

Mission Statement

The mission of the Art Department is to provide a dynamic curriculum, balancing specific skills and techniques of art production with the ability to critique, to analyze, and to interpret visual art from diverse cultures and historic periods. Students may earn a BA in Art with a concentration in **Studio Art, Art History, or Teaching Art K-12, or a BFA in Electronic Design and Multimedia**. All students are required to take both studio- and history-based courses. Graduates are prepared to pursue graduate programs leading to an **MFA in Studio Art** or an **MA in Art History or Art Education** or to begin a career in any number of art-related fields.

Learning Outcomes

All students graduating with an undergraduate degree in Art will be able to:

- demonstrate the ability to express themselves visually in a variety of art techniques, materials, and media;
- use art terminology appropriately;
- analyze artworks from the past and present in terms of style, form, and historical context;
- identify historical and current issues, themes, and concerns of the visual arts;
- relate historical and current issues, themes, and concerns of the visual arts to contemporary society.

In addition to the above, common departmental goals, Studio graduates will have:

- articulate the conceptual basis of their work in oral and written form;
- demonstrate the ability to critique the work of others in oral and written form;
- produce artwork using the latest visual arts materials and technologies;

- develop approaches to creative expression that include risk taking, originality, and problem solving;
- develop an advanced level of personal creative expression in at least one medium or a combination of media;
- demonstrate the ability to prepare and organize art works for an exhibition or portfolio review with attention to creativity, skill, and quality;
- understand and use safe and hazard-free materials, tools, and equipment.

In addition to the above, common departmental goals, students graduating with a BA in Art with a concentration in Art History will be able to:

- use a variety of art-historical methodologies and theories appropriately;
- identify and discuss key artworks from distinct periods/cultures in art history in terms of style, form, and historical context;
- demonstrate an ability to undertake art-historical research and writing on a variety of topics, cultures, and historical periods;
- discuss works of art appropriately in their aesthetic, biographical, historical, political, social, psychological, and philosophical contexts;
- demonstrate an ability to discuss and analyze critically a variety of texts, including primary source material, secondary art-historical literature, and peer-reviewed articles;

In addition to the above, common departmental goals, students graduating with a BFA in Electronic Design and Multimedia will be able to:

- be conversant with the history of art and design and the impact of technology and new media theory on the practice of art;
- develop an appropriate vocabulary for the critique of art and new media design and use this terminology in oral and written project briefs;
- develop superior skills in design, imaging, and typography, as well as their applications to creative projects in print- and screen-based art and design;
- analyze problems, developing alternate conceptual approaches and employ project planning, workflow, and production skills to creative projects;

- be fluent in the range of digital tools used by artists in a design or new media context;
- prepare a portfolio and appropriate self-promotion materials for gaining employment or admission to graduate school.

In addition to the above, common departmental goals, students graduating with a BA in Art Education will be able to:

- understand the cultural, political, social context/purposes of art education in our society;
- analyze contemporary and historical trends in art education as they relate to educational theory;
- articulate the connections between theory and practice in art education;
- reflect on the role of power, privilege, and identity as they pertain to the responsibilities of educators;
- write critically about their own experiences in arts education and about current issues in the field of arts education;
- develop the necessary dispositions to be a reflective practitioner (e.g., responsiveness, improvisation, leadership, problem solving, reflection, etc.);
- create and practice teaching scaffolded, authentic, idea-centered, developmentally appropriate, inquiry-based, and social justice-oriented curricula for teaching art in multiple settings;
- Understand the differences among the multiple arts education settings (e.g., museums, schools, after-school programs, community centers, etc.);
- employ effective assessment tools for evaluating learning in the arts;
- integrate their own art-making with their own teaching practice.

Learning Outcome Grid

(Outcomes are numbered from 1 to 5 as listed below)

1. demonstrate the ability to express themselves visually in a variety of art techniques, materials, and media;
2. use art terminology appropriately;
3. analyze artworks from the past and present in terms of style, form, and historical context;
4. identify historical and current issues, themes, and concerns of the visual arts;
5. relate historical and current issues, themes, and concerns of the visual arts to contemporary society.

Introductory Courses

Courses	Learning Outcomes									
All Art Graduates Will:	1	2	3	4	5					
10000 Intro Visual Arts		X	X	X	X					
10100 2-D Design	X	X	X	X	X					
10200 Intro Drawing	X	X	X	X	X					
10300 Intro Printmaking	X	X	X	X	X					
10400 Intro Photography	X	X	X	X	X					
10500 Intro Painting	X	X	X	X	X					
10600 Intro Sculpture	X	X	X	X	X					
10700 Intro Ceramic Design	X	X	X	X	X					
10800 Intro Wood Design	X	X	X	X	X					
10900 3-D Design	X	X	X	X	X					
21000 Writing About Art		X	X							
21510 Art and Protest	X			X	X					

Last revised, Spring 2012

Learning Outcome Grid (Studio)

(Outcomes are numbered from 1 to 7 as listed below)

1. articulate the conceptual basis of their work in oral and written form;
2. demonstrate the ability to critique the work of others in oral and written form;
3. produce artwork using the latest visual arts materials and technologies;
4. develop approaches to creative expression that include risk taking, originality, and problem solving;
5. develop an advanced level of personal creative expression in at least one medium or a combination of media;
6. demonstrate the ability to prepare and organize art works for an exhibition or portfolio review with attention to creativity, skill, and quality;
7. understand and use safe and hazard-free materials, tools, and equipment.

Courses		Learning Outcomes										
Studio Graduates Will:		1	2	3	4	5	6	7				
Additional Elective Courses	10710 Architectural Ceramics	X	X	X	X	X	X	X				
	21510 Art and Protest	X	X	X	X	X	X					
	22000 Intermediate Drawing	X	X	X	X	X	X	X				
	23000 Projects in Printmaking	X	X	X	X	X	X	X				
	24000 Photography II	X	X	X	X	X	X	X				
	24010 Color Photography	X	X	X	X	X	X	X				
Introductory and Elective Courses	24020 Photojournalism	X	X	X	X	X	X	X				
	24030 Documentary Photography	X	X	X	X	X	X	X				
	24050 Genres in Photography	X	X	X	X	X	X	X				
	25000 Projects in Painting	X	X	X	X	X	X	X				
	26000 Projects in Sculpture	X	X	X	X	X	X	X				
	27000 Projects in Ceramic Design	X	X	X	X	X	X	X				
	28000 Projects in Wood Design	X	X	X	X	X	X	X				
	29500 Typography I	X	X	X	X		X	X				

Last revised, Spring 2012

Learning Outcome Grid (Studio)

Introductory and Elective Courses

Courses	Learning Outcomes											
	1	2	3	4	5	6	7					
Studio Graduates Will:												
29510 Graphic Design Concepts	X	X	X	X		X	X					
29520 Illustration	X	X	X	X		X	X					
29526 2D Imaging	X	X	X	X	X	X	X					
29530 Digital Photography I	X	X	X	X	X	X	X					
31501-31510 Selected Topics in Studio Art	X	X	X	X	X	X	X					
31591-31593 Honors I-III in Studio Art	X	X	X	X	X	X	X					
32000 Figure Drawing	X	X	X	X	X	X	X					
32099 Independent Study: Drawing	X	X	X	X	X	X	X					
33099 Independent Study: Printmaking	X	X	X	X	X	X	X					
34000 Photo Portfolio and Projects	X	X	X	X	X	X	X					
34040 Alternative Processes in Photography	X	X	X	X	X	X	X					
34060 Studio Photography and Lighting	X	X	X	X	X	X	X					
34070 Large Format Photography	X	X	X	X	X	X	X					
34099 Independent Study: Photography	X	X	X	X	X	X	X					
35000 Watercolor	X	X	X	X	X	X	X					
35099 Independent Study: Painting	X	X	X	X	X	X	X					
36099 Independent Study: Sculpture	X	X	X	X	X	X	X					
37000 Clay and Glazes	X	X	X	X	X	X	X					

Learning Outcome Grid (Studio)

Introductory and Elective Courses

Courses	Learning Outcomes											
	1	2	3	4	5	6	7					
Studio Graduates Will:												
37099 Independent Study: Ceramic Design	X	X	X	X	X	X	X					
39500 Typography II	X	X	X	X	X	X	X					
39510 Electronic Design I	X	X	X	X	X	X	X					
39512 Print Production	X	X	X	X	X	X	X					
39530 Digital Photography II	X	X	X	X	X	X	X					
39540 Design for the World Wide Web I	X	X	X	X	X	X	X					
39542 Web Animation	X	X	X	X	X	X	X					
39550 Multimedia Design I	X	X	X	X	X	X	X					
39560 Digital Video	X	X	X	X	X	X	X					
39570 3D Computer Imaging and Animation I	X	X	X	X	X	X	X					
39590 Critical Issues in Design, Technology, and New Media	X	X	X	X	X	X	X					
39599 Independent Study: EDM	X	X	X	X	X	X	X					
49510 Electronic Design II	X	X	X	X	X	X	X					
49518 Design & Publishing Projects	X	X	X	X	X	X	X					
49540 Design for the World Wide Web II	X	X	X	X	X	X	X					
49550 Multimedia Design II	X	X	X	X	X	X	X					

Learning Outcome Grid (Studio)

Introductory and Elective Courses

Courses	Learning Outcomes										
Studio Graduates Will:	1	2	3	4	5	6	7				
49558 Multimedia Projects	X	X	X	X	X	X	X				
49570 3D Computer Imaging and Animation II	X	X	X	X	X	X	X				
49590 Electronic Design Portfolio	X	X	X	X	X	X	X				

Learning Outcome Grid (Art History)

(Outcomes are numbered from 1 to 5 as listed below)

1. use a variety of art-historical methodologies and theories appropriately;
2. identify and discuss key artworks from distinct periods/cultures in art history in terms of style, form, and historical context.
3. demonstrate an ability to undertake art-historical research and writing on a variety of topics, cultures, and historical periods.
4. discuss works of art appropriately in their aesthetic, biographical, historical, political, social, psychological, and philosophical contexts.
5. demonstrate an ability to discuss and analyze critically a variety of texts, including primary source material, secondary art-historical literature, and peer-reviewed articles.

Courses		Learning Outcomes										
Art History Graduates Will:		1	2	3	4	5						
Introductory and Elective Courses	10000 Intro Visual Arts	X	X	X	X							
	21012 Egyptian Art	X	X	X	X	X						
	21014 Greek and Roman Art	X	X	X	X	X						
	21022 Romanesque and Gothic Art	X	X	X	X	X						
	21024 Italian Renaissance Art	X	X	X	X	X						
	21025 Northern Renaissance	X	X	X	X	X						
	21026 Baroque and Rococo Art	X	X	X	X	X						
Additional Elective Courses	21030 Nineteenth Century Art in Europe	X	X	X	X	X						
	21036 Early Modern Art in Europe and the US	X	X	X	X	X						
	21043 Ancient Art of Meso-America, the Andes, and the Caribbean	X	X	X	X	X						
	21044 North American Indian Art	X	X	X	X	X						

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Learning Outcome Grid (Art History)

Courses		Learning Outcomes									
Art History Graduates Will:	1	2	3	4	5						
31034 History of Photography	X	X	X	X	X						
31038 Art Since 1980	X	X	X	X	X						
31094-31096 Honors I-III in Art History	X	X	X	X	X						
31098 Internship in Art History	X	X	X	X	X						
31099 Independent Study in Art History	X	X	X	X	X						

Additional Elective Courses

Learning Outcome Grid (BFA in EDM)

(Outcomes are numbered from 1 to 6 as listed below)

1. be conversant with the history of art and design and the impact of technology and new media theory on the practice of art;
2. develop an appropriate vocabulary for the critique of art and new media design and use this terminology in oral and written project briefs;
3. develop superior skills in design, imaging, and typography, as well as their applications to creative projects in print- and screen-based art and design;
4. analyze problems, developing alternate conceptual approaches and employ project planning, workflow, and production skills to creative project;
5. be fluent in the range of digital tools used by artists in a design or new media context;
6. prepare a portfolio and appropriate self-promotion materials for gaining employment or admission to graduate school.

Elective Courses

Courses	Learning Outcomes									
	1	2	3	4	5	6				
EDM Graduates Will:										
29500 Typography I		X	X	X		X				
29510 Graphic Design Concepts		X	X	X		X				
29520 Illustration		X	X	X		X				
29526 2D Imaging		X	X	X	X	X				
29530 Digital Photography I	X	X	X	X	X	X				
39500 Typography II	X	X	X	X	X	X				
39510 Electronic Design I	X	X	X	X	X	X				
39512 Print Production	X	X	X	X	X	X				
39530 Digital Photography	X	X	X	X	X	X				
39530 Digital Photography II	X	X	X	X	X	X				
39540 Design for the World Wide Web I	X	X	X	X	X	X				

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Learning Outcome Grid (BFA in EDM)

Elective Courses

Courses	Learning Outcomes									
	1	2	3	4	5	6				
EDM Graduates Will:										
39542 Web Animation	X	X	X	X	X	X				
39550 Multimedia Design I	X	X	X	X	X					
39560 Digital Video	X	X	X	X	X					
39570 3D Computer Imaging and Animation I	X	X	X	X	X					
39590 Critical Issues in Design, Tech. and New Media	X	X	X	X	X					
39599 Independent Study: EDM	X	X	X	X	X					
49510 Electronic Design II	X	X	X	X	X					
49518 Design & Publishing Projects	X	X	X	X	X					
49540 Design for the World Wide Web II	X	X	X	X	X					
49550 Multimedia Design II	X	X	X	X	X					
49558 Multimedia Projects	X	X	X	X	X					
49570 3D Computer Imaging and Animation II	X	X	X	X	X					
49590 Electronic Design Portfolio	X	X	X	X	X					
49598 EDM Senior Thesis	X	X	X	X	X					
21067 History of Design	X	X								
21068 History of Graphic Design	X	X								

Learning Outcome Grid (Art Education)

(Outcomes are numbered from 1 to 6 as listed below)

1. Satisfy requirements for NY State Initial Certification to teach art at the elementary and secondary levels
2. Acquire skills to be a competent, confident, and caring Art Educator
3. Develop various strategies and suitable projects for teaching art at the elementary and secondary levels
4. Understand how to develop an Art curriculum for elementary and secondary students.
5. Understand how to manage an elementary-level classroom
6. Understand how to manage a secondary-level classroom

Introductory Courses

Courses	Learning Outcomes										
	1	2	3	4	5	6					
Art Education Graduates Will:											
10000 Intro Visual Arts											
10100 2-D Design	X	X	X	X	X	X					
10200 Intro Drawing	X	X	X	X	X	X					
10300 Intro Printmaking	X	X	X	X	X	X					
10400 Intro Photography	X	X	X	X	X	X					
10500 Intro Painting	X	X	X	X	X	X					
10600 Intro Sculpture	X	X	X	X	X	X					
10700 Intro Ceramic Design	X	X	X	X	X	X					
10800 Intro Wood Design	X	X	X	X	X	X					
10900 3-D Design	X	X	X	X	X	X					
15500 Art in Elementary Education	X	X	X	X	X						
21062 Art History I	X	X									
21064 Art History II	X	X									
25500 Art in Secondary Education	X	X	X	X	X	X					