

Foundation Studies: Liberal Arts

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

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

AH 1701 01	08/31/2020 - 12/11/2020	Th	9:30AM - 12:00PM	REM	Bavelli, Sarah
AH 1701 02	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	Tradowsky, Christopher
AH 1701 03	08/31/2020 - 12/11/2020	We	9:30AM - 12:00PM	REM	Erickson, Luke
AH 1701 04	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Dandona, Jessica
AH 1701 05	08/31/2020 - 12/11/2020	Mo	6:30PM - 9:00PM	REM	Stanek, Damon
AH 1701 06	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Olson, Marsha
AH 1701 07	08/31/2020 - 12/11/2020	We	9:30AM - 12:00PM	REM	Lunning, Nancy
AH 1701 08	08/31/2020 - 12/11/2020	Mo	9:30AM - 12:00PM	REM	McKnight Sethi, Cristin

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

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

AH 1702 01	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Franklin, William
AH 1702 02	08/31/2020 - 12/11/2020	We	9:30AM - 12:00PM	REM	Dandona, Jessica

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

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

EN 1500 01	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Hoagland, George
EN 1500 02	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	Hackler, Richard
EN 1500 03	08/31/2020 - 12/11/2020	Mo	9:30AM - 12:00PM	REM	Savage, Kathryn
EN 1500 04	08/31/2020 - 12/11/2020	Th	9:30AM - 12:00PM	REM	Hudecova, Eva
EN 1500 05	08/31/2020 - 12/11/2020	Mo	9:30AM - 12:00PM	REM	Hlavacek, Maya
EN 1500 06	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	Johnson, Kjel
EN 1500 07	08/31/2020 - 12/11/2020	We	9:30AM - 12:00PM	REM	Hudecova, Eva
EN 1500 08	08/31/2020 - 12/11/2020	Mo	9:30AM - 12:00PM	REM	Santer, Craig
EN 1500 09	08/31/2020 - 12/11/2020	Th	9:30AM - 12:00PM	REM	Santer, Craig
EN 1500 10	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Irwin, Matthew

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	08/31/2020 - 12/11/2020	Mo We	9:30AM - 12:00PM	REM	Lobberecht, Janet
FDN 1111 02	08/31/2020 - 12/11/2020	Mo We	9:30AM - 12:00PM	REM	Koehler, Dana
FDN 1111 03	08/31/2020 - 12/11/2020	Mo We	6:30PM - 9:00PM	REM	Kovatch, Nicholas

Foundation Studies: Studio

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FDN 1111 04	08/31/2020 - 12/11/2020	Tu Th	9:30AM - 12:00PM	REM	Dickerson, Gregory
FDN 1111 05	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Estlund, Shannon
FDN 1111 06	08/31/2020 - 12/11/2020	Tu Th	9:30AM - 12:00PM	REM	Lo, Dennis
FDN 1111 07	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Dickerson, Gregory
FDN 1111 08	08/31/2020 - 12/11/2020	Tu Th	9:30AM - 12:00PM	REM	Pope, Nicholas
FDN 1111 09	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Pope, Nicholas
FDN 1111 10	08/31/2020 - 12/11/2020	Tu Th	9:30AM - 12:00PM	REM	Pope, Ethan
FDN 1111 11	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Pope, Ethan

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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	119	Allan, Abigail
FDN 1112 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Allan, Abigail
FDN 1112 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	101	Moren, Erin
FDN 1112 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Moren, Erin
FDN 1112 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	101	Benda, Julie
FDN 1112 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Benda, Julie
FDN 1112 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	119	Jirka, Brad
FDN 1112 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Jirka, Brad
FDN 1112 05	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	101	Kiel-Wornson, Jess
FDN 1112 05	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Kiel-Wornson, Jess
FDN 1112 06	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	119	Isenberg, Monroe
FDN 1112 06	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Isenberg, Monroe

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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	M205	Aller, Jonathan
FDN 1211 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Aller, Jonathan
FDN 1211 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	M205	Aguirre, Camilo
FDN 1211 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Aguirre, Camilo
FDN 1211 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	M205	Kareken, Michael
FDN 1211 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Kareken, Michael
FDN 1211 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	M205	Gagarin, Isa
FDN 1211 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Gagarin, Isa
FDN 1211 05	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	M205	Estlund, Shannon
FDN 1211 05	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Estlund, Shannon
FDN 1211 06	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	M215	Deleon, Genevieve
FDN 1211 06	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Deleon, Genevieve
FDN 1211 07	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	M215	Aller, Jonathan

Foundation Studies: Studio

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

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FDN 1211 07	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Aller, Jonathan
FDN 1211 08	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	M215	Simpkins, Nicole
FDN 1211 08	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Simpkins, Nicole
FDN 1211 09	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	M215	Simpkins, Nicole
FDN 1211 09	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Simpkins, Nicole

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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	M109	Manneberg, Avigail
FDN 1212 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Manneberg, Avigail
FDN 1212 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	M109	Banning, Michael
FDN 1212 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Banning, Michael

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

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

FDN 1311 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Grant, Leslie
FDN 1311 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Galanos, Katinka
FDN 1311 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Hay, Michael
FDN 1311 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Galanos, Katinka
FDN 1311 05	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Sferra, Richard
FDN 1311 06	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Petersen, Sarah
FDN 1311 07	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Severns, Benjamin
FDN 1311 08	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Severns, Benjamin
FDN 1311 09	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	McMeans, Patricia
FDN 1311 10	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Quigley, Joshua
FDN 1311 11	08/31/2020 - 12/11/2020	Mo We	6:30PM - 9:00PM	REM	Bosch, Kelsey
FDN 1311 12	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Sferra, Richard

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

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

FDN 1312 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Coyle, Jason
FDN 1312 02	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Hoolihan, Sam

Foundation Studies: Studio

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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Lobberecht, Janet
FDN 1411 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Zando-Dennis, Ghennifer
FDN 1411 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	McMeans, Patricia
FDN 1411 04	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Szyhalski, Piotr
FDN 1411 05	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Grant, Leslie
FDN 1411 06	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Lock, Gudrun

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	08/31/2020 - 12/11/2020	Fr	9:00AM - 10:30AM	REM	McCartney, Paula
FDN 1412 02	08/31/2020 - 12/11/2020	Fr	10:30AM - 12:00PM	REM	McCartney, Paula
FDN 1412 03	08/31/2020 - 12/11/2020	Fr	9:00AM - 10:30AM	REM	Lock, Gudrun
FDN 1412 04	08/31/2020 - 12/11/2020	Fr	10:30AM - 12:00PM	REM	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	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	Chisholm, Anna
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AH 2103 - Applied Arts and Designed Objects - 3 Credit(s)

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

AH 2103 01	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	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	08/31/2020 - 12/11/2020	Tu	9:30AM - 12:00PM	REM	Lunning, Nancy
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Liberal Arts: Art History

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 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Hoagland, George

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

AH 2108 01 08/31/2020 - 12/11/2020 We 6:30PM - 9:00PM REM Hoagland, George

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 faculty permission

AH 3325 01 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Ahlberg, Mary

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 course fulfills a Histories, Places, and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

AH 3624 01 08/31/2020 - 12/11/2020 Mo 6:30PM - 9:00PM REM Tradowsky, Christopher

AH 3681 - Topics in Cinema: Artists' Film and - 3 Credit(s)

This survey of Artists' Film and Video offers an extensive history of how artists have brought various projected and moving-image practices into their work. Not just an introduction to "experimental film" or "video art," this course presents work being produced at the border between the fine arts and film production. Students look at the work produced in relation to historical artistic movements of the Avant Garde such as Constructivism, Dada, and Surrealism, then study work related to the Neo-Avant Garde with Pop, Fluxus, and Minimalism. The class contextualizes that work with lyrical, poetic, and structural approaches to filmmaking as discussed in the histories of experimental cinema. Students examine the relation of artists' film and video production to larger social and cultural issues such as feminism, postcolonialism, and globalization. Screenings include works by a range of artists such as Man Ray, Marcel Duchamp, Hans Richter, Dziga Vertov, Maya Deren, Andy Warhol, Nam June Paik, Yoko Ono, Richard Serra, and many others. Prerequisite: Introduction to Art and Design: History 2

AH 3681 01 08/31/2020 - 12/11/2020 We 6:30PM - 9:00PM REM Stanek, Damon

AH 3683 - Screenings for Topics in Cinema: - 0 Credit(s)

AH 3683 01 08/31/2020 - 12/11/2020 Tu 6:30PM - 9:00PM REM Stanek, Damon

Liberal Arts: Art History

AH 3725 - Islamic Art - 3 Credit(s)

This course will examine Islamic art and architecture through religious, historical, political, and cultural practices from the seventh century to the present. Combining a thematic approach (such as kingship, gift exchange, identity, etc.) with the more traditional chronological and geographical approaches, this course will trace the visual and material culture of Islam and its global influence. 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 3725 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Chisholm, Anna

AH 3839 - The Body in Art and Visual Culture - 3 Credit(s)

In this course students critically examine the cultural meanings of representations of the body in art and visual culture. Organized in roughly chronological order, the course comprises a series of case studies in the history of representation of the body in art, science, and popular culture. Topics that may be addressed include the classical nude in Greek sculpture, female saints, mystical visions of the body, aesthetic dismemberment of the body in modern and contemporary art, the transgender body, and cyber bodies. This course is taught as a seminar with some lecture. 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 3839 01 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Dandona, Jessica

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 faculty permission

AH 3862 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Gasterland-Gustafsson, Gretchen

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 or faculty permission

AH 3867 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Roehl, Emily

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. 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 3875 01 08/31/2020 - 12/11/2020 Th 6:30PM - 9:00PM REM Pistelli, John

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 faculty permission

HS 3045 01 08/31/2020 - 12/11/2020 We 9:30AM - 12:00PM REM Savage, Kathryn

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 faculty permission

HS 3065 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Hackler, Richard

HS 3065 02 08/31/2020 - 12/11/2020 Fr 9:30AM - 12:00PM REM Green, Diana

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 instructor permission.

HS 3242 01 08/31/2020 - 12/11/2020 We 6:30PM - 9:00PM REM Kjos, Benjamin

HS 3370 - Funding Creative Ventures: Writing - 3 Credit(s)

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

HS 3370 01 08/31/2020 - 12/11/2020 Mo 6:30PM - 9:00PM REM Heuring, Patricia

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 faculty permission

HS 3905 01 08/31/2020 - 12/11/2020 Fr 9:30AM - 12:00PM REM Pope, Thomas

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 faculty permission

HS 3920 20 08/31/2020 - 12/11/2020 OL Hlavacek, Maya

HS 3920 21 08/31/2020 - 12/11/2020 OL Workman, Elisabeth

LA: Humanities & Science: Creative and Professional Writing**HS 4960 - Advanced Writers Workshop - 3 Credit(s)**

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

HS 4960 01 08/31/2020 - 12/11/2020 Mo 9:30AM - 12:00PM REM Workman, Elisabeth

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 faculty permission

HS 3325 01 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Ahlberg, Mary

HS 3509 - Introduction to theTheatrical - 3 Credit(s)

Theatre is perhaps the only art form which incorporates every other art: design, literature, music, dance, and film. In this class, students will meet award-winning playwrights, directors, designers, choreographers, and musicians to learn more about how each creative discipline is applied to the ultimate collaborative process of theatrical performance. We will be introduced to the basic theories of acting, directing, and design, and practice analyzing images, songs, and scenes from professional productions. Students will travel off-campus to see one or two professional productions, in addition to professional productions at the Children's Theatre. Most importantly, students will be encouraged to develop their own point of view about the creative choices in a work of theatre and their own interpretations about what those choices signify to the audience. This course fulfills a Histories, Places, and Philosophies requirement for Humanities and Sciences. Prerequisite: Writing and Inquiry or faculty permission

HS 3509 01 08/31/2020 - 12/11/2020 Fr 9:30AM - 12:00PM REM Weisfeld, Miriam

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 08/31/2020 - 12/11/2020 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 08/31/2020 - 12/11/2020 Mo 9:30AM - 12:00PM REM Ronning, Gerald

LA: Humanities & Science: Histories, Places and Philosophies**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 faculty permission

HS 3530 01 08/31/2020 - 12/11/2020 Mo 9:30AM - 12:00PM REM Shibata, Aki

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 course fulfills a Histories, Places, and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

HS 3624 01 08/31/2020 - 12/11/2020 Mo 6:30PM - 9:00PM REM Tradowsky, Christopher

HS 3627 - Queer Media - 3 Credit(s)

This course uses standards for information and media literacy (from the Association of College and Research Libraries and others) to explore issues related to queer identities, representations, methodologies, theoretical applications, and interpretations. Using the framework of literacy as a benchmark, students learn how to read “for and from the queer” in a variety of media.

HS 3627 01 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Hoagland, George

HS 3681 - Topics in Cinema: Artists' Film and - 3 Credit(s)

This survey of Artists' Film and Video offers an extensive history of how artists have brought various projected and moving-image practices into their work. Not just an introduction to “experimental film” or “video art,” this course presents work being produced at the border between the fine arts and film production. Students look at the work produced in relation to historical artistic movements of the Avant Garde such as Constructivism, Dada, and Surrealism, then study work related to the Neo-Avant Garde with Pop, Fluxus, and Minimalism. The class contextualizes that work with lyrical, poetic, and structural approaches to filmmaking as discussed in the histories of experimental cinema. Students examine the relation of artists' film and video production to larger social and cultural issues such as feminism, postcolonialism, and globalization. Screenings include works by a range of artists such as Man Ray, Marcel Duchamp, Hans Richter, Dziga Vertov, Maya Deren, Andy Warhol, Nam June Paik, Yoko Ono, Richard Serra, and many others. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2

HS 3681 01 08/31/2020 - 12/11/2020 We 6:30PM - 9:00PM REM Stanek, Damon

HS 3683 - Screenings for Topics in Cinema: - 0 Credit(s)

HS 3683 01 08/31/2020 - 12/11/2020 Tu 6:30PM - 9:00PM REM Stanek, Damon

HS 3725 - Islamic Art - 3 Credit(s)

This course will examine Islamic art and architecture through religious, historical, political, and cultural practices from the seventh century to the present. Combining a thematic approach (such as kingship, gift exchange, identity, etc.) with the more traditional chronological and geographical approaches, this course will trace the visual and material culture of Islam and its global influence. 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 3725 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Chisholm, Anna

LA: Humanities & Science: Histories, Places and Philosophies

HS 3839 - The Body in Art and Visual Culture - 3 Credit(s)

In this course students critically examine the cultural meanings of representations of the body in art and visual culture. Organized in roughly chronological order, the course comprises a series of case studies in the history of representation of the body in art, science, and popular culture. Topics that may be addressed include the classical nude in Greek sculpture, female saints, mystical visions of the body, aesthetic dismemberment of the body in modern and contemporary art, the transgender body, and cyber bodies. This course is taught as a seminar with some lecture. 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 3839 01 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Dandona, Jessica

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 faculty permission

HS 3862 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Gasterland-Gustafsson, Gretchen

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 or faculty permission

HS 3867 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM Roehl, Emily

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 or faculty permission

HS 3875 01 08/31/2020 - 12/11/2020 Th 6:30PM - 9:00PM REM Pistelli, John

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 08/31/2020 - 12/11/2020 We 9:30AM - 12:00PM REM Parmar, Nissa

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

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

HS 3918 01 08/31/2020 - 12/11/2020 We 9:30AM - 12:00PM REM Lemanski, Laura

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	08/31/2020 - 12/11/2020	Mo	9:30AM - 12:00PM	REM	Christian-Ronning, Evelyn
HS 5010 02	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Chisholm, Anna
HS 5010 03	08/31/2020 - 12/11/2020	We	9:30AM - 12:00PM	REM	Gasterland-Gustafsson, Gretchen
HS 5010 20	08/31/2020 - 12/11/2020			OL	Pankonien, Dawn

LA: Humanities & Science: Scientific & Quantitative Reasoning

HS 2340 - Introduction to 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 2340 01	08/31/2020 - 12/11/2020	Th	9:30AM - 12:00PM	REM	Naini, Savana
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HS 3025 - Creative Analytics: Seeing Numbers - 3 Credit(s)

We are surrounded by endless amounts of data. In nature, we can see inherent rhythms that can be appreciated numerically. This course uncovers the process of gathering and analyzing data from known sample sets such as websites, market research, government agencies, and more. Students will explore the theory of analytics, identify sources of data, and practice the methods of visualizing data in a variety of contexts including applications in communications, marketing, and as applied in a creative practice. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3025 01	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Johnson, Andrew
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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	08/31/2020 - 12/11/2020	Fr	9:30AM - 12:00PM	REM	Licht, Melissa
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HS 3239 - The Human Animal - 3 Credit(s)

This course explores the ways in which humans imagine and represent themselves as both distinct from and connected to the concept of "animal." The first part of this course covers anthropomorphism, the human-based perspective that projects "the human image" onto the "animal" world. The second part of this course examines representations of human and animal relationships. In the third part of this course, students read works by writers who explore the process of human-into-animal transformation and the animal-human hybrid. The exploration of the relationship between the animal and the human is both literary and philosophical. Class sessions are primarily discussion-oriented with some lectures. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3239 01	08/31/2020 - 12/11/2020	Tu	6:30PM - 9:00PM	REM	Pizza, Meredith
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LA: Humanities & Science: Scientific & Quantitative Reasoning

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 Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3317 20 08/31/2020 - 12/11/2020 OL Pankonien, Dawn

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. Prerequisite: Introduction to Art and Design History 2 (may be taken concurrently) or faculty permission

HS 3519 01 08/31/2020 - 12/11/2020 We 9:30AM - 12:00PM REM Westbrook, Thomas

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 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Borrup, Thomas

LA: Humanities & Science: Liberal Arts Elective

HS 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 Liberal Arts elective requirement in Humanities and Sciences for BFA students. Prerequisite: Junior or senior standing

HS 3852 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM RuKim, Jasmine

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) through a series of exercises including ball bounce, walk cycle, and sound sync. A small portion of the class will include an introduction to Maya 3D, a computer graphics application for animation, modeling, and rendering. Individual exploration is emphasized in assignments and critique, culminating in the creation of a short, animated project. Prerequisite: Foundation Media 1, Foundation Drawing 1

ANIM 2000 01 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Nelson, Katie
ANIM 2000 02 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Brost, Michelle

BFA Studio: Animation

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

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

ANIM 3020 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Nelson, Katie
ANIM 3020 02	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Brost, Michelle

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: Foundation: Media 1

ANIM 3027 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Gruszka, Chris
ANIM 3027 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Gruszka, Chris

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 faculty. 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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Gilley, Shannon
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ANIM 3033 - Visual Effects - 3 Credit(s)

This class is designed for both film and animation students. The focus of the class is to incorporate visual effects into live-action footage and the best practices for achieving good results. Students learn how to best shoot footage for visual effects shots. Once the footage is created, they learn how to track the footage to get a 3D camera. They create 3D objects to place into the scene and color and light them so that they integrate properly. They also learn matte cutting and compositing techniques to properly integrate live-action and 3D elements into finished scenes. Prerequisite: Introduction to Animation or Introduction to Film

ANIM 3033 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Nelson, Michael
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ANIM 3040 - 3D Modeling - 3 Credit(s)

3D modelers are capable of fashioning characters, objects, and locations out of thin air – but how do they make their creations functional and compelling? In this course, students will explore essential modeling tools and techniques, craft organic and hard-surface assets, and learn how to organize the underlying structures so models are ready for rigging, animation, look development, and lighting. Skills and concepts are applicable to film and television entertainment, video games, advertising, commerce, education, pop art, and more. Prerequisite: Introduction to Animation

ANIM 3040 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Gilley, Shannon
ANIM 3040 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Gilley, Shannon

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

In this course, students will take their 3D skill sets to the next level on two fronts: First, students learn the art of rigging, where objects and characters are given the underlying structures that animators use to create the illusion of life. Discover how to analyze the kinematic requirements for hard-surface and organic subjects, and then build those capabilities using skeletons, deformers, and controllers. Second, students will plan and execute an independent project that promotes research and practice in an area of interest. This work will expand the student's portfolio and serve as practice for the upcoming senior thesis project. Prerequisites: 3D Modeling, 3D Animation, 3D Rendering

ANIM 3070 01	08/31/2020 - 12/11/2020	Tu Th	6:30PM - 9:00PM	REM	Grey, Aaron
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BFA Studio: Animation

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

This course builds upon the traditional character animation content (i.e., Disney Principles of Animation) taught in Character Animation 1. Students develop sophisticated secondary movement and overlapping action through several five- to ten-second animation assignments focusing on acting and physicality. Projects are based on everyday scenarios and require the student to produce industry-level animation evoking believable character movement, thought, and emotion. While this is a 2D animation class, students who have completed the 3D Animation course may choose to work with Maya software with faculty permission. Prerequisite: ANIM 3020 Character Animation 1.

ANIM 3075 01	08/31/2020 - 12/11/2020	Tu Th	6:30PM - 9:00PM	REM	Solid, Kristin
ANIM 3075 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Solid, Kristin

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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Schroeder, Thomas
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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	08/31/2020 - 12/11/2020				Wencl, Samantha
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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. Animation Collaboration can be counted toward the 3-credit Internship requirement. Prerequisites: Introduction to Animation and Storyboard

ANIM 4020 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Schroeder, Thomas
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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	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Bahn, Hallie
ANIM 5010 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Gruszka, Chris

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

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

ANIM 5101 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Solid, Kristin
ANIM 5101 02	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Nelson, Katie

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 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Schot Klotzbach, Dawn

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 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Schulz, Barbara

COM 2000 02 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Algeo, Robert

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

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

COM 3010 01 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Schulz, Barbara

COM 3010 02 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Algeo, Robert

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 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Schulz, Barbara

COM 3020 02 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Delli quanti, Blue

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

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

COM 3050 01 08/31/2020 - 12/11/2020 Tu Th 9:30AM - 12:00PM REM Kaczynski, Tomasz

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 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM 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 08/31/2020 - 12/11/2020 Wenc, Samantha

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

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

COM 5010 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Micheletti, Zachary

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 02 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Algeo, Robert

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 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM 300 Kareken, Michael

DRPT 2000 01 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Kareken, Michael

BFA Studio: Drawing and Painting

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

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

DRPT 3010 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	M109	Charbonneau, Edward
DRPT 3010 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Charbonneau, Edward

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	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	M109	Banning, Michael
DRPT 3020 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Banning, Michael

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

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

DRPT 3030 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	300	Benson, Kimberly
DRPT 3030 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Benson, Kimberly

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

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

DRPT 3050 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	300	Golden-McNerney, Regan
DRPT 3050 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Golden-McNerney, Regan

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

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

DRPT 3070 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	300	Deleon, Genevieve
DRPT 3070 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Deleon, Genevieve

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	08/31/2020 - 12/11/2020				Wencl, Samantha
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BFA Studio: Drawing and Painting

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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	300	Shibata, Aki
DRPT 5010 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Shibata, Aki
DRPT 5010 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	300	Quednau, Howard
DRPT 5010 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Quednau, Howard

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	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	450	Kareken, Michael
DRPT 5100 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Kareken, Michael

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	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Coyle, Jason
FILM 2000 02	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Hoolihan, Sam
FILM 2000 03	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Quigley, Joshua

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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Coyle, Jason
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BFA Studio: Filmmaking

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 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Wilson, Lindy

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 08/31/2020 - 12/11/2020 WencI, Samantha

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 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM 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 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Rexroth, Stefani

BFA Studio: Fine Arts Studio

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

This interdisciplinary studio course focuses on the use of appropriated imagery, materials, and concepts as both a source of inspiration and as incorporated material. Within this context, students will develop imagery and content while exploring historical and contemporary themes and concepts related to appropriation. An overview of the ethics and legalities of such practices, including a reckoning with extractive methodologies of cultural appropriation will also be discussed. In addition to artistic explorations, each project will be accompanied by readings and writing assignments to support and expand on those concepts. Lectures, visiting artists, studio visits, and group critiques will all be a regular component of the course. Prerequisite: Sophomore standing

FAS 3070 01 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Deleon, Genevieve

BFA Studio: Fine Arts Studio

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 different faculty. Prerequisite: Completion of 45 credits

FAS 3090 01 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Manneberg, Avigail

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 08/31/2020 - 12/11/2020 Wencel, Samantha

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

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

FAS 5010 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM 300 Shibata, Aki

FAS 5010 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Shibata, Aki

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 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM 450 Kareken, Michael

FAS 5100 01 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Kareken, Michael

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 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM 119 Moren, Erin

FURN 3000 01 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Moren, Erin

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

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

FURN 3093 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM 140 Moren, Erin

BFA Studio: Furniture Design

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

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

FURN 3093 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Moren, Erin

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 08/31/2020 - 12/11/2020 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 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM 119 Jirka, Brad

FURN 5010 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Jirka, Brad

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 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM 450 Kareken, Michael

FURN 5100 01 08/31/2020 - 12/11/2020 Fr 1:00PM - 6:00PM REM Kareken, Michael

BFA Studio: Graphic Design

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

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

GRD 2000 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Jancourt, Jan

GRD 2000 02 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Harris, Jerome

BFA Studio: Graphic Design

GRD 3020 - Type Plus - 3 Credit(s)

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

GRD 3020 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Murphy, Kindra

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

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

GRD 3030 01 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Murphy, Kindra

GRD 3030 02 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Rezac, Matthew

GRD 3050 - Publication Design - 3 Credit(s)

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

GRD 3050 01 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Murphy, Kindra

GRD 3060 - Narrative Design - 3 Credit(s)

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

GRD 3060 01 08/31/2020 - 12/11/2020 Tu Th 6:30PM - 9:00PM REM Steineck, Peter

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

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

GRD 3070 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Jancourt, Jan

GRD 3080 - Digital Production - 3 Credit(s)

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

GRD 3080 01 08/31/2020 - 12/11/2020 Mo We 9:30AM - 12:00PM REM Rezac, Matthew

BFA Studio: Graphic Design

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career 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 08/31/2020 - 12/11/2020

Wencl, Samantha

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

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

GRD 5010 01 08/31/2020 - 12/11/2020 Th

1:00PM - 6:00PM

REM

Jancourt, Jan

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 08/31/2020 - 12/11/2020 Fr

1:00PM - 6:00PM

REM

Brandt, Erik

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 08/31/2020 - 12/11/2020 We

1:00PM - 6:00PM

REM

Anderson, Jaime

ILL 2000 02 08/31/2020 - 12/11/2020 We

1:00PM - 6:00PM

REM

Van Grol, Julie

ILL 2000 03 08/31/2020 - 12/11/2020 We

1:00PM - 6:00PM

REM

Nohl, Lindsay

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 08/31/2020 - 12/11/2020 Mo We

6:30PM - 9:00PM

REM

Peltier, Ryan

ILL 3010 02 08/31/2020 - 12/11/2020 Mo We

6:30PM - 9:00PM

REM

Yeates, Jacob

BFA Studio: Illustration

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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Anderson, Jaime
ILL 3020 02	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	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	08/31/2020 - 12/11/2020	Mo We	9:30AM - 12:00PM	REM	King, Kelsey
ILL 3030 02	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Koehler, 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	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Yeates, Jacob
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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 conceiving, 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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Hartman, Carrie
ILL 3060 02	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Nowak, Alison
ILL 3080 02	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	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	08/31/2020 - 12/11/2020				Wencl, Samantha
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BFA Studio: Illustration

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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Anderson, Jaime
ILL 5010 02	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Van Grol, Julie

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 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Algeo, Robert
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BFA Studio: Photography

PH 2000 - Photography 1 - 3 Credit(s)

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

PH 2000 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Turczan, Katherine
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PH 3015 - Photography 2 - 3 Credit(s)

This course is a thorough exploration of the materials, processes, and techniques of analog photography. Students acquire a thorough working knowledge of roll film and large-format photography. This course emphasizes advanced understanding of negative exposure, film processing, tonal-range manipulation, digital scanning, and large-format output. Contemporary issues and concepts are explored through reading, visual research, and discussion and then applied through a series of visual problems. Students are evaluated on individual projects, critiques, a final portfolio, discussions, and quizzes. Prerequisite: Photography 1

PH 3015 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Turczan, Katherine
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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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Turczan, Katherine
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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	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Sferra, Richard
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BFA Studio: Print Paper Book

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

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

PPB 2520 02	11/15/2020 - 11/15/2020	Su	9:30AM - 5:30PM	452	Wirth, Karen
PPB 2520 02	11/15/2020 - 11/15/2020	Su	9:30AM - 5:30PM	REM	Wirth, Karen

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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	425	O'Malley, Mary
PPB 3015 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	O'Malley, Mary

PPB 3040 - Printmaking and the Public Sphere - 3 Credit(s)

In this class, students broaden their understanding and practice of printmaking to consider the public sphere as a source of inspiration and site for engagement. Students will be introduced to various print-based approaches to investigating place, from travelogues to capturing trace impressions, from political posters to community-based projects. Beginning with research, interviews, and observation, students will begin to define the parameters and possibilities of art in relationship to everyday life, through simple books, zines and printed documents. As the semester progresses, students will conceive and realize more in-depth projects that utilize and build upon print-based strategies of their own choosing. Students can expect to work collaboratively and gain experience with MCAD's mobile printing unit. Prerequisites: Print Paper Book Techniques or one 3000-level printmaking course

PPB 3040 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	405	Pestich, Natasha
PPB 3040 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Pestich, Natasha

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

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

PPB 3055 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	405	Williams, Jody
PPB 3055 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Williams, Jody
PPB 3055 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	425	Benda, Julie
PPB 3055 02	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Benda, Julie

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	08/31/2020 - 12/11/2020				Wencl, Samantha
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BFA Studio: Print Paper Book

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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	425	Pestich, Natasha
PPB 5010 01	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Pestich, Natasha

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	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	450	Kareken, Michael
PPB 5100 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Kareken, Michael

BFA Studio: Sculpture

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

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

SC 2100 01	09/12/2020 - 09/12/2020	Sa	12:00PM - 5:00PM	105	Monick-Isenberg, Lynda
SC 2100 01	09/12/2020 - 09/12/2020	Sa	12:00PM - 5:00PM	REM	Monick-Isenberg, Lynda
SC 2100 01	09/26/2020 - 10/17/2020	Sa	12:00PM - 5:00PM	105	Monick-Isenberg, Lynda
SC 2100 01	09/26/2020 - 10/17/2020	Sa	12:00PM - 5:00PM	REM	Monick-Isenberg, Lynda

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

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

SC 3010 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	105	Myhre, Donald
SC 3010 01	08/31/2020 - 12/11/2020	Fr	1:00PM - 6:00PM	REM	Myhre, Donald

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	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	101	Jirka, Brad
SC 3040 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Jirka, Brad

BFA Studio: Sculpture

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 08/31/2020 - 12/11/2020

Wencl, Samantha

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

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

SC 5010 01 08/31/2020 - 12/11/2020 Tu

1:00PM - 6:00PM

119

Jirka, Brad

SC 5010 01 08/31/2020 - 12/11/2020 Tu

1:00PM - 6:00PM

REM

Jirka, Brad

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

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

SC 5100 01 08/31/2020 - 12/11/2020 Fr

1:00PM - 6:00PM

450

Kareken, Michael

SC 5100 01 08/31/2020 - 12/11/2020 Fr

1:00PM - 6:00PM

REM

Kareken, Michael

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 08/31/2020 - 12/11/2020 Tu

1:00PM - 6:00PM

REM

Chan, Naomi

WMM 3030 - Virtual Environments - 3 Credit(s)

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

WMM 3030 01 08/31/2020 - 12/11/2020 Tu Th

6:30PM - 9:00PM

REM

McCullough, Krista

BFA Studio: Web and Multimedia Environments

WMM 3040 - Coding Concepts - 3 Credit(s)

This course further supplements the programming needs of students enrolled in all web and multimedia environments classes. Students are taught a range of practical programming skills and concepts and are exposed to the creative approach of recognizing programming and computational experimentation as an art medium. Coding structures, data organization, and generative and algorithmic strategies are emphasized. This course provides an opportunity for in-depth investigation of topics and programming problems of special interest to students developing interactive environments, multimedia installations, and screen-based works. Some topics covered include generative algorithms, data-mining, random events, interactive states, user input, physics, the systematic combination of media, and artificial intelligence. Prerequisite: Foundation: Media 2

WMM 3040 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM REM Osafo-Appiah, Kwabena

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 08/31/2020 - 12/11/2020 Wencf, Samantha

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 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Szyhalski, Piotr

WMM 5040 - Advanced Web + Multimedia 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 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM 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 08/31/2020 - 12/11/2020 Th 1:00PM - 6:00PM REM Rexroth, Stefani

BFA Studio: Interdisciplinary Studio Courses

FIB 1800 - Fiber: The Stitched Surface - 1 Credit(s)

In this packed three-day workshop, students will experiment with a wide range of stitching methods for fabric surface design. Following demonstrations, students will complete a set of sample swatches using both hand and machine techniques. Fusibles and stabilizers will be covered as well. A supply list will be provided. Students will complete one creative project incorporating techniques from the workshop, due for critique about three weeks after the weekend workshop.

FIB 1800 01 10/30/2020 - 10/30/2020 Fr 9:00AM - 1:00PM 119 Wirth, Karen

FIB 1800 01 10/30/2020 - 11/01/2020 Su 9:30AM - 5:30PM 452 Wirth, Karen

FIB 1800 01 10/30/2020 - 10/30/2020 Fr 9:00AM - 1:00PM REM Wirth, Karen

FIB 1800 01 10/31/2020 - 10/31/2020 Sa 9:30AM - 5:30PM 119 Wirth, Karen

BFA Studio: Interdisciplinary Studio Courses

FIB 1800 - Fiber: The Stitched Surface - 1 Credit(s)

In this packed three-day workshop, students will experiment with a wide range of stitching methods for fabric surface design. Following demonstrations, students will complete a set of sample swatches using both hand and machine techniques. Fusibles and stabilizers will be covered as well. A supply list will be provided. Students will complete one creative project incorporating techniques from the workshop, due for critique about three weeks after the weekend workshop.

FIB 1800 01	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	450	Wirth, Karen
FIB 1800 01	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	452	Wirth, Karen
FIB 1800 01	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	REM	Wirth, Karen
FIB 1800 01	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	119	Wirth, Karen
FIB 1800 01	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	450	Wirth, Karen
FIB 1800 01	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	REM	Wirth, Karen
FIB 1800 02	10/30/2020 - 10/30/2020	Fr	1:00PM - 5:00PM	119	Wirth, Karen
FIB 1800 02	10/30/2020 - 10/30/2020	Fr	1:00PM - 5:00PM	REM	Wirth, Karen
FIB 1800 02	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	119	Wirth, Karen
FIB 1800 02	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	450	Wirth, Karen
FIB 1800 02	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	452	Wirth, Karen
FIB 1800 02	10/31/2020 - 10/31/2020	Sa	9:30AM - 5:30PM	REM	Wirth, Karen
FIB 1800 02	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	119	Wirth, Karen
FIB 1800 02	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	450	Wirth, Karen
FIB 1800 02	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	452	Wirth, Karen
FIB 1800 02	11/01/2020 - 11/01/2020	Su	9:30AM - 5:30PM	REM	Wirth, Karen

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.

2D 3303 20	08/31/2020 - 12/11/2020			OL	Sands, Amy
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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	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Rice, Nancy
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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	08/31/2020 - 12/11/2020	Tu	1:00PM - 6:00PM	REM	Allan, Abigail
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Bachelor of Science: Entrepreneurial Studies

ES 3025 - Creative Analytics: Seeing Numbers - 3 Credit(s)

We are surrounded by endless amounts of data. In nature, we can see inherent rhythms that can be appreciated numerically. This course uncovers the process of gathering and analyzing data from known sample sets such as websites, market research, government agencies, and more. Students will explore the theory of analytics, identify sources of data, and practice the methods of visualizing data in a variety of contexts including applications in communications, marketing, and as applied in a creative practice. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

ES 3025 01 08/31/2020 - 12/11/2020 Fr 9:30AM - 12:00PM REM Johnson, Andrew

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 instructor permission.

ES 3242 01 08/31/2020 - 12/11/2020 We 6:30PM - 9:00PM REM Kjos, Benjamin

ES 3301 - Account Planning and Management - 3 Credit(s)

Students in this course study the planning process to uncover the marketing insights that make consumers take notice and change their behavior to meet an objective. Account planners are the voice of the consumer within business. They constitute the crucial link between client objectives, account management, and the creative development team. Account planners are inherently curious strategists that are particularly attuned to the emotions and thoughts of the target audience and demographics. They are driven to obtain and analyze key kernels of knowledge to make advertising campaigns successful. Students leave with a better understanding of the backroom reasons why advertising and marketing decisions are made before the creative begins.

ES 3301 01 08/31/2020 - 12/11/2020 Tu 6:30PM - 9:00PM REM Sidey, Caitlin

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

This course explores the scientific, technological, and social forces that shape society, life, and work. Thinking in systems, students research the existing state of specific topics to develop forecasts for society's future. The first half of the semester focuses on society while the second half explores framing the individual student's goals and aspirations. Prerequisite: Sophomore standing

ES 3354 01 08/31/2020 - 12/11/2020 We 9:30AM - 12:00PM REM Payne, Elliott

ES 3370 - Funding Creative Ventures: Writing - 3 Credit(s)

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

ES 3370 01 08/31/2020 - 12/11/2020 Mo 6:30PM - 9:00PM REM Heuring, Patricia

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 Liberal Arts elective requirement in Humanities and Sciences for BFA students. Prerequisite: Junior or senior standing

ES 3852 01 08/31/2020 - 12/11/2020 Th 9:30AM - 12:00PM REM RuKim, Jasmine

Bachelor of Science: Entrepreneurial Studies

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 08/31/2020 - 12/11/2020 Tu 9:30AM - 12:00PM REM Borrup, Thomas

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

This course looks at how can we use our creative powers to “meet the needs of the present without compromising the ability of future generations to meet their own needs” in line with the goals of sustainable development. Designed for students from all MCAD disciplines, this course reviews a brief history of sustainability through the lens of creativity and visual aesthetics. Students will examine existing sustainability frameworks that seek to balance the social, environmental, and economic goals of the world we live in. The course also looks at current events and terminology related to climate science, social equity, and the circular economy. Throughout the second half of the semester, students work in teams with clients to find solutions for aspects of sustainability for individuals, citizens, and consumers.

ES 3857 01 08/31/2020 - 12/11/2020 We 1:00PM - 6:00PM REM Rueff, Stephen

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 08/31/2020 - 12/11/2020 Wencel, Samantha

BFA Studio: Product Design

PD 2600 - Digital Visualization: 3D CAD, - 3 Credit(s)

This course introduces digital visualization techniques employed by product designers. Students will learn to use industry-standard parametric CAD software (Solidworks) and digital rendering (Keyshot, etc.) to create and render three-dimensional models. Exercises will teach students to use the tools to explore form and mechanisms, build physical models and prototypes using digital fabrication techniques, communicate detailed specifications, and create photo-realistic images of a design. No prior CAD experience is required. Prerequisite: Foundation: Media 1 or faculty permission

PD 2600 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM 105 Poetter, Adam

PD 2600 01 08/31/2020 - 12/11/2020 Tu 1:00PM - 6:00PM REM Poetter, Adam

PD 3010 - Models and Prototypes - 3 Credit(s)

Products can be made of just about any material—from textiles to ceramics to circuit boards—so product designers have developed numerous techniques for making physical models and prototypes to develop, test, and communicate their ideas. Students will learn these techniques—and when to deploy which ones—as they design a series of simple, everyday products. Using the models and prototypes they build, students evaluate their design solutions on the basis of function, performance, mechanical feasibility, appearance, usability, and context-appropriateness. Prerequisite: Foundation: 3D, Introduction to Product Design, or faculty permission

PD 3010 01 08/31/2020 - 12/11/2020 Tu Th 6:30PM - 9:00PM 105 Plumstead, Matthew

PD 3010 01 08/31/2020 - 12/11/2020 Tu Th 6:30PM - 9:00PM REM Plumstead, Matthew

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

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

PD 3030 01 08/31/2020 - 12/11/2020 Mo 1:00PM - 6:00PM 105 Ruegg, Gabriel

BFA Studio: Product Design

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

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

PD 3030 01	08/31/2020 - 12/11/2020	Mo	1:00PM - 6:00PM	REM	Ruegg, Gabriel
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PD 3340 - How It's Made: Materials and - 3 Credit(s)

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

PD 3340 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	105	Ruegg, Gabriel
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PD 3340 01	08/31/2020 - 12/11/2020	Th	1:00PM - 6:00PM	REM	Ruegg, Gabriel
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PD 3360 - Understanding Marketplaces & Users - 3 Credit(s)

This studio is about designing for an unfamiliar context or user. Assignments will include products in which meaning/identity/cultural context is a primary consideration. Students will be required to conduct design research into a user group with which they have no prior experience. This might mean designing products for users from a culture, spiritual practice, subculture, gender identity, socioeconomic, physical or cognitive ability status other than their own, or an industry or class of products with which the student is completely unfamiliar. Emphasis is on developing design solutions that reflect an appropriate awareness of cultural context and empathy for an unfamiliar user, while avoiding unconscious bias, stereotypes, and cultural insensitivity. Students will work with "clients" from the unfamiliar user group to evaluate and develop their design solutions via sketches, models, and prototypes. Prerequisite: Ethnography for Artists and Designers

PD 3360 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	105	Rosenberg, Jessica
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PD 3360 01	08/31/2020 - 12/11/2020	We	1:00PM - 6:00PM	REM	Rosenberg, Jessica
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Master of Fine Arts: Visual Studies

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

This is one of two courses that exposes students to contemporary visual criticism and theory in art and design. This course brings together reading, discussion, writing, oral presentations, and at least three site-visits (museums, galleries, agencies, conventions, studios, etc.), to help students expand their art and design vocabulary. Students will practice verbally analyzing and articulating their practices in relationship to various histories and cultures. Via individual studio visits with the instructor early in the semester, this course becomes highly tailored to reflect the areas of foci of the enrolled students. Early in this course, students will examine concepts of privilege and difference in relationship to systems of power, both in and outside the art and design worlds. Also early in the course, students will be briefly introduced to basic popular lenses for examining art and design work, including selected identity issues (race, gender, sexuality), iconography/semiotics, Marxism, and cultural studies/post-colonialism. Topics for the remainder of the course will be determined by the students' practices, and the instructor will provide appropriate historical context as necessary.

GRLA 7011 01	08/31/2020 - 12/11/2020	We	2:30PM - 5:30PM	MFA14	Franklin, William
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GRLA 7011 01	08/31/2020 - 12/11/2020	We	2:30PM - 5:30PM	REM	Franklin, William
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GRLA 7011 02	08/31/2020 - 12/11/2020	Th	9:00AM - 12:00PM	MFA14	Ramstad, Emmett
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GRLA 7011 02	08/31/2020 - 12/11/2020	Th	9:00AM - 12:00PM	REM	Ramstad, Emmett
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Master of Fine Arts: Visual Studies

GRLA 7013 - Thesis Preparation I - 3 Credit(s)

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

GRLA 7013 01	08/31/2020 - 12/11/2020	Th	2:30PM - 5:30PM	MFA14	Reyes, Gonzalo
GRLA 7013 01	08/31/2020 - 12/11/2020	Th	2:30PM - 5:30PM	REM	Reyes, Gonzalo

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	08/31/2020 - 12/11/2020	Tu	6:30PM - 9:30PM	MFA14	Reyes, Gonzalo
GRST 7002 01	08/31/2020 - 12/11/2020	Tu	6:30PM - 9:30PM	REM	Reyes, Gonzalo
GRST 7002 02	08/31/2020 - 12/11/2020	Mo	6:30PM - 9:30PM	MFA14	Duvra, Mara
GRST 7002 02	08/31/2020 - 12/11/2020	Mo	6:30PM - 9:30PM	REM	Duvra, Mara

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	08/31/2020 - 12/11/2020	Tu	2:30PM - 5:30PM	MFA14	Manneberg, Avigail
GRST 7004 01	08/31/2020 - 12/11/2020	Tu	2:30PM - 5:30PM	REM	Manneberg, Avigail

GRST GM99 - Mentorship 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 18	08/31/2020 - 12/11/2020				Lunning, Nancy
GRST GM99 4G	08/31/2020 - 12/11/2020				O'Brien, Kelly
GRST GM99 5T	08/31/2020 - 12/11/2020				Mueller, Ellen
GRST GM99 6C	08/31/2020 - 12/11/2020				Hoolihan, Sam
GRST GM99 6D	08/31/2020 - 12/11/2020				Stefanski, Jan
GRST GM99 6F	08/31/2020 - 12/11/2020				Nelson, Kelli
GRST GM99 6G	08/31/2020 - 12/11/2020				Koehler, Dana
GRST GM99 6H	08/31/2020 - 12/11/2020				Kevorkian, Ellina

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	08/24/2020 - 12/11/2020	OL	McNamara, Curtis
SD 6510 21	08/24/2020 - 12/11/2020	OL	McNamara, Curtis

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	08/24/2020 - 12/11/2020	OL	Robbins, Holly
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SD 7010 - Graduate Sustainability Practicum - 3 Credit(s)

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

SD 7010 20	08/24/2020 - 12/11/2020	OL	DeLuca, Denise
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SD 7021 - Graduate Sustainability Thesis - 3 Credit(s)

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

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

SD 7021 20	08/24/2020 - 12/11/2020	OL	DeLuca, Denise
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SD 7022 - Graduate Sustainability Thesis - 3 Credit(s)

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

SD 7022 20	08/24/2020 - 12/11/2020	OL	DeLuca, Denise
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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	08/24/2020 - 12/11/2020	OL	Garcia, Deann
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Master of Arts: Graphic and Web Design

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

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

GWD 6405 20 08/24/2020 - 12/11/2020

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 08/24/2020 - 12/11/2020

OL

O'Brien, James

GWD 7410 - Web Design - 3 Credit(s)

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

GWD 7410 20 08/24/2020 - 12/11/2020

OL

Lowry, Terri

GWD 7415 - Motion Design - 3 Credit(s)

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

GWD 7415 20 08/24/2020 - 12/11/2020

OL

Vallera, Julia

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 08/24/2020 - 12/11/2020 Th

7:00PM - 8:30PM

OL

Smith, Lafe