy, brilliant, creative ideas into persuasive, jargon-free proposals that resonate with real funders. Weekly exercises sharpen clarity, strengthen storytelling, and connect the dots between students' personal practice and project goals, and grant missions. Classes mix writing sprints, peer workshops, mock review panels, and playful challenges (like jargon-busting games and "fund or flop?" pitch-offs). By the end of the semester, students will not only have a polished, fundable proposal but also the writing muscles and toolkit to tackle any application in the future. This course fulfills a Liberal Arts – Creative and Professional Writing or Liberal Arts elective requirement for BFA students.

CPW 2501 01 01/20/2026 - 05/12/2026 Th

9:30AM - 12:00PM 452

Halvorson, Anne

LA: Humanities & Science: Creative and Professional Writing

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

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

CPW 3045 01	01/20/2026 - 05/12/2026	Th	9:30AM - 12:00PM	105	Savage, Kathryn
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CPW 3065 - Narrative and Storytelling - 3 Credit(s)

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

CPW 3065 01	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	420	Monks, Kimberly
CPW 3065 02	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	450	Hackler, Richard

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	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	105	Pastor, Jarek
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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	01/20/2026 - 05/12/2026	Fr	9:30AM - 12:00PM	105	Savage, Kathryn
CPW 3920 02	01/20/2026 - 05/12/2026	Mo	9:30AM - 12:00PM	320	Santer, Craig
CPW 3920 20	01/20/2026 - 05/12/2026			OLA	Hlavacek, Maya

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

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

CPW 3930 01	01/20/2026 - 05/12/2026	We	9:30AM - 12:00PM	420	Kopernik, Rakefet
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LA: Humanities & Science: Creative and Professional Writing

CPW 4908 - The Art of Writing for Children and - 3 Credit(s)

Children's books and books for young adults are many young people's first experiences of art and literature. Young readers become empathetic, curious, and eager to learn. In this class, we'll engage with many of the forms encompassed by children's and young adult writing across a diversity of genres and topics. We'll explore the unique pace and structure of books for different ages and reading levels and learn how to build memorable characters and narratives. Classes will be a combination of lectures and student-centered workshops that encourage sharing ideas in a collaborative environment. Prerequisites: Successful completion of any 3000-level CPW course and either HU 3918 Children's Literature or 3919 Young Adult Literature, or instructor permission

CPW 4908 01 01/20/2026 - 05/12/2026 Mo 9:30AM - 12:00PM 434 Lemanski, Laura

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 01/20/2026 - 05/12/2026 Tu 9:30AM - 12:00PM 420 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 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 420 Kopernik, Rakefet

LA: H&S: Scientific & Quantitative Reasoning

SQR 3510 - Tools, Process, and Geometry - 3 Credit(s)

This course introduces students to geometric concepts relevant to artisans and artists working in both 2D and 3D media. Students learn foundational geometric truths, widely applicable techniques, and imaginative skills by hand-making basic tools like marking and miter squares, winding sticks, and triangles. Students apply these tools and skills in project-based activities emphasizing process, craft, and the possibilities generated by basic geometric concepts. Prerequisites: Foundation: 3D and Art History 2

SQR 3510 01 01/20/2026 - 05/12/2026 Tu Th 9:30AM - 12:00PM 119 Kiel-Wornson, Jessica

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. Magical realism engages a combination of traditional realism infused with the fantastic, the mythical, and the nightmarish. Students read novels and short fiction from different cultural contexts to compare the workings of magical realism around the world and examine other contemporary manifestations of magical realism in media and the visual arts.

HU 3043 01 01/20/2026 - 05/12/2026 Fr 9:30AM - 12:00PM 410 Petersen, Abigail

LA: Humanities & Sciences: Humanities

HU 3050 - Color Theory and Literacy - 3 Credit(s)

Color theory attempts to explain and predict human psychophysiological responses to the sensory, phenomenological experiences of light energy wavelengths. These wavelengths may be perceived by the mind as colors, and historically, color theory has sought to define best practices of color usage. Formulating a color literacy implies the construction of an understanding of how color may be examined and applied across many experiences, disciplines, and traditions. This course introduces students to color theory and literacy concepts encouraging the critical reevaluation and examination of contemporary motivations. Prerequisite: Writing and Inquiry, Art History 2 (may be taken concurrently), or faculty permission

HU 3050 01 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 140 Charbonneau, Edward

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

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

HU 3328 01 01/20/2026 - 05/12/2026 Mo 9:30AM - 12:00PM 410 Parmar, Nissa

HU 3432 - World Literature - 3 Credit(s)

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

HU 3432 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 320 Hudecova, Eva

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

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

HU 3606 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 414 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 01/20/2026 - 05/12/2026 We 6:30PM - 9:00PM 140 Rice, Craig

LA: Humanities & Sciences: Humanities

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

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

HU 3635 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 101 Ronning, Gerald

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

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

HU 3864 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 432 Erickson, Luke

HU 3875 - The Graphic Novel - 3 Credit(s)

The graphic novel is an art form that has been accepted as a literary form while retaining the excitement and unique properties of 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 the social, structural, and thematic issues of these specific texts and explores the possibilities of the form itself.

HU 3875 20 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 414 Lemanski, Laura

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

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

HU 4722 20 01/20/2026 - 05/12/2026 OLA McKnight Sethi, Cristin

LA: Humanities & Sciences: Humanities

HU 4725 - Islamic Art - 3 Credit(s)

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

HU 4725 01 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 320 Olson, Marsha

HU 4729 - Art and Globalization in the - 3 Credit(s)

This course examines the impact and effects of globalization on the visual culture of the Atlantic world (defined by Europe, Africa, and the Americas) from the period of the Columbian encounter to the contemporary moment. Students examine the circulation and exchange of goods, ideas, knowledge, culture, and peoples across the Atlantic world through an investigation of visual representations, performance, and collecting practices. The course narrative is guided by thematic issues of gender, race, the politics of display, and national and cultural identities, tracing the movement of visual cultures across the Atlantic through individual case studies. Prerequisite: Introduction to Art and Design: History 2 and a 3000-level AH or HU course, or faculty permission.

HU 4729 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 410 Chisholm, Anna

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 01/20/2026 - 05/12/2026 We 6:30PM - 9:00PM 410 Born, Patty

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 01/20/2026 - 05/12/2026 OLA Theis, Angela

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 01/20/2026 - 05/12/2026 Fr 9:30AM - 12:00PM 434 Christian-Ronning, Evelyn

LA: Humanities & Science: Social Science

SO 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

SO 3441 01 01/20/2026 - 05/12/2026 Tu 9:30AM - 12:00PM 101 Gasterland-Gustafsson, Gretchen

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

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

SO 3442 01 01/20/2026 - 05/12/2026 We 9:30AM - 12:00PM 440 Gasterland-Gustafsson, Gretchen

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 01/20/2026 - 05/12/2026 Fr 9:30AM - 12:00PM 432 Kiel-Wornson, Jessica

SO 3603 - Steward-Ownership and Governance fo - 3 Credit(s)

Who owns a person's work—and why? Students design mission locked ownership and decision systems for creative enterprises: cooperatives, steward ownership trusts/golden shares, Employee Stock Ownership Plan like models, collective studios, non profit/for profit hybrids, fiscal sponsorship, and community wealth approaches. We cover purpose charters, cap tables for non extractive models, decision rights, compensation/participation, and revenue sharing mechanics without spreadsheets taking over the art. This course fulfills a Liberal Arts – Social Sciences or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing

SO 3603 01 01/20/2026 - 05/12/2026 Mo 9:30AM - 12:00PM 452 Ly, David

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 01/20/2026 - 05/12/2026 Mo 9:30AM - 12:00PM 440 To Be Announced

LA: Humanities & Science: Liberal Arts Capstone

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 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 450 Johnson, Kjel

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

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

HS 5013 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 434 Gastineau, Emily

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 01/20/2026 - 05/12/2026 Tu 9:30AM - 12:00PM 320 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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	450	Nelson, Katie
ANIM 2000 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	450	Mueller, Matthew
ANIM 2000 03	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	440	Mueller, Matthew
ANIM 2000 04	01/20/2026 - 05/12/2026	Tu Th	6:30PM - 9:00PM	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 01/20/2026 - 05/12/2026 Tu 1:00PM - 6:00PM M219 Gruszka, Chris

BFA Studio: Animation

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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	345	Nelson, Katie
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ANIM 3020 - Character Animation 1 - 3 Credit(s)

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

ANIM 3020 01	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	410	Brost, Michelle
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ANIM 3023 - Character Design - 3 Credit(s)

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

ANIM 3023 01	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	320	Gruszka, Chris
ANIM 3023 02	01/20/2026 - 05/12/2026	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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	414	Gruszka, Chris
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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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	331	Seaver, Joshua
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BFA Studio: Animation

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 Visual Effects (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 and Post-Production

ANIM 3033 01 01/20/2026 - 05/12/2026 Mo We 6:30PM - 9:00PM 414 Kamin, Kevin

ANIM 3037 - After Effects for Animation - 3 Credit(s)

This course builds upon animation techniques learned in Intro to Animation and Character Animation 1. Students learn key aspects of compositing in After Effects through in-class demos, lectures, and assignments, culminating in a final project. Using ToonBoom Harmony, Photoshop, and After Effects, demos focus on the animation compositing pipeline and various techniques that bring animation to a final, polished render. Students also learn how to create animations directly in After Effects and become more efficient in planning an animation scene. While this class focuses on 2D techniques, 3D and Stop Motion animation students may incorporate their focus in the final project for the class. Prerequisite: Introduction to Animation, Character Animation 1

ANIM 3037 01 01/20/2026 - 05/12/2026 We 1:00PM - 6:00PM 410 Brost, Michelle

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 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 330 Seaver, Joshua

ANIM 3050 - Storyboard - 3 Credit(s)

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

ANIM 3050 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 434 McNutt, Kelly

ANIM 3050 02 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 Mo We 9:30AM - 12:00PM 101 Szabo, Timothy

BFA Studio: Animation

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 01/20/2026 - 05/12/2026 Tu Th 6:30PM - 9:00PM 320 Richardson, Caleb

ANIM 3090 - Special Topics: Background Painting - 3 Credit(s)

This course explores the fundamentals of visual storytelling by creating a believable and immersive environment painting for animated characters to inhabit. Students study concept art and traditional media backgrounds while considering the overall look and feel of how a digital painting can establish the mood and tone of the scene in relation to the characters and story. Students study how to use composition, color, texture, atmosphere, mood, lighting, and depth of field to create a compelling and immersive location painting. Prerequisite: Background Layout for Animation

ANIM 3090 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 320 Szabo, Timothy

ANIM 4000 - Professional Practice: Animation - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

ANIM 4000 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 140 Reid, Lindsey

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 01/20/2026 - 05/12/2026 Wencl, 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 01/20/2026 - 05/12/2026 Fr 1:00PM - 6:00PM 416 Richardson, Caleb

ANIM 5011 02 01/20/2026 - 05/12/2026 Fr 1:00PM - 6:00PM 414 Allen, Alicia

BFA Studio: Animation

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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	432	Solid, Kristin
ANIM 5102 02	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	150	Nelson, Katie
ANIM 5102 03	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	434	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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	335	Sferra, Richard
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MA 4000 - Professional Practice: Media Arts - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

MA 4000 01	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	410	McMeans, Patricia
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BFA Studio: Comic Art

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

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

COM 2000 01	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	M200	Algeo, Robert
COM 2000 02	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	440	Belinsky, Jesse
COM 2000 03	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	M210	Brasington, Mandie

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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	122	Bivens, John
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BFA Studio: Comic Art

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	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	122	Gao, Harry
COM 3030 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	M20C	Zawacki, Leda

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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	122	Robinson, Sean
COM 3040 02	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	450	Bivens, John
COM 3040 03	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	101	Belinsky, Jesse

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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	M20C	Delliquanti, Blue
COM 3070 02	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	122	Fricke, Paul

COM 4000 - Professional Practice: Comic Art - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

COM 4000 01	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	M201	Delliquanti, Blue
COM 4000 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	331	Algeo, Robert

BFA Studio: Comic Art

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

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

COM 4010 91 01/20/2026 - 05/12/2026

Wencl, Samantha

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 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 434

Fricke, Paul

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 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 416

Brandt, Erik

GRD 2000 02 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM M218

Jancourt, Jan

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 01/20/2026 - 05/12/2026 We

1:00PM - 6:00PM 432

Li, Maximo

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 01/20/2026 - 05/12/2026 Th

1:00PM - 6:00PM 230

DeYoe, Aaron

BFA Studio: Graphic Design

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

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

GRD 3030 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 230 DeYoe, Aaron

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 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 416 Steineck, Peter

GRD 3080 - Digital Production - 3 Credit(s)

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

GRD 3080 01 01/20/2026 - 05/12/2026 Tu 1:00PM - 6:00PM 230 DeYoe, Aaron

GRD 4000 - Professional Practice - Graphic Des - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

GRD 4000 01 01/20/2026 - 05/12/2026 We 1:00PM - 6:00PM 230 Jancourt, Jan

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

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

GRD 4010 91 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 416 Jancourt, Jan

BFA Studio: Graphic Design

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

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

GRD 5100 01	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	230	Brandt, Erik
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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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	430	Anderson, Jaime
ILL 2000 02	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	440	Nowak, Alison
ILL 2000 03	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	M201	Hartman, Carrie

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

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

ILL 3020 01	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	430	Anderson, Jaime
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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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	M219	King, Kelsey
ILL 3030 02	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	331	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	01/20/2026 - 02/19/2026	Tu Th	6:30PM - 9:00PM	OLS	King, Kelsey
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BFA Studio: Illustration

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

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

ILL 3032 20	02/24/2026 - 04/02/2026	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	04/07/2026 - 05/12/2026	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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	430	Nowak, Alison
ILL 3040 02	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	432	Yeates, Jacob
ILL 3040 03	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	M216	Britigan, Brian

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

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

ILL 3070 01	01/20/2026 - 05/12/2026	Mo We	6:30PM - 9:00PM	430	Hajny, Christopher
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ILL 4000 - Professional Practice - Illustration - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

ILL 4000 01	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	M206	Hartman, Carrie
ILL 4000 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	105	Nohl, Lindsay

BFA Studio: Illustration

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

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

ILL 4010 91 01/20/2026 - 05/12/2026

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 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 430

Anderson, Jaime

ILL 5100 02 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 440

Nowak, Alison

BFA Studio: Interdisciplinary Studio Courses

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

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

ID 3517 01 01/20/2026 - 05/12/2026 We

10:30AM - 12:00PM 450

Allan, Abigail

BFA Studio: Online Studio Courses

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

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

VC 4742 20 01/20/2026 - 05/12/2026 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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	300	Gaunt, John
DRPT 2000 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	300	Gaunt, John

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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	M109	Banning, Michael
DRPT 3020 02	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	M109	Banning, Michael

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

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

DRPT 3030 01	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	300	Manneberg, Avigail
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DRPT 3080 - Operative Drawing - 3 Credit(s)

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

DRPT 3080 01	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	300	Gaunt, John
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DRPT 3095 - Representational Studio - 3 Credit(s)

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

DRPT 3095 01	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	300	Quednau, Howard
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DRPT 4010 - Internship: Drawing and Painting - 3 Credit(s)

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

DRPT 4010 91	01/20/2026 - 05/12/2026				Wencl, Samantha
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BFA Studio: Fine Arts

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

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

DRPT 5100 01	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	432	Jirka, Brad
DRPT 5100 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	450	Golden-McNerney, Regan

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

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

FA 4000 01	01/20/2026 - 05/12/2026	Tu Th	9:30AM - 12:00PM	150	Manneberg, Avigail
FA 4000 02	01/20/2026 - 05/12/2026	Tu Th	9:30AM - 12:00PM	440	Allan, Abigail

FA 4010 - Internship: Fine Arts - 3 Credit(s)

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

FA 4010 91	01/20/2026 - 05/12/2026				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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	420	Hamilton, Russell
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FAS 3055 - Art and Ecological Futures - 3 Credit(s)

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

FAS 3055 01	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	420	Golden-McNerney, Regan
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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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	420	Golden-McNerney, Regan
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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	01/20/2026 - 05/12/2026				Wencl, Samantha
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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	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	432	Jirka, Brad
FAS 5100 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	450	Golden-McNerney, Regan

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	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	425	Ariza, Nancy
PPB 2000 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	405	O'Malley, Mary

PPB 2510 - Japanese Bookbinding Workshop - 1 Credit(s)

Suitable for binding single and folded sheets, Japanese bookbinding encompasses many versatile techniques, from simple stab bindings to multiple signature books. A large selection of bindings will be covered, including decorative stitches and corners, closures, wrappers and hinged hard cover suitable for album structures. Students will complete a selection of sample books and will complete one creative project incorporating techniques from the workshop. Prerequisite: none

PPB 2510 01	04/03/2026 - 04/05/2026	Fr	9:00AM - 12:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	
PPB 2510 02	04/03/2026 - 04/05/2026	Fr	1:00PM - 4:00PM	420	Wirth, Karen
		Sa Su	9:30AM - 5:00PM	420	

BFA Studio: Fine Arts

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 01/20/2026 - 05/12/2026 We 1:00PM - 6:00PM 425 Ariza, Nancy

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 01/20/2026 - 05/12/2026 Tu 1:00PM - 6:00PM 425 Ariza, Nancy

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 01/20/2026 - 05/12/2026 Tu Th 9:30AM - 12:00PM 405 Sippy, Grace

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

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

PPB 3030 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 405 Sippy, Grace

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

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

PPB 3060 01 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 405 Maurelli, Erin

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 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM M01, O'Malley, Mary

BFA Studio: Fine Arts

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

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

PPB 4010 91 01/20/2026 - 05/12/2026

Wencl, 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 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 432

Jirka, Brad

PPB 5100 02 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 450

Golden-McNerney, Regan

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

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

SC 3010 01 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 119

Jirka, Brad

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 01/20/2026 - 05/12/2026 Mo

1:00PM - 6:00PM 105

Jasso Yanez, Ivonne Paulina

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

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

SC 3082 01 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 119

Willemin, Leah

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

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

SC 4010 91 01/20/2026 - 05/12/2026

Wencl, Samantha

BFA Studio: Fine Arts

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	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	432	Jirka, Brad
SC 5100 02	01/20/2026 - 05/12/2026	Fr	1:00PM - 6:00PM	450	Golden-McNerney, Regan

BFA Studio: Media Arts

FILM 4010 - Internship: Filmmaking - 3 Credit(s)

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

FILM 4010 91	01/20/2026 - 05/12/2026				Wencl, Samantha
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MA 2010 - Media Arts Tools and 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	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	317	Moren, Benjamin
MA 2010 02	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	414	Galanos, Katinka
MA 2010 03	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	420	Chatfield-Taylor, Nicholas

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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	434	Chatfield-Taylor, Nicholas
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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 and Techniques or Coding Concepts 1 or Introduction to Animation

MA 3030 01	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	330	Seaver, Joshua
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BFA Studio: Media Arts

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 01/20/2026 - 05/12/2026 We 1:00PM - 6:00PM 335 Sferra, Richard

MA 3065 - Introduction to Sound - 3 Credit(s)

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

MA 3065 01 01/20/2026 - 05/12/2026 Fr 1:00PM - 6:00PM 140 Schot Klotzbach, Dawn

MA 3068 - Experimental Sound - 3 Credit(s)

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

MA 3068 01 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 323 Mindel, Gabriel

MA 3803 - Art, Media, and Planetary Futures - 3 Credit(s)

How do maps and media help us make sense of landscapes in flux? This course explores the climate emergency through mapping and media practice, offering students tools to translate environmental change into compelling forms of storytelling. While the emphasis is on map-based narratives using accessible platforms like ArcGIS StoryMaps and StoryMapJS, students can also opt to create other modes of mediation, through film, photography, sound, installation, or hybrid projects. We will work with datasets and imagery from local case studies, introducing students to low-barrier spatial tools as creative raw material. By the end of the semester, students will have developed portfolio-ready works, including short films, interactive map-stories, photo essays, immersive soundscapes, or AR/VR prototypes, that communicate environmental change with clarity, ethics, and imagination. For Media Arts students, the course emphasizes narrative and cinematic experimentation. For Creative Entrepreneurship students, it highlights audience engagement, communication strategies, and prototype development at the intersection of art, design, and ecological futures. This course fulfills a studio elective requirement for BFA students. Prerequisites: Foundation: Media 1 and Media Arts Tools and Techniques

MA 3803 01 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 452 Rowell, Steven

MA 4000 - Professional Practice: Media Arts - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

MA 4000 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 410 McMeans, Patricia

BFA Studio: Media Arts

MA 4010 - Internship: Media Arts - 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 91 01/20/2026 - 05/12/2026

Wencl, Samantha

MA 4045 - Advanced Studio and Set - 3 Credit(s)

This course continues the examination and application of the aesthetic, technical, theoretical, and conceptual issues related to artificial lighting on sets used in the various aspects of still and moving image production introduced in Studio and Set. 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 raise the production values and polish their images to professional levels, and to further develop a personal aesthetic and a conceptual foundation for their images. Prerequisite: Studio and Set

MA 4045 01 01/20/2026 - 05/12/2026 Th

1:00PM - 6:00PM 335

Sferra, Richard

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 01/20/2026 - 05/12/2026 Mo

1:00PM - 6:00PM 323

Graydon, Andrew

MA 5000 - Critique Seminar - 3 Credit(s)

In this seminar, students expand their understanding of practice within a cross-media platform. Students engage in intensive theoretical and critical studies in tandem with the development of advanced projects. Special emphasis is given to hybrid media and experimental exploration. Given that this course is open to all majors, students have an opportunity to engage and interact with those studying different fields, challenge and expand their knowledge and vocabulary, and gain a deeper understanding of interdisciplinary practice. Prerequisite: Foundation: Media 1

MA 5000 01 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 410

Szyhalski, Piotr

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 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 140

Benine, Shannon

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 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 333

Moren, Benjamin

BFA Studio: Media Arts

MAAT 3090 - Emergent Topics: Network Poetics - 3 Credit(s)

In Network Poetics, students are exposed to experimental, artistic, and grass-roots uses and practices with/in communication networks. Students will be exposed to closed-loop WiFi networks for serving site-responsive artworks, solar powered web servers and off-internet private networks, creative honey-pot networking hacks, experimental targeted advertising, and electronic hardware such as Radio Frequency Communication, Fox Hole Radios, and Wi-Fi enabled Microcontrollers / microcomputers. Students will create a variety of projects both collaboratively and independently. This course also introduces students to the history and development of the Internet from the 1960s–today, and empowers students to consider methods that jump beyond the contemporary Web's corporate control.

MAAT 3090 01 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 333 Szyhalski, Piotr

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

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

MAFL 2000 01 01/20/2026 - 05/12/2026 Tu 1:00PM - 6:00PM 323 Coyle, Jason
MAFL 2000 02 01/20/2026 - 05/12/2026 We 1:00PM - 6:00PM 323 Coyle, Jason
MAFL 2000 03 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 410 Coyle, Jason

MAFL 3023 - Experimental Filmmaking - 3 Credit(s)

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

MAFL 3023 01 01/20/2026 - 05/12/2026 Fr 1:00PM - 6:00PM 323 Hoolihan, Sam

BFA Studio: Media Arts

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

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

MAFL 3050 01	01/20/2026 - 05/12/2026	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	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	416	Rice, Craig
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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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	303	McCartney, Paula
MAPH 2000 02	01/20/2026 - 05/12/2026	Mo	1:00PM - 6:00PM	303	Grant, Leslie

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	01/20/2026 - 05/12/2026	Tu	1:00PM - 6:00PM	320	Grant, Leslie
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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	01/20/2026 - 05/12/2026	Th	1:00PM - 6:00PM	303	Hoolihan, Sam
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MAPH 5000 - Advanced Photography Projects: - 3 Credit(s)

In this class, students propose a semester-long project (new or continuing). 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 projects are informed contextually in the history of the media and within contemporary theoretical texts. Lectures and Readings include the most current histories of photography and theory. Prerequisites: Completion of two 3000-level photography classes and junior standing

MAPH 5000 01	01/20/2026 - 05/12/2026	We	1:00PM - 6:00PM	320	Grant, Leslie
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BFA Studio: Media Arts

PH 4010 - Internship: Photography - 3 Credit(s)

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

PH 4010 91 01/20/2026 - 05/12/2026

Wencl, Samantha

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 01/20/2026 - 05/12/2026 Tu

1:00PM - 6:00PM 452

Rice, Nancy

ES 1422 - Money 101 - 3 Credit(s)

Money 101 introduces students to the essential financial skills every creative needs to succeed in college and beyond—budgeting, credit, debt, taxes, savings, and investing—through games, roleplay simulations, interactive case studies, and social media challenges. Each week, students step into a new level of play, guiding fictional—but familiar—creative characters (photographers, illustrators, animators, designers, filmmakers, musicians, writers, sculptors, and other creative practitioners) through financial dilemmas while always applying the lessons back to their own personal finances. Case studies are drawn from the wide range of creative disciplines represented at MCAD to ensure that every student sees their own practice reflected in the scenarios. By the end of the course, each student will have built not just a financial plan, but a playbook for thriving creatively and financially—with tools, apps, and strategies they will actually use.

ES 1422 01 01/20/2026 - 05/12/2026 Th

6:30PM - 9:00PM 452

Burbach, Denice

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

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

ES 1601 01 01/20/2026 - 05/12/2026 Fr

1:00PM - 6:00PM 452

Christensen, Krystle

Bachelor of Science

ES 2501 - Grant Writing for Artists and Socia - 3 Credit(s)

Grant Writing for Artists is part writing workshop, part strategy lab, and part confidence bootcamp. Students learn to translate their messy, brilliant, creative ideas into persuasive, jargon-free proposals that resonate with real funders. Weekly exercises sharpen clarity, strengthen storytelling, and connect the dots between students' personal practice and project goals, and grant missions. Classes mix writing sprints, peer workshops, mock review panels, and playful challenges (like jargon-busting games and "fund or flop?" pitch-offs). By the end of the semester, students will not only have a polished, fundable proposal but also the writing muscles and toolkit to tackle any application in the future. This course fulfills a Liberal Arts – Creative and Professional Writing or Liberal Arts elective requirement for BFA students.

ES 2501 01 01/20/2026 - 05/12/2026 Th 9:30AM - 12:00PM 452 Halvorson, Anne

ES 3603 - Steward-Ownership and Governance fo - 3 Credit(s)

Who owns a person's work—and why? Students design mission locked ownership and decision systems for creative enterprises: cooperatives, steward ownership trusts/golden shares, Employee Stock Ownership Plan like models, collective studios, non profit/for profit hybrids, fiscal sponsorship, and community wealth approaches. We cover purpose charters, cap tables for non extractive models, decision rights, compensation/participation, and revenue sharing mechanics without spreadsheets taking over the art. This course fulfills a Liberal Arts – Social Sciences or Liberal Arts elective requirement for BFA students. Prerequisite: Sophomore standing

ES 3603 01 01/20/2026 - 05/12/2026 Mo 9:30AM - 12:00PM 452 Ly, David

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

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

ES 3701 01 01/20/2026 - 05/12/2026 Mo 1:00PM - 6:00PM 452 Kuhlke, Olaf

ES 3702 - Creative Law and Intellectual Prope - 3 Credit(s)

Artists and designers monetize ideas through rights. This course demystifies copyright, trademarks, design patents, trade secrets, licensing, work for hire, fair use/transformative use, Creative Commons, royalty structures, moral rights (Visual Artists Rights Act), and the ins and outs of commissions, gallery/agency, music and media agreements, and digital platforms. Students build a rights strategy for their own practice and venture, draft creator friendly contracts, and learn how to negotiate without "lawyering up." Prerequisite: Sophomore standing

ES 3702 20 01/20/2026 - 05/12/2026 OLA Parry, Zen

ES 3803 - Art, Media, and Planetary Futures - 3 Credit(s)

How do maps and media help us make sense of landscapes in flux? This course explores the climate emergency through mapping and media practice, offering students tools to translate environmental change into compelling forms of storytelling. While the emphasis is on map-based narratives using accessible platforms like ArcGIS StoryMaps and StoryMapJS, students can also opt to create other modes of mediation, through film, photography, sound, installation, or hybrid projects. We will work with datasets and imagery from local case studies, introducing students to low-barrier spatial tools as creative raw material. By the end of the semester, students will have developed portfolio-ready works, including short films, interactive map-stories, photo essays, immersive soundscapes, or AR/VR prototypes, that communicate environmental change with clarity, ethics, and imagination. For Media Arts students, the course emphasizes narrative and cinematic experimentation. For Creative Entrepreneurship students, it highlights audience engagement, communication strategies, and prototype development at the intersection of art, design, and ecological futures. This course fulfills a studio elective requirement for BFA students. Prerequisites: Foundation: Media 1 and Media Arts Tools and Techniques

ES 3803 01 01/20/2026 - 05/12/2026 Th 1:00PM - 6:00PM 452 Rowell, Steven

Bachelor of Science

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

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

ES 4010 91 01/20/2026 - 05/12/2026

Wencl, Samantha

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 01/20/2026 - 05/12/2026 Mo

1:00PM - 6:00PM 101

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 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 We

1:00PM - 6:00PM 105

Reed, Merick

PD 4000 - Professional Practice: Product Desi - 3 Credit(s)

Professional Practice prepares students with the skills and knowledge to transition from college to a professional career in the creative economy. The course emphasizes career development, focusing on communication skills, branding, marketing, and promoting one's work using online platforms and writing strategies. Students are introduced to essential business practices such as studio, project, and financial management, workflow, legal considerations, and effective grant writing. Students gain real-world exposure through hands-on workshops, interactive exercises, and establishing networks, helping them connect with the professional community and prepare for the demands of their creative careers. Prerequisite: Junior standing

PD 4000 01 01/20/2026 - 05/12/2026 Th

1:00PM - 6:00PM 105

Reed, Merick

BFA Studio: Product and Furniture Design

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

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

PD 4010 01 01/20/2026 - 05/12/2026

Wencl, 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 01/20/2026 - 05/12/2026 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 01/20/2026 - 05/12/2026 We

2:30PM - 5:30PM MFA

McMeans, Patricia

GRLA 7012 02 01/20/2026 - 05/12/2026 We

9:00AM - 12:00PM MFA

Antar, Anniessa

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 01/20/2026 - 05/12/2026 Tu

2:30PM - 5:30PM MFA

Mindel, Gabriel

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 01/20/2026 - 05/12/2026 Mo 2:30PM - 5:30PM 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 01/20/2026 - 05/12/2026 Th 9:00AM - 12:00PM MFA McAvey, Daniel

GRLA 7033 - Finance and Business Skills for Art - 1 Credit(s)

Being an artist requires proficiency in many areas of financial and entrepreneurial literacy, from taxes and business structures to budget planning, bookkeeping, valuing your work, and writing contracts. This 1-credit, 5-week course addresses key financial and business concepts and processes that MFA candidates can use to build solid careers as artists, no matter their professional goals. Covering topics relevant to both the broad responsibilities and the day-to-day operations of running a small business, this course assists students in practicing various quantitative and planning skills, from calculating the financial valuation of their business based on multiple quantitative parameters to writing contracts that protect and advance their creative work. This course fulfills one credit towards the elective requirement for MFA students.

GRLA 7033 01 01/26/2026 - 02/23/2026 Mo 9:00AM - 12:00PM MFA Barisonzi, Joseph

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 01/20/2026 - 05/12/2026 Fr 2:30PM - 5:30PM MFA Gastineau, Emily

GRST 7003 02 01/20/2026 - 05/12/2026 Fr 9:00AM - 12:00PM MFA To Be Announced

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 01 01/20/2026 - 05/12/2026 Petersen, Sarah

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 4E01/20/2026 - 05/12/2026	Peltier, Ryan
GRST GM99 5A01/20/2026 - 05/12/2026	Petersen, Sarah
GRST GM99 5V01/20/2026 - 05/12/2026	Swiszczy, Carolyn
GRST GM99 5Y01/20/2026 - 05/12/2026	Delliquanti, Blue
GRST GM99 6P01/20/2026 - 05/12/2026	Labovitz, Anne
GRST GM99 7B01/20/2026 - 05/12/2026	Britigan, Brian
GRST GM99 7F01/20/2026 - 05/12/2026	Nevitt, Jennifer
GRST GM99 7P01/20/2026 - 05/12/2026	Woodman-Maynard, Katharine
GRST GM99 7S01/20/2026 - 05/12/2026	Amjadi, Katayoun
GRST GM99 7U01/20/2026 - 05/12/2026	Aller, Jonathan
GRST GM99 8B01/20/2026 - 05/12/2026	Graydon, Andrew
GRST GM99 8K01/20/2026 - 05/12/2026	Grant, Leslie
GRST GM99 8L01/20/2026 - 05/12/2026	Bagdon, Andrea
GRST GM99 8C01/20/2026 - 05/12/2026	Fowler, Sara
GRST GM99 8P01/20/2026 - 05/12/2026	Perez La Cruz, Juan Diego
GRST GM99 8C01/20/2026 - 05/12/2026	Hamilton, Amanda
GRST GM99 8S01/20/2026 - 05/12/2026	Cinel, Zoe
GRST GM99 8T01/20/2026 - 05/12/2026	Collier, Rachel
GRST GM99 8U01/20/2026 - 05/12/2026	Harrison, Christopher
GRST GM99 8V01/20/2026 - 05/12/2026	Amada, Mayumi
GRST GM99 8V01/20/2026 - 05/12/2026	Walker, Randy
GRST GM99 8X01/20/2026 - 05/12/2026	Price, Patrick
GRST GM99 8Y01/20/2026 - 05/12/2026	Hedtke, Lacey
GRST GM99 8Z01/20/2026 - 05/12/2026	Evenson, Sarah
GRST GM99 9801/20/2026 - 05/12/2026	Oliphant, Thomas

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	01/20/2026 - 05/12/2026	OLA	Robbins, Holly
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Master of Arts: Sustainable Design

SD 6510 - Systems Thinking - 3 Credit(s)

Systems thinking is relational thinking, and in this course, students examine how systemic relations underpin efforts to cultivate a more sustainable world. Students analyze patterns of identity, creativity, and change, and nurture capacities for anticipating, coordinating, and contextualizing. Drawing from a wide range of source materials, numerous voices will inform the research. Course assignments include both mapping exercises – investigating situational complexities through the use of models, frameworks, and matrices – and reflective practices –? attending to experiences that manifest as one pursues these explorations.

SD 6510 20 01/20/2026 - 05/12/2026

OLA

Silverman, Howard

SD 6810 - Packaging Sustainability - 3 Credit(s)

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

SD 6810 20 01/20/2026 - 05/12/2026

OLA

Jedlicka, Wendy

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 01/20/2026 - 05/12/2026

OLA

Keene, Dawn

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

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

SD 7640 20 01/20/2026 - 05/12/2026

OLA

Bertossi, Teresa

SD 7901 - Capstone Project Development - 3 Credit(s)

In the first of this two-semester sequence, students conduct in-depth research and analysis to develop a sustainable design solution to a real-world problem that they will complete in Part 2. The first deliverable is a proposal that emphasizes defining the problem, determining who else is working on this issue, identifying the target audience that the eventual solution will serve, the stakeholders impacted by the eventual solution, and identifying a set of sustainability principles, strategies and tools to apply to help solve the problem defined. Students start the development of their project and have ideation completed by the end of the semester. The second deliverable is an ideation presentation that sets up the work to be further developed and finalized in the capstone studio course. Students engage in both independent work, work guided by the instructor, and collaborative feedback sessions with their chosen mentor to refine their concepts. Students also develop their web-based portfolio, a review of their work from their whole time in the program. Prerequisite: Successful Mid-Program Review

SD 7901 20 01/20/2026 - 05/12/2026

OLA

Robbins, Holly

Master of Arts: Sustainable Design

SD 7902 - Capstone - 3 Credit(s)

In this program capstone course, beginning where their Part 1 work left off, students finalize their sustainability-focused solutions and create the final presentation of their project. This phase will involve, where applicable, completing prototypes and/or models. All capstone projects have a written component documenting their Part 1 and Part 2 work leading to their solution. The final presentation and write-up demonstrate not only the outcomes of the project but also the thought processes behind decisions. Students address any unresolved challenges they couldn't cover as part of the capstone process, and challenges they would want to attempt outside of the program (Next Steps). Prerequisite: Capstone Project Development

SD 7902 20 01/20/2026 - 05/12/2026

OLA

Keene, Dawn

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 01/20/2026 - 05/12/2026 We

7:00PM - 8:30PM OLS

Webster, Michelle

GWD 6420 21 01/20/2026 - 05/12/2026 We

7:00PM - 8:30PM OLS

Anguiano, Daniel

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

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

GWD 6460 20 01/20/2026 - 05/12/2026 Th

7:00PM - 8:30PM OLS

Brown, Alexander

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 01/20/2026 - 05/12/2026

OLA

O'Brien, James

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 01/20/2026 - 05/12/2026 Tu

7:00PM - 8:30PM OLS

Korth, Kenneth

GWD 6620 21 01/20/2026 - 05/12/2026 Tu

7:00PM - 8:30PM OLS

Reinartz, Thomas

Master of Arts: Graphic and Web Design

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 01/20/2026 - 05/12/2026 Tu 7:00PM - 8:30PM OLS Osorio, Julian

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 01/20/2026 - 05/12/2026 We 7:00PM - 8:30PM OLS Smith, Lafe

Master of Arts: Creative Leadership

CL 6207 - Finance and Structure - 2 Credit(s)

This course examines how business structures and financial models can be designed to align with and advance social, cultural, and environmental change. Moving beyond start-up basics, students critically compare traditional and emerging organizational structures—including cooperatives, Employee Stock Ownership Plans (ESOP), nonprofits, and hybrids—and evaluate financing approaches ranging from earned revenue to impact investment. Students explore how different forms of capital (social, cultural, political, and economic) can be mobilized to support change initiatives, and learn to distinguish when partnerships, collaborations, or joint ventures are most effective. Through applied modeling, students design a structure and financing approach that reflects their values and supports sustainable change. Prerequisites: Theory and Practice of Creative Leadership, Designing for Complexity and Social Impact, Creating Workplace Culture, and Leading Transformational Change

CL 6207 20 01/12/2026 - 03/06/2026 OLA Barisonzi, Joseph

CL 7310 - Regenerative Sustainability - 2 Credit(s)

This course explores how to lead organizations and initiatives through regenerative approaches to sustainability. Students examine and critique established sustainability frameworks (triple bottom line, the natural step, limits to growth, etc.) and learn how regenerative practices move beyond reducing harm to fostering systems renewal. The course emphasizes leadership strategies for working in complexity, engaging diverse stakeholders, and developing organizational designs that embody regenerative principles. Students apply these concepts in a collaborative project, designing a regenerative approach in an organizational or community context, while also cultivating a personal leadership journey of transformation. Prerequisites: Theory and Practice of Creative Leadership, Designing for Complexity and Social Impact, Creating Workplace Culture, and Leading Transformational Change

CL 7310 20 03/16/2026 - 05/08/2026 OLA Robbins, Holly

Master of Arts: Creative Leadership

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 01/12/2026 - 05/08/2026

OLA

Kaplan, Mary Jo