

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	01/25/2021 - 05/12/2021	Mo	9:30AM - 12:00PM	REM	Erickson, Luke
------------	-------------------------	----	------------------	-----	----------------

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

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

AH 1702 01	01/25/2021 - 05/12/2021	Th	9:30AM - 12:00PM	REM	Bavelli, Sarah
AH 1702 02	01/25/2021 - 05/12/2021	Mo	9:30AM - 12:00PM	REM	Lopez Prater, Erika
AH 1702 03	01/25/2021 - 05/12/2021	We	9:30AM - 12:00PM	REM	Tradowsky, Christopher
AH 1702 04	01/25/2021 - 05/12/2021	Th	9:30AM - 12:00PM	REM	Tradowsky, Christopher
AH 1702 05	01/25/2021 - 05/12/2021	Fr	9:30AM - 12:00PM	REM	Bavelli, Sarah
AH 1702 06	01/25/2021 - 05/12/2021	Mo	9:30AM - 12:00PM	REM	Franklin, William
AH 1702 07	01/25/2021 - 05/12/2021	Fr	9:30AM - 12:00PM	REM	Franklin, William
AH 1702 08	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Risser, Julia
AH 1702 20	01/25/2021 - 05/12/2021			OL	Dandona, Jessica

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

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

EN 1500 01	01/25/2021 - 05/12/2021	Fr	9:30AM - 12:00PM	REM	Green, Diana
------------	-------------------------	----	------------------	-----	--------------

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	01/25/2021 - 05/12/2021	Mo We	9:30AM - 12:00PM	REM	Dickerson, Gregory
FDN 1111 02	01/25/2021 - 05/12/2021	Tu Th	6:30PM - 9:00PM	REM	Kovatch, Nicholas

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

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

FDN 1112 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	101 REM	Moren, Erin
FDN 1112 02	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	101 REM	Benda, Julie
FDN 1112 03	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	101 REM	Isenberg, Monroe
FDN 1112 04	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	119 REM	Allan, Abigail
FDN 1112 05	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	119 REM	Jirka, Brad

Foundation Studies: Studio

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

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

FDN 1211 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	M109	REM	Simpkins, Nicole
FDN 1211 02	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	M205	REM	Shibata, Aki
FDN 1211 03	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	M205	REM	Aguirre, Camilo

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

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

FDN 1212 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	M215	REM	Aller, Jonathan
FDN 1212 02	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	M215	REM	Aller, Jonathan
FDN 1212 03	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	M215	REM	Simpkins, Nicole
FDN 1212 04	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	M215	REM	Estlund, Shannon
FDN 1212 05	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	M215	REM	Kareken, Michael
FDN 1212 06	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	M109	REM	Banning, Michael
FDN 1212 07	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	M109	REM	Manneberg, Avigail

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

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

FDN 1311 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM		Sferra, Richard
FDN 1311 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM		Grant, Leslie
FDN 1311 03	01/25/2021 - 05/12/2021	Fr	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	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM		Hay, Michael
FDN 1312 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM		Galanos, Katinka
FDN 1312 03	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM		Severns, Benjamin

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

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

FDN 1411 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM		Szyhalski, Piotr
FDN 1411 02	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM		Hoolihan, Sam
FDN 1411 03	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM		Lobberecht, Janet

Foundation Studies: Studio

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

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

FDN 1412 01	01/25/2021 - 05/12/2021	Fr	9:00AM - 10:30AM	REM	McCartney, Paula
FDN 1412 02	01/25/2021 - 05/12/2021	Fr	10:30AM - 12:00PM	REM	McCartney, Paula
FDN 1412 03	01/25/2021 - 05/12/2021	Fr	9:00AM - 10:30AM	REM	Lock, Gudrun
FDN 1412 04	01/25/2021 - 05/12/2021	Fr	10:30AM - 12:00PM	REM	Lock, Gudrun
FDN 1412 05	01/25/2021 - 05/12/2021	Fr	9:00AM - 10:30AM	REM	Petersen, Sarah

Liberal Arts: Art History

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

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

AH 2101 01	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Chisholm, Anna
------------	-------------------------	----	------------------	-----	----------------

AH 2103 - Applied Arts and Designed Objects - 3 Credit(s)

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

AH 2103 01	01/25/2021 - 05/12/2021	Tu	6:30PM - 9:00PM	REM	Stanek, Damon
------------	-------------------------	----	-----------------	-----	---------------

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	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Lunning, Nancy
AH 2105 02	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Dandona, Jessica

AH 2107 - Photography, the Moving Image, and - 3 Credit(s)

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

AH 2107 01	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Hoagland, George
------------	-------------------------	----	------------------	-----	------------------

Liberal Arts: Art History

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

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

AH 3365 01 01/25/2021 - 05/12/2021 Tu 9:30AM - 12:00PM REM Schroeder, Thomas

AH 3394 - Focus on Film: Science Fiction - 3 Credit(s)

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

AH 3394 01 01/25/2021 - 05/12/2021 Mo 9:30AM - 12:00PM REM Caruso, Jennifer

AH 3440 - Curation and Conservation: - 3 Credit(s)

This course allows students a close look at the materials and techniques used in both historical and contemporary art conservation. The class will work with conservators from the Midwest Art Conservation Center and items in local collections to gain an overview of the technical study of art history through hands-on experience studying and evaluating works of art, lab experiences, and readings and discussions of issues and debates in art conservation. Combining science, art history, and museum studies, this course seeks to explore the materiality of art-making from the perspective of both artist and audience. This course fulfills a Scientific and Quantitative Reasoning requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

AH 3440 01 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Dandona, Jessica

AH 3500 - Visual Perspectives - 3 Credit(s)

Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. 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

AH 3500 01 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Westbrook, Thomas

AH 3618 - Documentary Film in Focus - 3 Credit(s)

In this course, students focus on non-fiction cinema. Examining different modes of documentary film which may include the expository, the observational, the participatory, the performative, the reflexive, and the poetic, students investigate how these modes shape manners in which non-fiction cinema may adopt a critical stance toward the presentation of an idea. Filmmakers and works analyzed in this course include a wide variety of perspectives from the twentieth and twenty-first centuries employing differing modes of documentary film. 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 3618 01 01/25/2021 - 05/12/2021 We 6:30PM - 9:00PM REM Stanek, Damon

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

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

AH 3657 01 01/25/2021 - 05/12/2021 Mo 9:30AM - 12:00PM REM Algeo, Robert

Liberal Arts: Art History

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

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

AH 3665 01 01/25/2021 - 05/12/2021 Th 6:30PM - 9:00PM REM Caruso, Jennifer

AH 3722 - Asian Art History - 3 Credit(s)

This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, students gain an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and gain a basic comprehension of Buddhism, Hinduism, Confucianism, Islam, Taoism, and Shinto. The structure of the class includes lectures, large and small group discussions, and visits to the Minneapolis Institute of Art. 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 3722 01 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Risser, Julia

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

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

AH 3728 01 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Chisholm, Anna

AH 3868 - Readings in Contemporary Design - 3 Credit(s)

In this course students consider major issues in contemporary design through a select group of readings. Not a historical survey, this course addresses issues as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. 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 3868 01 01/25/2021 - 05/12/2021 We 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 01/25/2021 - 05/12/2021 Th 6:30PM - 9:00PM REM Pistelli, John

Liberal Arts: Art History

AH 4913 - Art History Seminar - 3 Credit(s)

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

AH 4913 01 01/25/2021 - 05/12/2021 Fr 9:30AM - 12:00PM REM Chisholm, Anna

LA: Humanities & Science: Creative and Professional Writing

HS 3043 - Magical Realism - 3 Credit(s)

This class involves a close study of novels and short stories that fit within the genre of magical realism within the context of an introductory writer's workshop. Magical realism engages a combination of traditional realism infused with the fantastic, the mythical, and the nightmarish. Students will read novels and short fiction from different cultural contexts in order to compare the workings of magical realism around the world, examine other contemporary manifestations of magical realism in media, and create their own writing in the style of the genre. This course fulfills the Creative and Professional Writing requirement or the Histories, Places, requirement for Humanities and Sciences.

HS 3043 01 01/25/2021 - 05/12/2021 Fr 9:30AM - 12:00PM REM Johnson, Andrew

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 01/25/2021 - 05/12/2021 Mo 9:30AM - 12:00PM REM Workman, Elisabeth

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 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Hackler, Richard

HS 3065 02 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Savage, Kathryn

HS 3065 03 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Savage, Kathryn

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

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

HS 3915 01 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Santer, Craig

LA: Humanities & Science: Creative and Professional Writing

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	01/25/2021 - 05/12/2021	OL	Workman, Elisabeth
HS 3920 21	01/25/2021 - 05/12/2021	OL	Hlavacek, Maya

HS 4950 - Advanced Poetry Workshop - 3 Credit(s)

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

HS 4950 01	01/25/2021 - 05/12/2021	Tu	6:30PM - 9:00PM	REM	Jenkins, Andrea
------------	-------------------------	----	-----------------	-----	-----------------

LA: Humanities & Science: Histories, Places and Philosophies

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

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

HS 3235 01	01/25/2021 - 05/12/2021	We	9:30AM - 12:00PM	REM	Payne, Elliott
------------	-------------------------	----	------------------	-----	----------------

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

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

HS 3328 01	01/25/2021 - 05/12/2021	We	9:30AM - 12:00PM	REM	Parmar, Nissa
------------	-------------------------	----	------------------	-----	---------------

HS 3432 - World Literature - 3 Credit(s)

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

HS 3432 01	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Hudecova, Eva
------------	-------------------------	----	------------------	-----	---------------

LA: Humanities & Science: Histories, Places and Philosophies

HS 3523 - An Ethical Life - 3 Credit(s)

What does it mean to lead “an ethical life”? This course covers the writings of ethicists from Aristotle to the present and helps students understand what they know and value. Students are challenged to realize and to act upon the principles of an ethical life in their personal and professional development. To these ends, individuals in this course explore the so-called enduring questions of truth, good, and beauty through close readings of key texts from the philosophical traditions of various cultures. Students at times employ a comparative approach, situating the Greeks as well as Enlightenment figures in relation to historical and emerging traditions, both in Western and non-Western contexts. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences.

HS 3523 01 01/25/2021 - 05/12/2021 Fr 9:30AM - 12:00PM REM Licht, Melissa

HS 3618 - Documentary Film in Focus - 3 Credit(s)

In this course, students focus on non-fiction cinema. Examining different modes of documentary film which may include the expository, the observational, the participatory, the performative, the reflexive, and the poetic, students investigate how these modes shape manners in which non-fiction cinema may adopt a critical stance toward the presentation of an idea. Filmmakers and works analyzed in this course include a wide variety of perspectives from the twentieth and twenty-first centuries employing differing modes of documentary film. 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 3618 01 01/25/2021 - 05/12/2021 We 6:30PM - 9:00PM REM Stanek, Damon

HS 3630 - Race and Ethnicity in the United - 3 Credit(s)

Race and ethnicity have played significant, complicated, and more often than not misunderstood roles in the United States' history. This course surveys the ways race and ethnicity have been constructed and understood by Americans from the colonial era to the present, focusing on the ways that class, gender, culture, and politics, as well as biology, have defined race and the way race and ethnicity have supported ideologies that have been used to both empower and subordinate the peoples of the United States. This course fulfills a Histories, Places and Philosophies requirement for Humanities and Sciences.

HS 3630 01 01/25/2021 - 05/12/2021 Mo 9:30AM - 12:00PM REM Ronning, Gerald

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

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

HS 3665 01 01/25/2021 - 05/12/2021 Th 6:30PM - 9:00PM REM Caruso, Jennifer

HS 3722 - Asian Art History - 3 Credit(s)

This course examines the art of Asia from its beginnings to the present day. It involves a regional approach, focusing on representative works from India, Southeast Asia, China, and Japan. While regional characteristics are emphasized, cross-cultural influences are also studied. Through a variety of media, including sculpture, architecture, and painting, students gain an understanding of the broad themes and concepts that run throughout Asian art. Students consider the role of religion, for example, and gain a basic comprehension of Buddhism, Hinduism, Confucianism, Islam, Taoism, and Shinto. The structure of the class includes lectures, large and small group discussions, and visits to the Minneapolis Institute of Art. 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 3722 01 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Risser, Julia

LA: Humanities & Science: Histories, Places and Philosophies

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

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

HS 3728 01 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Chisholm, Anna

HS 3868 - Readings in Contemporary Design - 3 Credit(s)

In this course students consider major issues in contemporary design through a select group of readings. Not a historical survey, this course addresses issues as articulated through critical texts and contemporary developments. Students examine contemporary design theory along with related work and processes. 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 3868 01 01/25/2021 - 05/12/2021 We 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 01/25/2021 - 05/12/2021 Th 6:30PM - 9:00PM REM Pistelli, John

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 01/25/2021 - 05/12/2021 Th 9:30AM - 12:00PM REM Hoagland, George

HS 5010 02 01/25/2021 - 05/12/2021 Fr 9:30AM - 12:00PM REM Johnson, Kjel

HS 5010 20 01/25/2021 - 05/12/2021 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 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Naini, Savana

LA: Humanities & Science: Scientific & Quantitative Reasoning**HS 3352 - The Five Senses - 3 Credit(s)**

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

HS 3352 20 01/25/2021 - 05/12/2021

OL

Pizza, Meredith

HS 3353 - Ethnography for Artists and - 3 Credit(s)

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

HS 3353 01 01/25/2021 - 05/12/2021 Mo

6:30PM - 9:00PM REM

Christian-Ronning, Evelyn

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

This course concerns itself with the great variety and the interdependence of species that live on this planet. Students discuss just how species evolve and grow and how they die and become extinct. Change over time in living organisms is a major theme of this course. Class sessions are primarily lecture-based with some discussion. Assignments include examinations and short essays. In addition, a biodiversity field trip gives students practical experience in observing the living and the interactive cycle of one species. This course fulfills the Scientific and Quantitative Reasoning requirement for Humanities and Sciences.

HS 3357 20 01/25/2021 - 05/12/2021

OL

Pizza, Meredith

HS 3440 - Curation and Conservation: - 3 Credit(s)

This course allows students a close look at the materials and techniques used in both historical and contemporary art conservation. The class will work with conservators from the Midwest Art Conservation Center and items in local collections to gain an overview of the technical study of art history through hands-on experience studying and evaluating works of art, lab experiences, and readings and discussions of issues and debates in art conservation. Combining science, art history, and museum studies, this course seeks to explore the materiality of art-making from the perspective of both artist and audience. This course fulfills a Scientific and Quantitative Reasoning requirement for Humanities and Sciences. Prerequisite: Introduction to Art and Design: History 2 or faculty permission

HS 3440 01 01/25/2021 - 05/12/2021 We

9:30AM - 12:00PM REM

Dandona, Jessica

HS 3500 - Visual Perspectives - 3 Credit(s)

Visual perspectives are systems for creating space and distance on a flat surface. Different cultures position the viewer in varied ways that condition what they see and the way they see it. Linear perspective is a seminal event in Western art history in which the position of the individual observer became an engine for the development of Modernity. This course focuses on the historical development of various visual perspective systems and their impact on conceptions of space and time. Class sessions are an equal mix of lecture and discussion. 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 3500 01 01/25/2021 - 05/12/2021 We

9:30AM - 12:00PM REM

Westbrook, 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 01/25/2021 - 05/12/2021 Mo 6:30PM - 9:00PM 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 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Nelson, Katie
ANIM 2000 02 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Brost, Michelle
ANIM 2000 03 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Bahn, Hallie
ANIM 2000 04 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM McKinnie, Neville

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

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

ANIM 2500 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Solid, Kristin
ANIM 2500 02 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Solid, Kristin

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

This class provides a thorough understanding of stop-motion fundamentals. Students explore the stop-motion toolbox through a variety of exercises including armature, character building, go motion, lip sync, replacements, simple casts, registration, photo cut, and strata cut. Students produce a stop-motion short for their final projects using a variety of industry standard software. The class will include recommended readings, lectures, demonstrations as well as historic and contemporary stop-motion screenings. Prerequisite: Introduction to Animation

ANIM 3010 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Nelson, Katie

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

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

ANIM 3020 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Brost, Michelle

BFA Studio: Animation

ANIM 3023 - Character Design - 3 Credit(s)

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

ANIM 3023 01	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Gruszka, Chris
ANIM 3023 02	01/25/2021 - 05/12/2021	We	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	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Gilley, Shannon
--------------	-------------------------	----	-----------------	-----	-----------------

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	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM	Gilley, Shannon
--------------	-------------------------	----	-----------------	-----	-----------------

ANIM 3050 - Storyboard - 3 Credit(s)

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

ANIM 3050 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Gruszka, Chris
--------------	-------------------------	----	-----------------	-----	----------------

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	01/25/2021 - 05/12/2021	Tu Th	6:30PM - 9:00PM	REM	Grey, Aaron
--------------	-------------------------	-------	-----------------	-----	-------------

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	01/25/2021 - 05/12/2021				Wencl, Samantha
--------------	-------------------------	--	--	--	-----------------

BFA Studio: Animation

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	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Bahn, Hallie
ANIM 5010 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Schroeder, Thomas

ANIM 5101 - ANIM Senior Project 1&2 - 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	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Nelson, Katie
ANIM 5101 02	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Solid, Kristin

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

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

MA 3045 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Sferra, Richard
------------	-------------------------	----	-----------------	-----	-----------------

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

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

MA 4000 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	McMeans, Patricia
MA 4000 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Gilley, Shannon
MA 4000 03	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Rice, Craig

BFA Studio: Comic Art

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

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

COM 2000 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Micheletti, Zachary
COM 2000 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Fricke, Paul
COM 2000 03	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Delliquanti, Blue

BFA Studio: Comic Art

COM 3030 - Comic Character Development - 3 Credit(s)

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

COM 3030 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Algeo, Robert
COM 3030 02	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Fricke, Paul

COM 3040 - Experimental Comics - 3 Credit(s)

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

COM 3040 01	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Micheletti, Zachary
COM 3040 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Nilsen, Anders

COM 3070 - Comic Storytelling - 3 Credit(s)

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

COM 3070 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Schulz, Barbara
-------------	-------------------------	----	-----------------	-----	-----------------

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	01/25/2021 - 05/12/2021				Wencl, Samantha
-------------	-------------------------	--	--	--	-----------------

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

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

COM 5010 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Algeo, Robert
-------------	-------------------------	----	-----------------	-----	---------------

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

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

COM 5100 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Schulz, Barbara
-------------	-------------------------	----	-----------------	-----	-----------------

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	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	300	REM	Kareken, Michael
DRPT 2000 02	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	300	REM	Benson, Kimberly

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	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	300	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	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	M109	REM	Banning, Michael
--------------	-------------------------	----	-----------------	------	-----	------------------

DRPT 3095 - Representational Studio - 3 Credit(s)

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

DRPT 3095 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	300	REM	Quednau, Howard
--------------	-------------------------	----	-----------------	-----	-----	-----------------

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	01/25/2021 - 05/12/2021					Wencl, Samantha
--------------	-------------------------	--	--	--	--	-----------------

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

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

DRPT 5100 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	140	REM	Golden-McNerney, Regan
DRPT 5100 03	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM		REM	Charbonneau, Edward

BFA Studio: Drawing and Painting

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

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

FA 4000 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Kareken, Michael
FA 4000 02	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Golden-McNerney, Regan

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	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Coyle, Jason
FILM 2000 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Coyle, Jason

FILM 3020 - Documentary Filmmaking - 3 Credit(s)

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

FILM 3020 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Coyle, Jason
--------------	-------------------------	----	-----------------	-----	--------------

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

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

FILM 3050 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Coyle, Patrick
--------------	-------------------------	----	-----------------	-----	----------------

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	01/25/2021 - 05/12/2021				Wencl, Samantha
--------------	-------------------------	--	--	--	-----------------

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	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Rexroth, Stefani
--------------	-------------------------	----	-----------------	-----	------------------

BFA Studio: Filmmaking

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

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

MA 3045 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Sferra, Richard

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

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

MA 4000 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM McMeans, Patricia

MA 4000 02 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Gilley, Shannon

MA 4000 03 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Rice, Craig

BFA Studio: Fine Arts Studio

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

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

FA 4000 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Kareken, Michael

FA 4000 02 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Golden-McNerney, Regan

FAS 3010 - Art in Community - 3 Credit(s)

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

FAS 3010 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Deleon, Genevieve

FAS 3020 - Installation - 3 Credit(s)

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

FAS 3020 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM 119 REM Jirka, Brad

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

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

FAS 3080 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Manneberg, Avigail

BFA Studio: Fine Arts Studio

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 01/25/2021 - 05/12/2021

Wencl, Samantha

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

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

FAS 5100 01 01/25/2021 - 05/12/2021 Fr

1:00PM - 6:00PM 140 REM

Golden-McNerney, Regan

BFA Studio: Furniture Design

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

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

FA 4000 01 01/25/2021 - 05/12/2021 We

1:00PM - 6:00PM REM

Kareken, Michael

FA 4000 02 01/25/2021 - 05/12/2021 We

1:00PM - 6:00PM REM

Golden-McNerney, Regan

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

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

FURN 3040 01 01/25/2021 - 05/12/2021 Tu

1:00PM - 6:00PM 105 REM

Moren, Erin

FURN 3090 - Digital Fabrication - 3 Credit(s)

This course explores the expanding creative possibilities of digital fabrication with computer-generated, found (appropriated), and scanned digital objects. Students learn advanced three-dimensional modeling techniques in formZ Pro to create ideation, form development, presentation, and fabrication models in addition to techniques for capturing existing objects with MCAD's 3D Laser Scanners. Objects are digitally fabricated from various materials and incorporated into finished works using MCAD's 3D printing, laser cutting, and CNC router systems while outsourcing is explored as an effective practice in digital making. Instruction includes post-digital techniques in fabrication along with modeling-based presentation techniques and the review of other professional level software packages. Prerequisites: Foundation: 3D and Foundation: Media 1, or faculty permission

FURN 3090 01 01/25/2021 - 05/12/2021 Mo

1:00PM - 6:00PM 119 REM

Jirka, Brad

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 01/25/2021 - 05/12/2021

Wencl, Samantha

BFA Studio: Furniture Design

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

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

FURN 5100 02 01/25/2021 - 05/12/2021 Fr 1:00PM - 6:00PM 105 REM Moren, Erin

BFA Studio: Graphic Design

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

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

GRD 2000 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Jancourt, Jan
GRD 2000 02 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Murphy, Kindra
GRD 2000 03 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Rezac, Matthew

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 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Jancourt, Jan

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 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Murphy, Kindra

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

GRD 3050 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Samarskaya, Ksenya

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

GRD 3060 01 01/25/2021 - 05/12/2021 Tu Th 6:30PM - 9:00PM REM Steineck, Peter

BFA Studio: Graphic Design

GRD 3080 - Digital Production - 3 Credit(s)

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

GRD 3080 01 01/25/2021 - 05/12/2021 Mo We 9:30AM - 12:00PM REM Rezac, Matthew

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 01/25/2021 - 05/12/2021 WencI, Samantha

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

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

GRD 5010 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Murphy, Kindra

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

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

GRD 5100 01 01/25/2021 - 05/12/2021 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 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Van Grol, Julie
ILL 2000 02 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM King, Kelsey
ILL 2000 03 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Hartman, Carrie
ILL 2000 04 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM 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 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Anderson, Jaime

ILL 3030 - Digital Illustration - 3 Credit(s)

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

ILL 3030 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM King, Kelsey

ILL 3030 02 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Koehler, Dana

ILL 3040 - Illustrated Notebook - 3 Credit(s)

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

ILL 3040 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Van Grol, Julie

ILL 3040 02 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Nowak, Alison

ILL 3040 03 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Peltier, Ryan

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

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

ILL 3070 01 01/25/2021 - 05/12/2021 Mo We 6:30PM - 9:00PM REM Nohl, Lindsay

ILL 3070 02 01/25/2021 - 05/12/2021 Mo We 6:30PM - 9:00PM REM Hajny, Christopher

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 01/25/2021 - 05/12/2021 Wencl, Samantha

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

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

ILL 5010 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Yeates, Jacob

BFA Studio: Illustration

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

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

ILL 5100 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Anderson, Jaime
ILL 5100 02	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	REM	Van Grol, Julie

BFA Studio: Photography

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

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

MA 3045 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Sferra, Richard
------------	-------------------------	----	-----------------	-----	-----------------

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

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

MA 4000 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	McMeans, Patricia
MA 4000 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Gilley, Shannon
MA 4000 03	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Rice, Craig

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	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Turczan, Katherine
------------	-------------------------	----	-----------------	-----	--------------------

PH 3035 - Documentary Style - 3 Credit(s)

This course is an introduction to documentary traditions and contemporary considerations in photography. Students access difficult subject matter and learn the ethics of real-world engagement through several long-term projects undertaken in the course. Students learn to research and write about their subject matter while using DSLR, analog, or video cameras to complete their assignments. Historical and contemporary issues are explored through readings and discussions. Students are evaluated on individual projects, critiques, a final portfolio, discussions, and quizzes. Prerequisite: Photography 1

PH 3035 01	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	REM	Turczan, Katherine
------------	-------------------------	----	-----------------	-----	--------------------

BFA Studio: Photography

PH 3050 - Photo Book - 3 Credit(s)

The central goal of this class is the understanding and shaping of photographic meaning through book conception and production. Projects and exercises develop skills in sequence, image layout, image and text relationships, and physicality. A major portion of the class is devoted to producing a book of one's own work. Creative use of page layout software, refinement of digital printing techniques, and the use of online publishing software are explored. Activities also include critiques, image and book lectures, technical demonstrations, field trips, and student presentations. Prerequisites: Photography 1

PH 3050 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM McCartney, Paula

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

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

PH 4010 91 01/25/2021 - 05/12/2021 WencI, Samantha

PH 5010 - Advanced Photography Seminar - 3 Credit(s)

This course is designed to enable and support students working on independent projects in photography. Students are encouraged to articulate concerns and shape them into a body of work. Appropriate advanced technical skills and readings are introduced with particular attention to verbal and written critical skills. Critiques, image lectures, discussions, technical demos, student presentations, journals, and exhibition/publication submissions encourage individual investigation and creative expansion. Prerequisite: Successful Junior Review

PH 5010 01 01/25/2021 - 05/12/2021 Fr 1:00PM - 6:00PM REM Turczan, Katherine

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

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

PH 5100 01 01/25/2021 - 05/12/2021 Fr 1:00PM - 6:00PM REM Rexroth, Stefani

BFA Studio: Print Paper Book

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

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

FA 4000 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Kareken, Michael

FA 4000 02 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM REM Golden-McNerney, Regan

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

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

PPB 2000 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM 405B REM Aguirre, Camilo

BFA Studio: Print Paper Book

PPB 3010 - Relief Printmaking and Monotype - 3 Credit(s)

In this course students explore a variety of textures, mark-making, and image techniques in the direct and versatile mediums of relief printmaking and monotype. Media include linoleum and wood block, collographs, pressure printing and embossing, painting with printmaking ink, stenciling, and trace monotypes. Technical information on cutting techniques, printing by hand and press, reduction, multi-block and combination prints, overprinting, and color layering are all covered. Demonstrations, lectures, and field trips support class material. Prerequisites: Foundation: Drawing 1, Foundation: 2D

PPB 3010 01	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	405B REM	Pestich, Natasha
PPB 3010 02	01/25/2021 - 05/12/2021	Th	1:00PM - 6:00PM	425	Benda, Julie

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

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

PPB 3017 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	405B REM	Pestich, Natasha
-------------	-------------------------	----	-----------------	----------	------------------

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

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

PPB 3050 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	405B REM	Williams, Jody
-------------	-------------------------	----	-----------------	----------	----------------

PPB 3075 - Dimensional Paper - 3 Credit(s)

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

PPB 3075 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	M01 REM	O'Malley, Mary
PPB 3075 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	M05 REM	O'Malley, Mary

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career 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	01/25/2021 - 05/12/2021				Wencl, Samantha
-------------	-------------------------	--	--	--	-----------------

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

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

PPB 5100 01	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	140 REM	Golden-McNerney, Regan
-------------	-------------------------	----	-----------------	---------	------------------------

BFA Studio: Sculpture

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

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

FA 4000 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Kareken, Michael
FA 4000 02	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Golden-McNerney, Regan

SC 3020 - Installation - 3 Credit(s)

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

SC 3020 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	119 REM	Jirka, Brad
------------	-------------------------	----	-----------------	---------	-------------

SC 3090 - Digital Fabrication - 3 Credit(s)

This course explores the expanding creative possibilities of digital fabrication with computer-generated, found (appropriated), and scanned digital objects. Students learn advanced three-dimensional modeling techniques in formZ Pro to create ideation, form development, presentation, and fabrication models in addition to techniques for capturing existing objects with MCAD's 3D Laser Scanners. Objects are digitally fabricated from various materials and incorporated into finished works using MCAD's 3D printing, laser cutting, and CNC router systems while outsourcing is explored as an effective practice in digital making. Instruction includes post-digital techniques in fabrication along with modeling-based presentation techniques and the review of other professional level software packages. Prerequisites: Foundation: 3D and Foundation: Media 1, or faculty permission

SC 3090 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	119 REM	Jirka, Brad
------------	-------------------------	----	-----------------	---------	-------------

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

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

SC 4010 91	01/25/2021 - 05/12/2021				Wencl, Samantha
------------	-------------------------	--	--	--	-----------------

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

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

SC 5100 02	01/25/2021 - 05/12/2021	Fr	1:00PM - 6:00PM	105 REM	Moren, Erin
------------	-------------------------	----	-----------------	---------	-------------

BFA Studio: Web and Multimedia Environments

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

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

MA 4000 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	McMeans, Patricia
MA 4000 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Gilley, Shannon
MA 4000 03	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Rice, Craig

BFA Studio: Web and Multimedia Environments

WMM 3010 - Installation + Performance - 3 Credit(s)

This class offers an in-depth exploration of the art and design concepts related to physical space: whether defined as an art installation, live performance, museum exhibition design, or retail environment. Participants study a variety of points of intersection between human interaction, physical spaces/objects, and technology. A variety of sensing and tracking technologies are surveyed and implemented. High and low technologies are reviewed from the perspective of various modes of artist/performer/audience-customer interaction. Prerequisite: Foundation: Media 2

WMM 3010 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM REM Szyhalski, Piotr

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 01/25/2021 - 05/12/2021 Tu Th 9:30AM - 12:00PM REM Chan, Naomi

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 01/25/2021 - 05/12/2021 Wenc, Samantha

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 01/25/2021 - 05/12/2021 Th 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 01/25/2021 - 05/12/2021 Fr 1:00PM - 6:00PM REM Rexroth, Stefani

BFA Studio: Interdisciplinary Studio Courses

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

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

ID 3517 01 01/25/2021 - 05/12/2021 Mo 10:30AM - 12:00PMREM Shibata, Aki

BFA Studio: Online Studio Courses

2D 3297 - Experience Anatomy - 3 Credit(s)

In this course students investigate the most essential aspects of human anatomy pertinent to the artist. The course progresses from examining anatomical artworks in art history to researching current anatomical references as a basis for image exploration. The importance of accurately depicting the human form is stressed through technical studies of skeletal and muscular structures in a sketchbook format. Online resources are an active part of the course in learning terminology and functions of mechanical structure of the human form. Larger projects focus on the application and development of anatomical knowledge within specified fields of interests or majors. Other components of the course include sessions on structural relationships between animals and the human figure, biomechanics as a means of emphasizing how function influences form, and systemic functions of the body. Through work in sketchbooks and formal assignments, students develop the skills necessary to produce a series of anatomically correct figure drawings. This class is not intended for medical practice requirements.

2D 3297 20 01/25/2021 - 05/12/2021

OL

Sands, Amy

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

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

VC 4742 20 01/25/2021 - 05/12/2021 We

7:00PM - 8:00PM OL

Haberlin, Brian

BFA Studio: Professional Practice

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

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

COM 4000 01 01/25/2021 - 05/12/2021 Tu

1:00PM - 6:00PM REM

Schulz, Barbara

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

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

FA 4000 01 01/25/2021 - 05/12/2021 We

1:00PM - 6:00PM REM

Kareken, Michael

FA 4000 02 01/25/2021 - 05/12/2021 We

1:00PM - 6:00PM REM

Golden-McNerney, Regan

GRD 4000 - Professional Practice - GRAPH - 3 Credit(s)

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

GRD 4000 01 01/25/2021 - 05/12/2021 We

1:00PM - 6:00PM REM

Jancourt, Jan

BFA Studio: Professional Practice

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

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

ILL 4000 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM	Hartman, Carrie
ILL 4000 02	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM	Koehler, Dana

MA 4000 - Professional Practice FILM/PH/WMM - 3 Credit(s)

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

MA 4000 01	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	McMeans, Patricia
MA 4000 02	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Gilley, Shannon
MA 4000 03	01/25/2021 - 05/12/2021	Mo	1:00PM - 6:00PM	REM	Rice, Craig

Bachelor of Science: Entrepreneurial Studies

ADV 3020 - Integrated Advertising - 3 Credit(s)

This course explores the seamless integration of several media in a single campaign. Media covered include television, print, PR, radio, and a variety of digital platforms. Students learn how communication vehicles such as packaging, product design, store design, advertising, promotions, PR, and corporate communications work together in a campaign, over time, to shape a brand. Guest speakers showcase histories of integrated advertising and brand management. Students work together in creative teams and client teams to develop, create, and execute an integrated campaign. Prerequisites: Foundation: 2D, Introduction to Advertising (Introduction to Advertising may be taken concurrently)

ADV 3020 01	01/25/2021 - 05/12/2021	We	1:00PM - 6:00PM	REM	Rice, Nancy
-------------	-------------------------	----	-----------------	-----	-------------

ES 1501 - Creative and Critical Thinking - 3 Credit(s)

This course is designed to help students enhance their creativity as they apply it to their own areas of visual communication and/or entrepreneurial studies. Various problem-solving techniques are examined. Topics explored include creativity (what it is, what enhances it, what can inhibit it), how to confront the creative void and take the next step, creativity and time, creatively working with others, and contrasts and complementary aspects of the creative vs. critical mind (how they can be made to work together).

ES 1501 01	01/25/2021 - 05/12/2021	Tu	9:30AM - 12:00PM	REM	Allan, Abigail
------------	-------------------------	----	------------------	-----	----------------

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

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

ES 3235 01	01/25/2021 - 05/12/2021	We	9:30AM - 12:00PM	REM	Payne, Elliott
------------	-------------------------	----	------------------	-----	----------------

ES 3414 - Infographics: Visualizing Data - 3 Credit(s)

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

ES 3414 01	01/25/2021 - 05/12/2021	Tu	1:00PM - 6:00PM	REM	Birt, Arlene
------------	-------------------------	----	-----------------	-----	--------------

Bachelor of Science: Entrepreneurial Studies

ES 3430 - Human Factors - 3 Credit(s)

Human behavior is at the center of all art, design, and business. This interdisciplinary course combines physical, psychological, social, and cultural aspects of the human animal. Students in this course apply this information to find new ways of expression in their personal work. Throughout the second half of the semester, students test this new knowledge by collaborating with clients on real projects, ranging from product design, to communications, to community and environmental wellness. Prerequisite: Sophomore standing

ES 3430 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM REM Birt, Arlene

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 01/25/2021 - 05/12/2021 Mo 6:30PM - 9:00PM REM RuKim, Jasmine

ES 4000 - ES Professional Practice - 3 Credit(s)

This course assists juniors and seniors in preparing for and finding their careers. Students explore techniques to land their dream job, develop creative resumes, create and update professional portfolios, and gain experience networking in order to broaden connections from which to get a job. Students explore processes around personal branding, social media best practices, marketing their unique skills, and talking about what they do. This course is for students who are concentrating on finding a job with an organization as well as those who are creating their own job in the creative economy. Prerequisite: BS junior or senior status or faculty permission

ES 4000 01 01/25/2021 - 05/12/2021 Fr 9:30AM - 12:00PM REM Birt, Arlene

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

Internships provide an opportunity for students to gain practical experience in a particular career area and valuable on-the-job skills. Internships may be arranged by the Director of Career Services or initiated by students. All internships must be pre-approved through the Career Services Office. For an internship to be approved, a mentor relationship and learning experience should exist beyond a simple employment opportunity. Three-credit internships require working 120 hours at the internship site and keeping a journal of hours and activities. Prerequisite: Professional Practice

ES 4010 91 01/25/2021 - 05/12/2021 Wencl, Samantha

ES 5100 - Senior Project: Entrepreneurial - 3 Credit(s)

This course assists juniors and seniors in preparing for a career now, after graduation, and five years into the future. Students explore finding their dream internship or dream job; develop personal branding and marketing; explore options to study or work abroad; develop creative resumes; assemble a professional portfolio; and create and update professional websites and social media platforms. Student research, content, and presentations are reviewed by alumni and outside professionals in related areas of interest. Prerequisite: BS junior or senior status or approval of instructor.

ES 5100 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM REM Rueff, Stephen

BFA Studio: Product Design

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

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

PD 2000 01 01/25/2021 - 05/12/2021 Mo 1:00PM - 6:00PM 105 REM Ruegg, Gabriel

BFA Studio: Product Design

PD 2300 - Design Drawing - 3 Credit(s)

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

PD 2300 01 01/25/2021 - 05/12/2021 We 1:00PM - 6:00PM 105 REM Rosenberg, Jessica

PD 3320 - Design for Viability: Design for - 3 Credit(s)

How are today's environmental, social, and economic demands conditioning and shaping today's product design mindset? With a component of readings/discussions and a small component of prototyping different ideas into 3D sketches, students will generate their own questions and individual perspectives on materiality in the context of socially responsible product design. The course will have an emphasis on ecological sustainability, and will provide an overview of various sustainability frameworks in the context of product design. Systems thinking and product life cycles are presented as the basis for product, industry, and social innovation. Students explore big-picture philosophical questions and ethical concerns through specific designed objects. Prerequisites: How It's Made (PD3340), Digital Visualization (PD2600, or equivalent); or instructor permission

PD 3320 01 01/25/2021 - 05/12/2021 We 9:30AM - 12:00PM REM Akers, Theresa

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

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

PD 3600 01 01/25/2021 - 05/12/2021 Th 1:00PM - 6:00PM 105 REM Ruegg, Gabriel

PD 3700 - Product Design Client Studio - 3 Credit(s)

Students work with external clients to develop and respond to a project brief describing a complex challenge that is strongly conditioned by its context (commercial, social, civic, environmental, etc.). The main premise is to have an overview of the complexity of operating in broad contexts of systems and flows that condition how to bring impactful products to mass markets. In developing a working understanding of the role of the product designer in systems-driven, market ecosystems, students are encouraged to think critically about the role of the designer in the multi-disciplinary contexts in which products are developed. Students will continue to learn and integrate new sketching, model-making, and prototyping materials and techniques. Prerequisite: Any Product Design studio or equivalent; or instructor permission

PD 3700 01 01/25/2021 - 05/12/2021 Tu 1:00PM - 6:00PM 230 REM Ruegg, Gabriel

Master of Fine Arts: Visual Studies

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

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

GRLA 7012 01 01/25/2021 - 05/12/2021 We 9:00AM - 12:00PM MFA14 REMCaruso, Jennifer

GRLA 7012 02 01/25/2021 - 05/12/2021 Th 9:00AM - 12:00PM MFA14 REMShahghasemi, Aida

Master of Fine Arts: Visual Studies

GRLA 7014 - Thesis Preparation II - 3 Credit(s)

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

GRLA 7014 01 01/25/2021 - 05/12/2021 Mo 2:30PM - 5:30PM MFA14 REMReyes, Gonzalo

GRLA 7021 - Professional Practices - 3 Credit(s)

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

GRLA 7021 01 01/25/2021 - 05/12/2021 Tu 9:00AM - 12:00PM MFA14 REMReyes, Gonzalo

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

This course introduces graduate students to general teaching pedagogy, course planning resources, as well as classroom and course management. It exposes students to teaching and learning theories as they develop skills in the higher education classroom. Students in this course will be assigned a teaching assistantship position concurrently with this course. The cohort will reflect together on their weekly experiences in varied classrooms. The course will also introduce professional documents and strategies for teaching job applications and interviews.

GRLA 7022 01 01/25/2021 - 05/12/2021 Mo 10:00AM - 12:00PM MFA14 REMDrum, Preston

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

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

GRST 7003 01 01/25/2021 - 05/12/2021 Mo 6:30PM - 9:30PM MFA14 REMGarcia, Eric

GRST 7003 02 01/25/2021 - 05/12/2021 Tu 6:30PM - 9:30PM MFA14 REMDeleon, Genevieve

GRST 7018 - Graduate Thesis Exhibition - 3 Credit(s)

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

GRST 7018 01 01/25/2021 - 05/12/2021 REM Mueller, Ellen

GRST GM99 - Mentorship Credits - 8 Credit(s)

Mentorship is regarded as the core of the MCAD graduate curriculum. Each semester the student and mentor determine its content, which is summarized in a Learning Contract in context with the student Long-Range Learning Plan. Students work one-on-one with their mentor in the advancement of studio work, studio research, and professional practice. Mentor Credits coursework is structured to facilitate discussions and assess goals on a weekly basis. Credits may also include attending visiting-artist/designer lectures, exhibitions and workshops, audited courses, seminars, and internship and externship opportunities.

GRST GM99 0Y01/25/2021 - 05/12/2021 Banning, Michael

GRST GM99 1801/25/2021 - 05/12/2021 Lunning, Nancy

GRST GM99 3601/25/2021 - 05/12/2021 Turczan, Katherine

GRST GM99 4201/25/2021 - 05/12/2021 O'Brien, James

Master of Fine Arts: Visual Studies

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 4E01/25/2021 - 05/12/2021	Peltier, Ryan
GRST GM99 4C01/25/2021 - 05/12/2021	O'Brien, Kelly
GRST GM99 4C01/25/2021 - 05/12/2021	DeYoe, Aaron
GRST GM99 4U01/25/2021 - 05/12/2021	Monick-Isenberg, Lynda
GRST GM99 5T01/25/2021 - 05/12/2021	Mueller, Ellen
GRST GM99 6F01/25/2021 - 05/12/2021	Nelson, Kelli
GRST GM99 6C01/25/2021 - 05/12/2021	Koehler, Dana
GRST GM99 6H01/25/2021 - 05/12/2021	Kevorkian, Ellina
GRST GM99 6C01/25/2021 - 05/12/2021	Drum, Preston
GRST GM99 6P01/25/2021 - 05/12/2021	Labovitz, Anne
GRST GM99 6C01/25/2021 - 05/12/2021	Dargan, Adam
GRST GM99 6R01/25/2021 - 05/12/2021	Borman, Melissa
GRST GM99 6S01/25/2021 - 05/12/2021	Kalda, Sam
GRST GM99 6T01/25/2021 - 05/12/2021	Gullixson, Austin

Master of Arts: Sustainable Design

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

In this foundational course students are introduced to hands-on and holistic approaches to sustainability. This course covers current sustainability frameworks, principles, and materials assessments, as well as the history and logic behind them, providing students with useful research tools to apply to the ever-changing demands of sustainable design, business, development, and policy-making.

SD 6500 20	01/19/2021 - 05/11/2021	OL	Garcia, Deann
SD 6500 21	01/19/2021 - 05/12/2021	OL	Garcia, Deann

SD 6600 - Innovation Tools and Techniques - 3 Credit(s)

Innovation is applied creativity. Designers need to know personal practice, innovation techniques, and how to implement their ideas. This course teaches all three techniques through a combination of reflection, focused exercise, and the creation of plans. Each week, students learn one technique for idea generation along with one technique for sustainable innovation. Students reflect on their personal practices (e.g., how they reflect sustainability, what their best practices are, and how they can improve) and engage in ongoing dialog with fellow students to learn and critique their practices. The course projects stress multiple approaches to design situations, focusing on the design customer and implementation of ideas.

SD 6600 20	01/19/2021 - 05/11/2021	OL	McNamara, Curtis
------------	-------------------------	----	------------------

SD 6750 - Creative Leadership - 3 Credit(s)

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

SD 6750 20	01/19/2021 - 05/11/2021	OL	Keene, Dawn
SD 6750 21	01/19/2021 - 05/12/2021	OL	Bauman, Trisha

Master of Arts: Sustainable Design

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

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

SD 7010 20 01/19/2021 - 05/11/2021 OL DeLuca, Denise

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

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

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

SD 7021 20 01/19/2021 - 05/11/2021 OL DeLuca, Denise

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

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

SD 7022 20 01/19/2021 - 05/11/2021 OL DeLuca, Denise

Master of Arts: Graphic and Web Design

GWD 6420 - Typography - 3 Credit(s)

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

GWD 6420 20 01/19/2021 - 05/11/2021 Mo 7:00PM - 8:30PM OL Miller, Heidi

GWD 6420 21 01/19/2021 - 05/12/2021 Mo 7:00PM - 8:30PM OL Miller, Heidi

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

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

GWD 6460 20 01/19/2021 - 05/11/2021 Tu 7:00PM - 8:30PM OL Luken, Matthew

Master of Arts: Graphic and Web Design

GWD 6610 - Web Development - 3 Credit(s)

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

GWD 6610 20 01/19/2021 - 05/11/2021

OL

O'Brien, James

GWD 6620 - Programming for Web - 3 Credit(s)

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

GWD 6620 20 01/19/2021 - 05/11/2021

OL

Korth, Kenneth

GWD 7630 - Experimental Interaction - 3 Credit(s)

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

GWD 7630 20 01/19/2021 - 05/11/2021 Th

7:00PM - 8:30PM OL

Cecconi, Calee