

Foundation Studies: Liberal Arts

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

This course familiarizes students with the major stylistic, thematic, cultural, and historical transformations in art history from prehistoric times to the nineteenth century. 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. Classes are primarily lecture with some discussion.

AH 1701 01	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	140	Burke, Suzanne
AH 1701 02	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	140	Burke, Suzanne
AH 1701 03	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	140	Bavelli, Sarah
AH 1701 04	08/27/2018 - 12/14/2018	W	9:30AM - 12:00PM	140	Risser, Julie
AH 1701 05	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	150	Risser, Julie

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

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

AH 1702 01	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	432	Deyasi, Marco
AH 1702 02	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	432	Cluggish, Sara

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

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

EN 1500 01	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	416	Hackler, Richard
EN 1500 02	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	420	Santer, Craig
EN 1500 03	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	320	Savage, Kathryn
EN 1500 04	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	450	Hlavacek, Maya
EN 1500 05	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	440	Parmar, Nissa
EN 1500 06	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	416	Hudecova, Eva
EN 1500 07	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	434	Hudecova, Eva
EN 1500 08	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	430	Green, Diana
EN 1500 09	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	414	Savage, Kathryn
EN 1500 10	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	M219	Santer, Craig

Foundation Studies: Studio

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

Foundation: 2D is an introduction to creative thinking that develops students' skills in research, observation, interpretation, and self-expression. An emphasis is placed on exploring new ways to read and see the world, as well as new ways to report on it. Students learn basic two-dimensional principles through the use of various media, tools, materials, and processes. As a result, students develop a visual and verbal language for analyzing, organizing, shaping, and communicating two-dimensional form and meaning.

FDN 1111 01	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	M201	Kovatch, Nicholas
FDN 1111 02	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	M201	Pope, Ethan

Foundation Studies: Studio

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

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FDN 1111 03	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	130	Cheit, Dana
FDN 1111 04	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	130	Dickerson, Gregory
FDN 1111 05	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M201	Estlund, Shannon
FDN 1111 06	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	130	Lobberecht, Janet
FDN 1111 07	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	130	Lo, Dennis
FDN 1111 08	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	M201	Pope, Nicholas
FDN 1111 09	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	M201	Pope, Ethan
FDN 1111 10	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	231	Pope, Nicholas
FDN 1111 11	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	M200	Dickerson, Gregory

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

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

FDN 1112 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	101	Belleau, Raina
FDN 1112 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	101	Ruegg, Gabriel
FDN 1112 03	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	M01	Mahoney, George
FDN 1112 04	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	101	Jirka, Brad
FDN 1112 05	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	119	Allan, Abigail
FDN 1112 06	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	119	Rivers, 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	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	M205	Deleon, Genevieve
FDN 1211 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M205	Charbonneau, Edward
FDN 1211 03	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	M205	Kareken, Michael
FDN 1211 04	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	M205	Gaunt, John
FDN 1211 05	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	M205	Gaunt, John
FDN 1211 06	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M215	Monick-Isenberg, Lynda
FDN 1211 07	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	M215	Estlund, Shannon
FDN 1211 08	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	M215	Benson, Kimberly
FDN 1211 09	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	M215	Gagarin, Isa
FDN 1211 10	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	M215	Aller, Jonathan

Foundation Studies: Studio

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

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

FDN 1212 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M109	Golden-McNerney, Regan
FDN 1212 02	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	M109	Benson, Kimberly

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

Students are introduced to the digital resources at MCAD while exploring digital media and laptop computing. Areas covered include the Service Bureau, student servers, Media Center, and digital resources. Students discuss media and media artists as well as study various software applications including Adobe Photoshop and web development tools. Prerequisite: None

FDN 1311 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	M219	McMeans, Patricia
FDN 1311 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	440	Hoolihan, Sam
FDN 1311 03	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	101	Sferra, Richard
FDN 1311 04	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	434	Hay, Michael
FDN 1311 05	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	414	Hay, Michael
FDN 1311 06	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	303	Galanos, Katinka
FDN 1311 07	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	432	McMeans, Patricia
FDN 1311 08	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	320	Bosch, Kelsey
FDN 1311 09	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	414	Galanos, Katinka
FDN 1311 10	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	416	Dayton, Andy
FDN 1311 11	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	414	Mukarram, Mohammad
FDN 1311 12	08/27/2018 - 12/14/2018	TR	6:30PM - 9:00PM	416	Hoolihan, Sam

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

Building on the skills acquired in Foundation: Media 1, this class takes up more advanced software applications. Through discussions and lectures, students explore various modes of media presentation, the power of moving images, and web work. Using a variety of software and hardware, students learn the basics of nonlinear editing, sound recording, and video recording. Prerequisite: Foundation: Media 1

FDN 1312 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	434	Coyle, Jason
FDN 1312 02	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	440	Severns, Benjamin

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 explore the development of new ideas and their own process of making. Students also create visual tools to track their creative process from idea through construction and then to post-production analysis. The course consists of discussions, critiques, exercises, and visual logs. Prerequisite: Sophomore standing

FDN 1411 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M200	Lobberecht, Janet
FDN 1411 02	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	440	Grant, Leslie
FDN 1411 03	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	450	Petersen, Sarah
FDN 1411 04	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	450	Szyhalski, Piotr
FDN 1411 05	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	230	Petersen, Sarah
FDN 1411 06	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	440	Lock, Gudrun

Foundation Studies: Studio

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

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

FDN 1412 01	08/27/2018 - 12/14/2018	F	9:00AM - 10:30AM	450	McCartney, Paula
FDN 1412 02	08/27/2018 - 12/14/2018	F	10:30AM - 12:00PM	450	McCartney, Paula
FDN 1412 03	08/27/2018 - 12/14/2018	F	9:00AM - 10:30AM	101	Lock, Gudrun
FDN 1412 04	08/27/2018 - 12/14/2018	F	10:30AM - 12:00PM	101	Lock, Gudrun

Liberal Arts: Art History

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

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

AH 2101 01	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	434	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 design objects through furniture, products, packaging, and multidimensional forms of graphic design. Students examine applied arts designed objects as part of an evolving human culture of habit, convenience, and status. Various movements and styles within the histories of design genres, as well as the processes and manufacturing of consumer objects are considered. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or faculty permission.

AH 2103 01	08/27/2018 - 12/14/2018	T	9:30AM - 12:00PM	414	Gasterland-Gustafsson, Gretchen
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AH 2105 - Print Culture, Art, and Communicati - 3 Credit(s)

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

AH 2105 01	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	140	Lunning, Frenchy
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AH 2107 - Photography, the Moving Image, and - 3 Credit(s)

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

AH 2107 01	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	434	Hoagland, George
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AH 2108 - Screenings for Photography, the Mov - 0 Credit(s)

AH 2108 01	08/27/2018 - 12/14/2018	W	6:30PM - 9:00PM	140	Hoagland, George
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Liberal Arts: Art History

AH 3325 - Native American Art - 3 Credit(s)

Most Native American tribes do not have a word in their languages for "artist," yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3325 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 414 Ahlberg, Mary

AH 3377 - History of Illustration - 3 Credit(s)

This course celebrates artists as storytellers and illustrators. Students examine the history of visual communication produced by draftsmen from the early modern period to the present day. Course material combines a chronological overview with surveys of selected genres. Readings, discussions, and research projects concentrate on the results (styles and subject matter) of changing technology, historical events, contemporary art trends, cross-cultural influences, and changing reader expectations. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or instructor permission

AH 3377 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 434 Van Grol, Julie

AH 3430 - Neuroaesthetics - 3 Credit(s)

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

AH 3430 20 08/27/2018 - 12/14/2018 OL Caruso, Jen

AH 3600 - History of Filmmaking - 3 Credit(s)

This course explores the ways in which film styles, meanings, and uses have developed over time, from the medium's earliest efforts to the present. Through screenings of narrative and avant-garde films in the form of excerpts, shorts, and feature-length films, students analyze the varied choices made by international filmmakers. The goal is to appreciate and understand differences in filmmaking traditions and techniques rather than to create a chronological survey of the art form. Classes are primarily lecture with some discussion. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3600 01 08/27/2018 - 12/14/2018 F 9:30AM - 12:00PM 440 Harrison, Matthew

AH 3601 - Screenings for History of Filmmaking - 0 Credit(s)

AH 3601 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 140 Harrison, Matthew

AH 3606 - World Film: Art Film - 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. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3606 01 08/27/2018 - 12/14/2018 T 6:30PM - 9:00PM 140 Keagy, Rini

Liberal Arts: Art History

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

AH 3614 01 08/27/2018 - 12/14/2018 M 6:30PM - 9:00PM 140 Keagy, Rini

AH 3624 - Gender, Art, and Society - 3 Credit(s)

This course focuses on the idea of gender and its impact on the production, consumption, and analysis of art. Course topics may include gender and gender ambiguity in art and visual culture, the shifting definition of the artist in history, institutions that shape artists' outlooks, and feminist and postmodern theories of gender. The relationships among gender, art, and society are examined by focusing on particular topics, such as fetishism and fashion, and these topics are analyzed from historical, theoretical, and cultural perspectives. This class includes lectures, discussions of required readings, and student presentations. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

AH 3624 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 432 Hoagland, George

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

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

AH 3665 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 320 Caruso, Jen

AH 3728 - African American Art - 3 Credit(s)

This course provides a comprehensive introduction to the visual art of African Americans from the Colonial period to the present. The course examines a variety of visual media from painting, sculpture, and photography to popular culture objects and mass media images. In addition, students critically examine the ways in which the constructed meanings of "blackness" intersect with representational practices of gender, sexuality, and class, as well as the training and education of artists, public and private patronage, and the history of arts criticism and art history. Class sessions include both lectures and discussions. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3728 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 414 Chisholm, Anna

AH 3862 - Bauhaus Design - 3 Credit(s)

Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism. While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

AH 3862 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 410 Lunning, Frenchy

Liberal Arts: Art History

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

Since the 1960s new paradigms for art, its presentation, and its discussion have emerged. In this course students consider major issues in contemporary art through reading key critical texts and engaging with a selection of museum and gallery exhibitions. While not a historical survey, this course does address issues as articulated through critical texts and exhibitions, seeking to maintain historical contextualization. Class sessions consist of seminar-style discussions, some lecture, and museum visits. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

AH 3867 01	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	410	Chisholm, Anna
AH 3867 02	08/27/2018 - 12/14/2018	R	6:30PM - 9:00PM	440	Franklin, William

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

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

AH 3875 01	08/27/2018 - 12/14/2018	R	6:30PM - 9:00PM	432	Pistelli, John
AH 3875 02	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	M219	Ellison, Luke

LA: Humanities & Science: Creative and Professional Writing

HS 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. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or permission of instructor

HS 3045 01	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	416	Guzman, Roy
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HS 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. Narrative and Storytelling 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. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or permission of instructor

HS 3065 01	08/27/2018 - 12/14/2018	W	9:30AM - 12:00PM	416	Hackler, Richard
HS 3065 02	08/27/2018 - 12/14/2018	W	9:30AM - 12:00PM	M219	Hlavacek, Maya

HS 3242 - Writing for the Voice - 3 Credit(s)

This course explores the power of the spoken word. Students integrate the voice with visual communication utilized on social media platforms, the internet, TV, radio, and so forth, and attend recording studio sessions with professional voiceover talent. Students write various pieces for the voice and attain the skills necessary to develop any audio broadcast assignment from concept stage through final air-quality production without supervision. This course fulfills the Creative and Professional Writing requirement in Humanities and Sciences for BFA students. Prerequisite: ES/HS 3240 Copywriting or faculty permission.

HS 3242 01	08/27/2018 - 12/14/2018	W	6:30PM - 9:00PM	452	Kjos, Benjamin
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LA: Humanities & Science: Creative and Professional Writing

HS 3905 - Beginning Screenwriting - 3 Credit(s)

This class provides powerful tools that help students understand why a movie works or doesn't work. It teaches the basics of film structure, of writing good dialogue, and of creating effective characters and dramatic situations. Class sessions are discussion-based. Students turn in weekly assignments, starting with short scenes and problems and moving on to several short scripts. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or permission of instructor

HS 3905 01 08/27/2018 - 12/14/2018 M 9:30AM - 12:00PM 414 Perez, Rob

HS 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 and require students to develop presentations and to explore creatively. Students engage in deep investigations into the nature of communication and inquiries about 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. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or permission of instructor

HS 3920 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 320 Mendel Lee, Bridget

HS 3920 02 08/27/2018 - 12/14/2018 T 9:30AM - 12:00PM 410 Johnson, Andrew

HS 3920 20 08/27/2018 - 12/14/2018 OL Brandt, Elisabeth

HS 4950 - 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. This course fulfills the Creative and Professional Writing requirement for Humanities and Sciences. Prerequisite: Introduction to Poetry

HS 4950 01 08/27/2018 - 12/14/2018 W 6:30PM - 9:00PM 432 Brandt, Elisabeth

LA: Humanities & Science: Histories, Places and Philosophies

HS 3220 - Media Analysis - 3 Credit(s)

This course embraces and explores many forms of mass communication, applying theories to see how best to create, use, and understand everything from a news photo to a video game to a TV commercial to a political website. Students apply various media theories to a variety of examples, testing the abstract with the concrete. Additionally, the course assumes that knowing the conventions and traditions of media design, direction, and/or production is useful. Class sessions are a mix of lecture and discussion. Assignments include exams, short papers interpreting media messages, presentations exploring media theory, and a class project in audience measurement of media use or opinion. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences.

HS 3220 01 08/27/2018 - 12/14/2018 M 9:30AM - 12:00PM 432 Gyenge, Andrea

HS 3235 - Innovation and Progress - 3 Credit(s)

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

HS 3235 01 08/27/2018 - 12/14/2018 F 9:30AM - 12:00PM 452 Rutledge, Connie

LA: Humanities & Science: Histories, Places and Philosophies

HS 3325 - Native American Art - 3 Credit(s)

Most Native American tribes do not have a word in their languages for “artist,” yet the arts are a living part of both daily life and ceremonial tradition. Focusing on the works of selected tribes, students in this course look at Native American art, architecture, and aesthetics. Emphasis is placed on the nineteenth century to the present. The impact of outside forces on continuities and changes in traditional forms is also explored. Classes are primarily lecture with some discussion. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3325 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 414 Ahlberg, Mary

HS 3430 - Neuroaesthetics - 3 Credit(s)

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

HS 3430 20 08/27/2018 - 12/14/2018 OL Caruso, Jen

HS 3520 - Current Events - 3 Credit(s)

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

HS 3520 20 08/27/2018 - 12/14/2018 OL Johnson, Kjel

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

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

HS 3525 01 08/27/2018 - 12/14/2018 T 9:30AM - 12:00PM 320 Nelson, Joseph

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

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

HS 3530 01 08/27/2018 - 12/14/2018 M 9:30AM - 12:00PM 410 Monick-Isenberg, Lynda

LA: Humanities & Science: Histories, Places and Philosophies

HS 3606 - World Film: Art Film - 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. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3606 01 08/27/2018 - 12/14/2018 T 6:30PM - 9:00PM 140 Keagy, Rini

HS 3614 - Screenings: World Film: Art and - 0 Credit(s)

HS 3614 01 08/27/2018 - 12/14/2018 M 6:30PM - 9:00PM 140 Keagy, Rini

HS 3624 - Gender, Art, and Society - 3 Credit(s)

This course focuses on the idea of gender and its impact on the production, consumption, and analysis of art. Course topics may include gender and gender ambiguity in art and visual culture, the shifting definition of the artist in history, institutions that shape artists' outlooks, and feminist and postmodern theories of gender. The relationships among gender, art, and society are examined by focusing on particular topics, such as fetishism and fashion, and these topics are analyzed from historical, theoretical, and cultural perspectives. This class includes lectures, discussions of required readings, and student presentations. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

HS 3624 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 432 Hoagland, George

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

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

HS 3665 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 320 Caruso, Jen

HS 3728 - African American Art - 3 Credit(s)

This course provides a comprehensive introduction to the visual art of African Americans from the Colonial period to the present. The course examines a variety of visual media from painting, sculpture, and photography to popular culture objects and mass media images. In addition, students critically examine the ways in which the constructed meanings of "blackness" intersect with representational practices of gender, sexuality, and class, as well as the training and education of artists, public and private patronage, and the history of arts criticism and art history. Class sessions include both lectures and discussions. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3728 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 414 Chisholm, Anna

LA: Humanities & Science: Histories, Places and Philosophies

HS 3862 - Bauhaus Design - 3 Credit(s)

Even after the Nazis closed its doors in 1933, the Bauhaus remains a fascinating cultural phenomenon. This experimental design school challenged the relationship between art, technology, and industrial production, creating a design philosophy that has been emulated across the world. Simultaneously a school, an idea, and a movement, the Bauhaus embodies a complex narrative shaped by contradictory responses to twentieth-century modernism. While focusing on the major designers whose works and artistic philosophies shaped the Bauhaus in Germany, this course also examines the dissemination of the Bauhaus idea in the United States. Students follow these discussions with an investigation into the role of the Bauhaus idea today. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 (may be taken concurrently) or instructor permission

HS 3862 01	08/27/2018 - 12/14/2018	W	9:30AM - 12:00PM	410	Lunning, Frenchy
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HS 3867 - Readings in Contemporary Art - 3 Credit(s)

Since the 1960s new paradigms for art, its presentation, and its discussion have emerged. In this course students consider major issues in contemporary art through reading key critical texts and engaging with a selection of museum and gallery exhibitions. While not a historical survey, this course does address issues as articulated through critical texts and exhibitions, seeking to maintain historical contextualization. Class sessions consist of seminar-style discussions, some lecture, and museum visits. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

HS 3867 01	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	410	Chisholm, Anna
HS 3867 02	08/27/2018 - 12/14/2018	R	6:30PM - 9:00PM	440	Franklin, William

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

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

HS 3875 01	08/27/2018 - 12/14/2018	R	6:30PM - 9:00PM	432	Pistelli, John
HS 3875 02	08/27/2018 - 12/14/2018	M	9:30AM - 12:00PM	M219	Ellison, Luke

HS 3916 - Literature of the Americas - 3 Credit(s)

This course offers students a hemispheric perspective on the study of literature, focusing on a range of works from underrepresented, marginalized, and outsider authors in the Americas from the nineteenth century to the present. Students have an opportunity to challenge conventional categorizations of writers from across the Americas—not just in the United States—by fostering transnational and transhistorical perspectives while considering concepts including identity, race, citizenship, hybridity, and nationhood. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences.

HS 3916 01	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	320	Parmar, Nissa
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LA: Humanities & Science: Liberal Arts Capstone

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

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

HS 5010 01	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	410	Pizza, Murphy
HS 5010 02	08/27/2018 - 12/14/2018	W	6:30PM - 9:00PM	420	Pistelli, John
HS 5010 03	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	416	Johnson, Kjel

LA: Humanities & Science: Liberal Arts Capstone

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

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

HS 5010 04	08/27/2018 - 12/14/2018	R	9:30AM - 12:00PM	450	Stanek, Damon
HS 5010 20	08/27/2018 - 12/14/2018			OL	McGee, Margaret

LA: Humanities & Science: Scientific & Quantitative Reasoning

ES 3852 - Creating and Running a Business - 3 Credit(s)

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

ES 3852 01	08/27/2018 - 12/14/2018	T	6:30PM - 9:00PM	452	Iverson, Blake
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HS 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. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3233 01	08/27/2018 - 12/14/2018	F	9:30AM - 12:00PM	432	Licht, Melissa
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HS 3317 - Myth, Ritual, and Symbolism - 3 Credit(s)

By examining myth/ritual and its symbolization process, this course explores the significance of myth—spanning from ancient Greek stories to modern comics. Scholarly theories, especially from the social sciences, on the origins of mythology are emphasized. The course examines cross-cultural as well as comparative examples of myth, ritual, and symbolism from contemporary fine arts and popular culture. Class sessions are a mix of lecture and discussion. This course fulfills the Science and Economic Systems requirement for Humanities and Sciences.

HS 3317 20	08/27/2018 - 12/14/2018			OL	Pankonien, Dawn
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HS 3340 - 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. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3340 01	08/27/2018 - 12/14/2018	T	6:30PM - 9:00PM	410	Hinrichs, Bruce
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LA: Humanities & Science: Scientific & Quantitative Reasoning

HS 3352 - The Five Senses - 3 Credit(s)

The five senses are the filters through which the physical world enters the artist, but many artists have no idea how they work. This course explores the anatomy, physiology, evolution, and cultural shaping of the sense with history, science, folklore, and art as guides. Through readings, experience-oriented activities, projects, and guest experts, students develop a heightened sense of how they perceive. This class primarily consists of in-class discussion with some lecture. Students complete examinations as well as write some short and long essays. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3352 20 08/27/2018 - 12/14/2018 OL Pizza, Murphy

HS 3519 - Visual Geometry - 3 Credit(s)

This course explores the languages, structures, and principles of mathematical systems as they relate to the visual arts. It offers a view of geometry's pivotal role in giving form to fundamental postulates underlying the study of visual art and design, such as linear perspective, composition, the Fibonacci sequence, and the golden section. Through hands-on study supplemented by drawing and paper-folding exercises, students learn to translate geometry's spatial concepts into visual forms, while also gaining an appreciation for this mathematical tool's enduring utility at the hands of artists, architects, and designers since ancient times. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3519 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 430 Westbrook, Tom

HS 3852 - Creating & Running a Business - 3 Credit(s)

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

HS 3852 01 08/27/2018 - 12/14/2018 T 6:30PM - 9:00PM 452 Cloud, Chris

HS 3853 - Economics for Artists and Designers - 3 Credit(s)

This course combines basic economic principles with tools from the discipline of urban and regional economics. It focuses on ways in which artists and designers contribute to the prosperity of their city, and shows how their work can contribute to the economic success of potential employers, customers, or clients. This course fulfills a Scientific and Quantitative Reasoning requirement in Humanities and Sciences for BFA students.

HS 3853 01 08/27/2018 - 12/14/2018 T 9:30AM - 12:00PM 452 Borrup, Thomas

BFA Studio: Animation

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

This course introduces students to production techniques of 2D and 3D animation. Students learn the basics of traditional character animation (i.e., Disney fundamentals) and experimental animation (i.e., cutout, rotoscoping, paint on glass) through a series of exercises including ball bounce, walk cycle, and sound sync. A cursory history of animation through a series of screenings is included. Individual exploration is emphasized in assignments and critique, culminating in the creation of a final project. Prerequisite: Foundation: Media 1, Foundation: Drawing 1

ANIM 2000 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 320 Nelson, Katie
 ANIM 2000 02 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 231 Stupica, Lindsey
 ANIM 2000 03 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 231 Stupica, Lindsey

BFA Studio: Animation

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

Expanding upon Foundation Drawing 1, this class prepares students to draw characters that will work well for traditional character animation exercises. Students produce five to ten key pose animatics each with a described narrative over the course of the semester. Projects are based upon different drawing styles and designed to solve specific problems. Homework exercises are derived from Bruce McIntyre's Drawing Textbook. Prerequisite: Introduction to Animation (may be taken concurrently)

ANIM 2500 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM M219 Solid, Kristin

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

This class provides a thorough understanding of stop-motion fundamentals with a focus on Claymation. Students explore the stop-motion toolbox including armature and character building, go motion, lip sync, replacements, simple casts, registration, photo cut, and strata cut. Students produce individual movies on Adobe After Effects and iStopMotion. Recommended readings, lectures, and demonstrations provide the critical skills to study a variety of stop-motion films screened in the course. Students produce a stop-motion short for their final project. Prerequisite: Introduction to Animation

ANIM 3010 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 345 Hickel, Schell

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

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

ANIM 3020 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM M200 Brost, Michelle

ANIM 3020 02 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 331 Peterson, Michael

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

In this class Adobe After Effects is taught as a tool for creating limited styles of 2D animation. 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. Prerequisite: Media One

ANIM 3027 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 420 Schroeder, Thomas

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

In this course students are introduced to the software toolset of Maya. Students apply their knowledge of the Disney Fundamentals for character animation through models created by the instructor. Simple exercises reinforce general animation principles in the beginning, building up to character animation later in the course. The course concludes with students creating a short animation with multiple characters aligned within a soundtrack. Prerequisite: Introduction to Animation

ANIM 3030 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 330 Novak, Dave

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

Ideally taken in sequence after 3D Animation, this course introduces students to all three types of models: NURBS, Polygon, and SubD. Students focus their energy on building a character using both NURBS and Polygon modeling and then build all of the necessary shapes for animating their character's face as outlined in the book Stop Staring. Topics covered include character models and topology, the whole-face expression, visemes and lip sync techniques, mouth and mouth keys, eye-and-brow emotion, and model-connection and control interfaces. Prerequisites: Introduction to Animation, 3D Animation

ANIM 3040 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 330 Gilley, Shannon

BFA Studio: Animation

ANIM 3043 - 3D Rigging/Rendering - 3 Credit(s)

3D Rigging/Rendering is part of a series of classes that form an introduction to the world of 3D using Maya software. The first part of the semester focuses on rigging. Students put a rig on a character completed in 3D Modeling so it is ready to use in an animated film. They also build a rig from scratch on a simple character. The second part of the class focuses on color, lighting, and rendering. Students learn how to light a still scene and put simple color and texture on objects. They then learn how to put complex textures on objects. Finally, students learn how to render an animation. Prerequisites: 3D Animation and 3D Modeling (3D Modeling may be taken concurrently)

ANIM 3043 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 330 Gilley, Shannon

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

ANIM 3050 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 440 Gruszka, Chris

ANIM 3050 02 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 452 Gruszka, Chris

ANIM 3063 - Surround Sound Mixing - 1 Credit(s)

Sound effects, ambient tracks, foley, dialog, and music must work together to support any visual media and the secret to success is in the mix. This course provides students hands-on experience with mixing automation, equalization, compression, mastering, and final output in 5.1 surround sound using the M/LAB audio studio and exhibition space. Students create an array of challenging individual projects to increase their skills in mixing for auditorium, home theater, and gallery exhibition. Prerequisite: Foundation: Media 1

ANIM 3063 01 10/08/2018 - 11/05/2018 M 1:00PM - 6:00PM 432 Cunningham, Chris

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

The focus of this class is to put everything students have learned in the three intro classes into practice by making a short film using the character developed in the modeling and rigging classes as the main character. They will go from storyboard to a short finished animation during the semester. In addition, there is a demo in each class of one of the more advanced features in Maya. There will be demos of a wide variety of techniques like adding cloth and hair to characters and other features like fluid and particle effects. Prerequisites: 3D Animation, 3D Modeling, 3D Rigging/Rendering

ANIM 3070 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 331 Gilley, Shannon

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: ANIM 3020 Character Animation 1.

ANIM 3075 01 08/27/2018 - 12/14/2018 TR 6:30PM - 9:00PM 420 Solid, Kristin

BFA Studio: Animation

ANIM 3080 - Experimental Animation - 3 Credit(s)

After a brief study of the history of process-oriented animation, students engage in experiments with camera and physical materials. Techniques may include, but are not limited to, pixilation, stop motion, direct animation, straight ahead drawing, and sand and paint animation. With the vocabulary they develop, students plan and execute one larger structured piece. The class then addresses software-based experimental animation also directing their work toward one larger project based on small exercises. The final project of the class is a collaborative piece based on sound.

ANIM 3080 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 416 Schroeder, Thomas

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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

ANIM 4010 91 08/27/2018 - 12/14/2018 Wenc, Samantha

ANIM 4020 - Animation Collaboration - 3 Credit(s)

Students in this class work in groups of four to realize several short-duration projects in conjunction with commercial clients. Student groups select story content and character designs from material provided by the client. Groups are responsible for weekly presentations and responses to the client producer, delivering a finished QuickTime file as the schedule demands. Coursework and assignments simulate a small studio production model and prepare students for the collaborative work environment of professional animation. Prerequisite: Introduction to Animation (students who have taken 3D Animation may use this course as internship credit)

ANIM 4020 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 434 Novak, Dave

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

Advanced Animation Seminar is designed for students to develop individual or group projects in close conjunction with faculty guidance. Individual projects evolve through a detailed and continuous process of presentation, critique, and revision. In addition, a wide variety of animation is screened and discussed with regard to production issues, context, and story. All students are required to complete two minutes of animation. Prerequisites: Character Animation 1 or 3D Animation, successful Junior Review

ANIM 5010 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 331 Novak, Dave

ANIM 5100 - Senior Project: Animation - 6 Credit(s)

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

ANIM 5100 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 323 Solid, Kristin

ANIM IS99 - Independent Study - 3 Credit(s)

ANIM IS99 77 08/27/2018 - 12/14/2018 Novak, Dave

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

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

MA 3045 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 303 Olson, Adam

BFA Studio: Animation

MA 3065 - Sound - 3 Credit(s)

Designed to acquaint students technically and conceptually with the medium of sound, this course provides a basic working vocabulary for understanding, discussing, and producing sounds. Topics covered include basic perceptual concepts and fundamentals of composing sound such as pitch, rhythm, duration, and volume. Students complete a series of assigned projects designed to demonstrate and assess competencies with microphones, studio recording, and digital editing, mixing, and processing. Prerequisite: Foundation: Media 2

MA 3065 01	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	140	Klotzbach, Dawn
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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	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	122	Schulz, Barbara
COM 2000 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	414	Huizenga, Kevin

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

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

COM 3010 01	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	410	Micheletti, Zak
COM 3010 02	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	414	Schulz, Barbara
COM 3010 03	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	320	Fricke, Paul

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

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

COM 3020 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	414	Schulz, Barbara
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COM 3050 - Comic Book Publishing: Print and - 3 Credit(s)

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

COM 3050 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	420	Kaczynski, Tomasz
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BFA Studio: Comic Art

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

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

COM 3060 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 416 Fricke, Paul

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

COM 4010 91 08/27/2018 - 12/14/2018 WencI, Samantha

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

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

COM 5010 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 420 Huizenga, Kevin

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

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

COM 5100 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 410 Jancourt, Jan

BFA Studio: Drawing and Painting

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

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

DRPT 2000 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 300 Manneberg, Avigail

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

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

DRPT 3020 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM M109 Kareken, Michael

DRPT 3020 02 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM M109 Charbonneau, Edward

BFA Studio: Drawing and Painting

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

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

DRPT 3030 01	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	300	Gaunt, John
DRPT 3030 02	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	300	Kareken, Michael

DRPT 3095 - Representational Studio - 3 Credit(s)

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

DRPT 3095 01	08/27/2018 - 12/14/2018	F	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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

DRPT 4010 91	08/27/2018 - 12/14/2018				Wencl, Samantha
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DRPT 5010 - Advanced Drawing/Painting Seminar - 3 Credit(s)

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

DRPT 5010 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	300	Banning, Michael
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DRPT 5100 - Senior Project: Drawing and - 6 Credit(s)

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

DRPT 5100 01	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	150	Jirka, Brad
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BFA Studio: Filmmaking

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

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

FILM 2000 01	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	323	Coyle, Jason
FILM 2000 02	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	M200	Quigley, Josh

FILM 3023 - Experimental Filmmaking - 3 Credit(s)

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

FILM 3023 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	323	Coyle, Jason
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FILM 3040 - Editing and Post-Production - 3 Credit(s)

This class provides a comprehensive overview on the post production process for moving-image work, including film, video, and animation. Each step of the post process is examined—including planning productions with the edit in mind, file management, logging and ingestion, rough- and fine-cut editing, color correction and grading, integrating audio and visual effects, and mastering and output of the finished work. Students develop an understanding of pacing, montage, rhythm, and two- and three-dimensional continuity of the cut, as well as specific techniques to solve difficult post production issues. This class examines the technical and theoretical considerations of editing and post production for a wide variety of genres such as narrative, experimental, documentary, commercial, and industrial, and it provides students with the skills to apply them to their own work. Class instruction includes screenings, group and individual projects, visiting professionals, critiques, and readings on the theories of prominent editors, filmmakers, and theorists, both historical and modern. Prerequisite: Foundation: Media 2

FILM 3040 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	323	Bowman, Scott
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FILM 3062 - Sound Design for Time-Based Media - 1 Credit(s)

This course explores the use of sound as a major narrative and environmental component for visual time-based media including film, animation, game, and video installation. Through editing and manipulating audio to establish tone, space, realism (or surrealism), and intensity, students design sound that takes their visual work to the next level. The course covers the full range of sound design from single sound effects to six-channel ambience and from acquisition to final implementation. Prerequisite: Foundation: Media 1

FILM 3062 01	08/27/2018 - 10/01/2018	M	1:00PM - 6:00PM	432	Cunningham, Chris
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FILM 4010 - Internship: Filmmaking - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

FILM 4010 91	08/27/2018 - 12/14/2018				Wencl, Samantha
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BFA Studio: Filmmaking

FILM 5010 - Advanced Filmmaking Seminar - 3 Credit(s)

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

FILM 5010 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 323 Rice, Craig

FILM 5100 - Senior Project: Filmmaking - 6 Credit(s)

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

FILM 5100 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 320 Rexroth, Stefanie

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

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

MA 3045 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 303 Olson, Adam

BFA Studio: Fine Arts Studio

FAS 3020 - Installation - 3 Credit(s)

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

FAS 3020 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 130 Alwin, Betsy

FAS 3090 - Critical Studies - 3 Credit(s)

Critical Studies examines the relationship between art, culture, and student work. This examination is related to many forms, including the aesthetic, political, social, and philosophical components that exist within works of art. Students focus on making work in the context of cultural issues. The cross-disciplinary composition of this course increases the depth of discussions and critiques. May be repeated for elective credit with a different instructor. Prerequisite: Completion of 45 credits

FAS 3090 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM M219 Manneberg, Avigail

FAS 3090 02 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM M218 Golden-McNerney, Regan

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

FAS 4010 91 08/27/2018 - 12/14/2018 Wencel, Samantha

BFA Studio: Fine Arts Studio

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

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

FAS 5010 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 425 Lundquist, Jeremy

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

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

FAS 5100 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 150 Jirka, Brad

BFA Studio: Furniture Design

FURN 3000 - Furniture Design: Materials and Tec - 3 Credit(s)

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

FURN 3000 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 101 Moren, Erin

FURN 3040 - Furniture as Art - 3 Credit(s)

Furniture has been defined as functional art. This class investigates the boundaries of functionality, furniture, and art using traditional methods of furniture design and construction to sustain or dispute this definition. Lectures covering crossover furniture artists and sculptors initiate a conversation about the role of function in art. Prerequisite: Furniture Design: Materials and Techniques, Theory and Methodology of Furniture Design, or Fabricated Sculpture

FURN 3040 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 119 Mahoney, George

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

FURN 4010 91 08/27/2018 - 12/14/2018 Wencel, Samantha

FURN 5010 - Advanced Furniture Design Seminar - 3 Credit(s)

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

FURN 5010 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 140 Mahoney, George

BFA Studio: Furniture Design

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

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

FURN 5100 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 150 Jirka, Brad

FURN IS99 - Independent Study - 3 Credit(s)

FURN IS99 2C 08/27/2018 - 12/14/2018 Mahoney, George

BFA Studio: Graphic Design

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

This course provides students with an overview of graphic design practice. Students concentrate on building visual language and communication skills as well as the vocabulary necessary for critical analysis. Topics covered include basic visual and typographic principles, type and image integration, composition, 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, Foundation: Drawing 1, Foundation: Media 1 (Foundation: Drawing 1 may be taken concurrently)

GRD 2000 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 231 Kleinert, Abbey

GRD 2000 02 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 416 Stewart, John

GRD 2010 - Typography 1 - 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. Prerequisites: Foundation: 2D, Foundation: Drawing 1, Foundation: Media 1 (Foundation: Drawing 1 may be taken concurrently)

GRD 2010 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 410 Rezac, Matthew

GRD 2010 02 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 432 Steineck, Peter

GRD 3020 - Typography 2 - 3 Credit(s)

This class advances the skills and principles learned in Introduction to Typography. 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: Typography 1, Graphic Design 1

GRD 3020 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 230 Jancourt, Jan

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

This intermediate course examines procedural frameworks for graphic communications. The class covers a range of topics including the utility of series and systems approaches, content generation models and strategies, and an expanded notion of hierarchical content. Some project components require student responsibility in authoring content in both language and imagery. At least one project requires formal documentation illustrating the design process. Print and digital outcomes range from experimental studies in image advancement to mark-making and identity systems. Prerequisites: Typography 1, Graphic Design 1

GRD 3030 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 416 Michaels, Samantha

BFA Studio: Graphic Design

GRD 3050 - Publication Design - 3 Credit(s)

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

GRD 3050 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 230 Fowler, Sara

GRD 3070 - Design Systems - 3 Credit(s)

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

GRD 3070 01 08/27/2018 - 12/14/2018 T 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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

GRD 4010 91 08/27/2018 - 12/14/2018 WencI, Samantha

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

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

GRD 5010 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 230 Brandt, Erik

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

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

GRD 5100 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 410 Jancourt, Jan

BFA Studio: Illustration

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

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

ILL 2000 01	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	432	Anderson, Jaime
ILL 2000 02	08/27/2018 - 12/14/2018	W	1:00PM - 6:00PM	430	Yeates, Jacob

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

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

ILL 3010 01	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	430	Nowak, Alison
ILL 3010 02	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	434	Nohl, Lindsay

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

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

ILL 3020 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	430	Anderson, Jaime
ILL 3020 02	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	450	Van Grol, Julie

ILL 3030 - Digital Illustration - 3 Credit(s)

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

ILL 3030 01	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	231	King, Kelsey
ILL 3030 02	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	420	Cheit, Dana

ILL 3050 - Editorial Illustration - 3 Credit(s)

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

ILL 3050 01	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	430	Yeates, Jacob
ILL 3050 02	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	432	Van Grol, Julie

BFA Studio: Illustration

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

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

ILL 3060 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	434	Hartman, Carrie
ILL 3060 02	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	320	King, Kelsey

ILL 3080 - Illustration Topics - 3 Credit(s)

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

ILL 3080 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	M218	Nowak, Alison
ILL 3080 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	430	Hartman, Carrie

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

ILL 4010 91	08/27/2018 - 12/14/2018				Wencl, Samantha
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ILL 5010 - Advanced Illustration Seminar - 3 Credit(s)

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

ILL 5010 01	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	430	Anderson, Jaime
ILL 5010 02	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	M200	Lockstadt, Allegra

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

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

ILL 5100 01	08/27/2018 - 12/14/2018	F	1:00PM - 6:00PM	410	Jancourt, Jan
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BFA Studio: Photography

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

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

MA 3045 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 303 Olson, Adam

PH 2000 - Photography 1 - 3 Credit(s)

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

PH 2000 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 303 Turczan, Katherine

PH 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: Photography 1

PH 3035 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 410 Turczan, Katherine

PH 3055 - Photographic Systems - 3 Credit(s)

This course is designed to develop and expand the strategies of photographic representation through projects, readings, writing assignments, critiques, and visual image presentations. Photography is explored as a visualizing medium for related fields: sculpture, performance, literature, science, psychology, social media, etc. Contemporary interest in the materiality of photographic processes including non-camera image making and abstract photography are also explored. Attention to display possibilities as a means to construct context and shape meaning is emphasized. Digital and analog imaging techniques introduced in Photography 1 are further explored. Prerequisite: Photography 2, may be taken concurrently

PH 3055 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 331 McCartney, Paula

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

This course provides students with an opportunity to extend their knowledge and expertise of digital image making beyond what they have applied in previous photography classes. Through a series of in-depth demonstrations and lectures, students examine advanced issues of image capture, image enhancement, and image output. The course contains a series of assigned exercises and projects including a semester-long photographic portfolio project. Prerequisite: Foundation: Media 2

PH 3060 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 320 Sferra, Richard

PH 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: Photography 2

PH 3070 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 303 Turczan, Katherine

BFA Studio: Photography

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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

PH 4010 91 08/27/2018 - 12/14/2018

Wencl, Samantha

PH 5100 - Senior Project: Photography - 6 Credit(s)

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

PH 5100 01 08/27/2018 - 12/14/2018 R

1:00PM - 6:00PM

320

Rexroth, Stefanie

BFA Studio: Print Paper Book

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

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

PPB 2000 01 08/27/2018 - 12/14/2018 W

1:00PM - 6:00PM

405

Williams, Jody

PPB 2000 02 08/27/2018 - 12/14/2018 W

1:00PM - 6:00PM

425

Norton, Joshua

PPB 3015 - Screenprinting - 3 Credit(s)

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

PPB 3015 01 08/27/2018 - 12/14/2018 M

1:00PM - 6:00PM

425

Lundquist, Jeremy

PPB 3015 02 08/27/2018 - 12/14/2018 R

1:00PM - 6:00PM

425

Lundquist, Jeremy

PPB 3025 - Lithography - 3 Credit(s)

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

PPB 3025 01 08/27/2018 - 12/14/2018 F

1:00PM - 6:00PM

405

Lo, Dennis

BFA Studio: Print Paper Book

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 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 405 Schilling, Wilber

PPB 3070 - Papermaking - 3 Credit(s)

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

PPB 3070 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM M01 O'Malley, M

PPB 3070 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM M05 O'Malley, M

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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

PPB 4010 91 08/27/2018 - 12/14/2018 Wencel, Samantha

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

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

PPB 5010 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 425 Lundquist, Jeremy

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

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

PPB 5100 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 150 Jirka, Brad

BFA Studio: Sculpture

SC 3015 - Fabricated Sculpture - 3 Credit(s)

This class focuses on the concepts, materials, and techniques of the constructed object. Emphasis is placed on fabrication and finishing in metal, wood, and plastics. Metal techniques include advanced skills in cutting, forming, and welding, working with nonferrous metals, and machining on the lathe and mill. Wood techniques include joinery, forming, and turning. Plastics techniques include cold and hot fabrication and vacuum forming. Related topics include shop drawings, fabrication hardware, the appropriate combination of materials, and direct connection to the aesthetic of the object. Prerequisite: Foundation: 3D

SC 3015 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 119 Alwin, Betsy

SC 3020 - Installation - 3 Credit(s)

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

SC 3020 01 08/27/2018 - 12/14/2018 F 1:00PM - 6:00PM 130 Alwin, Betsy

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

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

SC 3040 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 119 Jirka, Brad

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

SC 4010 91 08/27/2018 - 12/14/2018 WencI, Samantha

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

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

SC 5010 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 140 Mahoney, George

BFA Studio: Web and Multimedia Environments

WMM 3020 - Web + Screen - 3 Credit(s)

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

WMM 3020 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	410	Moren, Benjamin
WMM 3020 02	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	333	Hoaglund, Maxwell

WMM 3085 - Experimental Sound Design - 1 Credit(s)

This hands-on workshop 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 focus is placed on ways to physically produce and manipulate sounds outside of the computer (with bodies and an array of tools, both hand-made 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: Media One

WMM 3085 01	11/12/2018 - 12/10/2018	M	1:00PM - 6:00PM	432	Severns, Benjamin
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WMM 4010 - Internship: Web + Multimedia - 3 Credit(s)

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

WMM 4010 91	08/27/2018 - 12/14/2018				Wencl, Samantha
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WMM 5010 - Advanced Installation + Performance - 3 Credit(s)

This course expands the technical expertise, creative vocabulary, and conceptual sophistication of students interested in installation and performance. While working on substantially more complex and individualized projects, students are encouraged to develop a more personal direction and sensibility. Special emphasis is placed on an investigation of practical concerns related to positioning and implementation of the projects in specific environments such as galleries, museums, performance venues, or retail environments. Prerequisite: Installation + Performance

WMM 5010 01	08/27/2018 - 12/14/2018	T	1:00PM - 6:00PM	450	Szyhalski, Piotr
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WMM 5020 - Advanced Web + Screen - 3 Credit(s)

Building on the cumulative experiences of web and multimedia environments students, this course presents an opportunity for students to engage in and develop a more specific and individualized body of work in screen- and web-based practices. Critical class reviews and discussions, readings, lectures, and demonstrations support the development of large-scale projects. Students are encouraged to further identify and develop specific career goals in their field of practice. Prerequisite: Web + Screen

WMM 5020 01	08/27/2018 - 12/14/2018	M	1:00PM - 6:00PM	333	Moren, Benjamin
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WMM 5030 - Advanced Virtual Environments - 3 Credit(s)

This class provides students with an opportunity to further refine their creative, technical, and programmatic skills while working on larger-scale, sophisticated projects. Students engage in studies of theoretical, critical, and cultural concepts relevant to the design, development, implementation, and impact of games in contemporary society. Students are encouraged to investigate and identify their career plans and recognize their potential role in the context of the gaming industry. Specific career models and skill sets are discussed in relation to specialized aspects of game design and development. Prerequisite: Virtual Environments

WMM 5030 01	08/27/2018 - 12/14/2018	R	1:00PM - 6:00PM	333	Jonakin, Hunter
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BFA Studio: Web and Multimedia Environments

WMM 5040 - Advanced WMM 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

WMM 5040 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 333 Szyhalski, Piotr

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

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

WMM 5100 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 320 Rexroth, Stefanie

WMM IS99 - Independent Study - 3 Credit(s)

WMM IS99 5S 08/27/2018 - 12/14/2018 Jonakin, Hunter

BFA Studio: Online Studio Courses

2D 3303 - Drawing Through a Lens - 3 Credit(s)

See. Examine. Draw. Explore the microscopic world of plants and insects from direct observation through a lens and from rich, scientific, online databases of digitally captured magnifications. In this class, students explore the relationship between art and science through the close examination of botanical and insect life. The observed information is transformed into large- and small- scale drawings in a variety of media. Topics include natural formations of pattern, metamorphosis, artists who integrate science and art, and building a series of related works. Required Hardware: Flatbed scanner and/or a digital camera. Required Software: Adobe Photoshop or Elements

2D 3303 20 08/27/2018 - 12/14/2018 OL Sands, Amy

Bachelor of Science: Entrepreneurial Studies

ADV 2000 - Introduction to Advertising - 3 Credit(s)

This course introduces advertising majors and other interested students to the serious fun of advertising. Students work in creative teams as they would in an agency setting to concept a variety of advertising executions for products and services of all types. Guest speakers from the agency side, media side, and client side discuss the creative process and what's worked for them. Prerequisites: Foundation: 2D, Foundation: Media 1

ADV 2000 01 08/27/2018 - 12/14/2018 R 1:00PM - 6:00PM 452 Rice, Nancy

ADV 4010 - Internship: Advertising - 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 Services or initiated by students. All internships must be preapproved through the Career Services 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. Prerequisite: Professional Practice

ADV 4010 91 08/27/2018 - 12/14/2018 Wencel, Samantha

Bachelor of Science: Entrepreneurial Studies

ES 1935 - Biological Systems - 3 Credit(s)

The science of biology, its methods, and its contexts provide insights into the commonalities of patterning in the natural and social worlds. Biology as a life science reveals nature's endless capacity to evolve within changing environments. System thinking helps students explore the complexities of the natural world and human societies. Students learn concepts and approaches to scientific inquiry and taxonomy based on observation and through practical experience.

ES 1935 01 08/27/2018 - 12/14/2018 T 1:00PM - 6:00PM 452 Allan, Abigail

ES 3025 - Marketing Concepts and Analytics - 3 Credit(s)

This course focuses on the theory and practice of marketing. Students learn: to appreciate marketing's role in society and for organizations; to understand the marketing process and terms; about marketing research and specific marketing strategies; and to successfully marketing campaigns, as well as to understand the importance of market segments, target audiences, and demographics in the marketing of products and services. Students also benefit from hands-on work with case studies chosen from actual marketing, branding, product development, advertising, and promotional campaigns.

ES 3025 01 08/27/2018 - 12/14/2018 R 9:30AM - 12:00PM 452 Birt, Arlene

ES 3235 - Innovation and Progress - 3 Credit(s)

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

ES 3235 01 08/27/2018 - 12/14/2018 F 9:30AM - 12:00PM 452 Rutledge, Connie

ES 3242 - Writing for the Voice - 3 Credit(s)

This course explores the power of the spoken word. Students integrate the voice with visual communication utilized on social media platforms, the internet, TV, radio, and so forth, and attend recording studio sessions with professional voiceover talent. Students write various pieces for the voice and attain the skills necessary to develop any audio broadcast assignment from concept stage through final air-quality production without supervision. This course fulfills the Creative and Professional Writing requirement in Humanities and Sciences for BFA students. Prerequisite: ES/HS 3240 Copywriting or faculty permission.

ES 3242 01 08/27/2018 - 12/14/2018 W 6:30PM - 9:00PM 452 Kjos, Benjamin

ES 3354 - Futures for Societies and - 3 Credit(s)

This course explores the nature of change and the scientific, technological, and social forces that will shape society, life and work. Subjects covered include futurism as a practice, the nature of change, and methods for framing, scanning, modeling, forecasting, scenario-building, and planning. This material is applied to both weekly assignments and a final research project and presentation. Prerequisite: Junior or senior standing

ES 3354 01 08/27/2018 - 12/14/2018 W 9:30AM - 12:00PM 452 Birt, Arlene

ES 3370 - Financing Innovation - 3 Credit(s)

Grant writing, crowdfunding, and project proposals all require both creative and financial narratives. Students in this course develop the essential financial skills needed for grant writing, crowdfunding, creative proposals, arts-based businesses, consulting, and agency budgeting. Student-developed project proposals are written with matching budget projections, and a variety of funding sources are explored. Completion of this course fulfills the scientific and quantitative reasoning requirement for Humanities and Sciences. Prerequisites: Sophomore standing or faculty permission.

ES 3370 01 08/27/2018 - 12/14/2018 M 6:30PM - 9:00PM 452 Heuring, Tricia

Bachelor of Science: Entrepreneurial Studies

ES 3825 - Client Studio - 3 Credit(s)

In the professional world, projects are successfully completed through the efforts of teams by effective leadership, collaboration, planning, innovation, structure, and flexibility. In this course, students experience the processes and approaches that are used while working with a team on realworld client projects such as websites, multimedia presentations, and environmental design. Coaches serve as mentors to guide teams in the project's process throughout the semester. This course is open to second-year BSc students and BFA students with junior or senior standing. This course must be taken concurrently with ES 3850 Project Tracking.

ES 3825 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM 452 Rueff, Stephen

ES 3850 - Project Management - 3 Credit(s)

This course is a study of modern management techniques and systems needed to execute a project from start to finish, to achieve predetermined objectives of scope, quality, time and budgetary cost, to the equal satisfaction of those involved. Relevant speakers, technical readings/discussions, and practical work on concurrent projects underway elsewhere in the curriculum prepare students for responsible and successful project planning and navigation in their careers. This course must be taken concurrently with ES 3825 Client Studio.

ES 3850 01 08/27/2018 - 12/14/2018 R 6:30PM - 9:00PM 452 Quakkelaar, Susan

ES 3852 - Creating and Running a Business - 3 Credit(s)

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

ES 3852 01 08/27/2018 - 12/14/2018 T 6:30PM - 9:00PM 452 Iverson, Blake

ES 3853 - Economics for Artists and Designers - 3 Credit(s)

This course combines basic economic principles with tools from the discipline of urban and regional economics. It focuses on ways in which artists and designers contribute to the prosperity of their city, and shows how their work can contribute to the economic success of potential employers, customers, or clients. This course fulfills a Scientific and Quantitative Reasoning requirement in Humanities and Sciences for BFA students.

ES 3853 01 08/27/2018 - 12/14/2018 T 9:30AM - 12:00PM 452 Borrup, Thomas

ES 3857 - Aesthetics of Sustainability - 3 Credit(s)

Designed for students in all MCAD disciplines, students work in teams and use their skills on projects with clients based in the US and around the world. After a brief history of aesthetics from the Stone Age to the electronic age, faculty and guest lecturers introduce sustainable development frameworks that integrate financial viability and human needs and consider environmental impacts in planning.

Students work in teams to find solutions for communities, governments, and businesses intended to communicate a sustainable development approach to individuals, citizens, and consumers.

ES 3857 01 08/27/2018 - 12/14/2018 W 1:00PM - 6:00PM 452 Birt, Arlene

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be pre-approved through the Career Services 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. Prerequisite: Professional Practice

ES 4010 91 08/27/2018 - 12/14/2018 Wencel, Samantha

BFA Studio: Product Design

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

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

PD 2000 01 08/27/2018 - 12/14/2018 M 1:00PM - 6:00PM M218 Ruegg, Gabriel

Master of Fine Arts: Visual Studies

GRLA 7011 - Interrogating the Modern - 3 Credit(s)

A primary concern for artists and designers is the ability to narrate, analyze, and discuss the contexts of their work in relation to historical and Modernist discourse. This course introduces and analyzes the visual and textual methods and theories through which artists and designers understand the meaning of "art" and "design" and work. This investigation provides the basis for students to think of themselves and their ideas as belonging to histories of culture and work. Through a seminar-style method of readings, discussion, assignments, and studio visits with the instructors, students position themselves and their work through contextual correlation of histories and cultures. This course also serves to provide students a forum for developing and utilizing art and design vocabulary when critiquing each other's studio work.

GRLA 7011 01 08/27/2018 - 12/14/2018 M 2:30PM - 5:30PM MFA14 Lunning, Frenchy

GRLA 7011 02 08/27/2018 - 12/14/2018 F 2:30PM - 5:30PM MFA14 Stanek, Damon

GRLA 7013 - Researching the Thesis: Methods for - 3 Credit(s)

This course is designed to help students develop methods for researching, writing, and articulating the theoretical basis of their work, while employing a critical assessment of their practice in relation to contemporary works and culture. Students construct drafts of their thesis essays through a series of writing modules regarding the influence, context, and the conceptual underpinnings of their work. This constellation of concerns is then collated into a cogent thesis statement on the nature of the student's current practice. Students complete this course with a functional first draft of their final thesis paper and a draft of their public thesis presentation providing a head start on their final semester's work. The working thesis draft from this course is presented to their thesis committee at the first committee meeting in their final semester for review and critique.

GRLA 7013 01 08/27/2018 - 12/14/2018 W 2:30PM - 5:30PM MFA14 Hoagland, George

GRLA 7017 - Graduate Teaching Practicum - 1 Credit(s)

This semester-long practicum is part of the Graduate Teaching package. Students who completed the seminar coursework of GRLA 7016 over the summer are placed as teaching assistants with an appropriate faculty member in a fall studio course. During the teaching assistant semester, graduate students meet every other week to discuss and troubleshoot classroom issues while serving as TAs and develop professional practices documents and strategies for teaching job applications, including teaching philosophies, teaching resumes, cover letters, and interviews. Prerequisite: Graduate Teaching Seminar: Theory and Methods

GRLA 7017 01 08/27/2018 - 12/14/2018 R 10:00AM - 11:30AM MFA14 Monick-Isenberg, Lynda

GRST 7002 - Graduate Critique Seminar - - 3 Credit(s)

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

GRST 7002 01 08/27/2018 - 12/14/2018 W 6:30PM - 9:30PM MFA14 Banning, Michael

GRST 7002 02 08/27/2018 - 12/14/2018 T 6:30PM - 9:30PM MFA14 Stefanski, Jan

Master of Fine Arts: Visual Studies

GRST 7004 - Graduate Critique Seminar - - 3 Credit(s)

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

GRST 7004 01 08/27/2018 - 12/14/2018 R 2:30PM - 5:30PM MFA14 Sferra, Richard

GRST GM99 - Mentored Credits - 9 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 07 08/27/2018 - 12/14/2018	DeBiao, Tom
GRST GM99 0C 08/27/2018 - 12/14/2018	Wirth, Karen
GRST GM99 0Y 08/27/2018 - 12/14/2018	Banning, Michael
GRST GM99 2Z 08/27/2018 - 12/14/2018	Kaczynski, Tomasz
GRST GM99 38 08/27/2018 - 12/14/2018	Kareken, Michael
GRST GM99 3R 08/27/2018 - 12/14/2018	Algeo, Robert
GRST GM99 3X 08/27/2018 - 12/14/2018	Anderson, Jaime
GRST GM99 51 08/27/2018 - 12/14/2018	Gaunt, John
GRST GM99 57 08/27/2018 - 12/14/2018	Schroeder, Thomas
GRST GM99 5F 08/27/2018 - 12/14/2018	Casanova, Kate
GRST GM99 5P 08/27/2018 - 12/14/2018	Huizenga, Kevin
GRST GM99 5C 08/27/2018 - 12/14/2018	Smith, Joe
GRST GM99 5T 08/27/2018 - 12/14/2018	Mueller, Ellen
GRST GM99 93 08/27/2018 - 12/14/2018	Sands, Amy

Master of Arts: Sustainable Design

SD 6510 - Systems Thinking - 3 Credit(s)

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

SD 6510 20 08/27/2018 - 12/14/2018 OL McNamara, Curt

SD 6700 - Visual Communications for - 3 Credit(s)

We are increasingly surrounded by data, and information is collected and categorized in the smallest of increments. Data on sustainability is no exception. How do we use and present data in a way that is relevant for consumers? In this course students learn about the growing field of information design and critically evaluate how it relates to communicating sustainability. Customized project-based assignments take students deeper into real-life situations.

SD 6700 20 08/27/2018 - 12/14/2018 OL Garcia, Deann

Master of Arts: Sustainable Design

SD 7010 - Graduate Sustainability Practicum - 3 Credit(s)

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

SD 7010 20 08/27/2018 - 12/14/2018 OL DeLuca, Denise

SD 7020 - Graduate Sustainability Thesis - - 3 Credit(s)

Course content is the completion of the graduate project in the field of sustainable design and innovation determined by the student and his or her mentor in consultation with the sustainable design program office.

SD 7020 21 08/27/2018 - 12/14/2018 OL DeLuca, Denise

SD 7630 - Collaborative Product Design - 3 Credit(s)

How do we design real products for real companies, benefiting customers, the companies themselves, and the rest of the world? And how do we know they are better? This studio course provides tools for sustainable design innovation and metrics to measure success. Students use creative and analytical skills, generating new ideas and 3D CAD renderings and evaluating designs with screening-level life-cycle assessments and two eco-labeling systems (Cradle to Cradle and EPEAT). Green innovation tools taught include systems thinking, energy effectiveness, lightweighting, design for lifetime (repair, recycling, etc.), material choice, biomimicry, and persuasive design. Some assignments are individual and theoretical, but the bulk of the course is spent working in groups, using tools such as message boards and screen-sharing video chats. Prerequisite: Introduction to Sustainable Design.

SD 7630 20 08/27/2018 - 12/14/2018 OL Foss, Joshua

Master of Arts: Graphic and Web Design

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

GWD 6405 20 08/27/2018 - 12/14/2018 OL Tejada, Ramon
GWD 6405 21 08/27/2018 - 12/14/2018 OL Llorente, Ana

GWD 6610 - Web Development - 3 Credit(s)

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

GWD 6610 20 08/27/2018 - 12/14/2018 OL Korth, Ken

GWD 7460 - User Experience Design - 3 Credit(s)

In this course students will acquire the basic UX design skills, including: methods of conducting user and stakeholder research, persona and scenario development, and content organization techniques. An overview of the best practices in the field will also be explored.

GWD 7460 20 08/27/2018 - 12/14/2018 OL Luken, Matthew

Master of Arts: Graphic and Web Design

GWD 7800 - Capstone - 3 Credit(s)

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

GWD 7800 20	08/27/2018 - 12/14/2018	R	7:00PM - 8:30PM	OL	Smith, Lafe
GWD 7800 21	08/27/2018 - 12/14/2018			OL	O'Brien, James

Post-Baccalaureate Certificate: Graphic Design

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

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

GD 6405 01	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	101	Miller, Heidi
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GD 6411 - Adobe InDesign and Photoshop - 0 Credit(s)

GD 6411 20	09/08/2018 - 09/15/2018	S	10:00AM - 3:00PM	OL	Farr, David
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GD 6520 - Typography Studio - 3 Credit(s)

This course covers large-scale projects in branding, publications, signage, mapping, and identity systems and includes work experience with outside professionals to explore real-world needs. Prerequisite: Enrolled in Post-Baccalaureate Graphic Design Program

GD 6520 01	08/27/2018 - 12/14/2018	MW	6:30PM - 9:00PM	416	Hardisty, Joshua
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IDM 6710 - Web Design: Principles - 3 Credit(s)

In this course students are introduced to designing for web and screen. This includes web-specific design fundamentals, best practices, and a review of current web design trends. From ideation to client review, students are guided through each step of the design process, including wireframing, use of design tools, and the preparation of a design for client review. Students complete a final web-design project and continue building and refining their web portfolios. Prerequisites: Web Development: HTML + CSS (may be taken concurrently)

IDM 6710 20	08/27/2018 - 12/14/2018			OL	Hutchings, Erika
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Post-Baccalaureate Certificate: Interactive Design&Marketing

IDM 6515 - Advanced Projects Studio - 3 Credit(s)

In this course, students submit a proposal for an individualized interactive design or development project to take place over the course of the semester. Working with the Program Coordinator, the student will receive periodic feedback as their project progresses. If the project feedback requires specialized expertise, a consultant may be brought in to assess. The student will complete a Project Learning Plan, which will include a description of their project; the outcomes they plan to achieve; benchmarks for these outcomes; and how the project should be assessed. Throughout the project, students will reflect on the process of creating interactive applications, incorporating the project and their experiences into their portfolio. Prerequisite Course: Project approval by Program Coordinator.

IDM 6515 20 08/27/2018 - 12/14/2018 R 7:00PM - 8:30PM OL Smith, Lafe

IDM 6610 - Web Development: HTML and CSS - 3 Credit(s)

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

IDM 6610 20 08/27/2018 - 12/14/2018 OL Utting, Ashby

IDM IN99 - Internship/Practicum - 3 Credit(s)

In today's competitive interactive market, real experience in the field provides students with a significant advantage in starting a career. In this final course, students intern at a company in a related field. Students work with the college and industry companies to acquire a position. Students must have complete resumes and portfolios available for internship interviews. Students also have the option to build interactive projects for nonprofit organizations or to complete practicum projects within their current workplaces. Prerequisite: Completion of at least 21 credits

IDM IN99 20 08/27/2018 - 12/14/2018 WencI, Samantha