

MARYLAND HIGHER EDUCATION COMMISSION
ACADEMIC PROGRAM PROPOSAL

PROPOSAL FOR:

- NEW INSTRUCTIONAL PROGRAM**
 SUBSTANTIAL EXPANSION/MAJOR MODIFICATION
 COOPERATIVE DEGREE PROGRAM
 WITHIN EXISTING RESOURCES or **REQUIRING NEW RESOURCES**

(For each proposed program, attach a separate cover page. For example, two cover pages would accompany a proposal for a degree program and a certificate program.)

Harford Community College

Institution Submitting Proposal

Fall 2017

Projected Implementation Date

Associates of Fine Arts
Award to be Offered

ART + Design (Four Concentrations within the program)
Title of Proposed Program

491002
Suggested HEGIS Code

500401
Suggested CIP Code.

Visual, Performing, and Applied Arts
Department of Proposed Program

Paul Labe
Name of Department Head

David Mack
Contact Name

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443-412-2158
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Wanda Phillips
Signature and Date

President/Chief Executive Approval

12/22/16
Date

Date Endorsed/Approved by Governing Board

NEW DEGREE PROGRAM

Associate of Fine Arts Degree in Art + Design

Rationale and Need for the Program

A. Centrality to institutional mission statement and planning priorities:

- 1. Provide a description of the program, including each area of concentration (if applicable), and how it relates to the institution's approved mission.*

The mission of Harford Community College states, "As an open-access institution, the College promotes graduation, transfer, individual goal attainment, and career and workforce development." Developing an Associate of Fine Arts degree (A.F.A.) to run alongside the current Associate of Arts degree in Art + Design gives students an ability to pick the appropriate Art + Design degree for their professional goals. With the A.F.A. degree, those who are wishing to transfer to Bachelor of Fine Arts degree (B.F.A.) programs will have more incentive to complete the program of study and graduate from Harford Community College before transferring to the four-year institution of their choice.

The Art + Design program offers students an A.F.A. degree and preparation to transfer to B.F.A. Art + Design programs. The A.F.A. degree is a pre-professional degree. In comparison with an A.A. in Art + Design, there is a higher concentration of studio classes and fewer general education courses. Students wishing to pursue a B.F.A. at their transfer institution should choose this degree. The A.F.A. is also the best choice for students who plan to pursue a Master of Fine Arts degree (M.F.A.) and careers such as an exhibiting artist or a professional illustrator.

This program challenges students with an intensive, hands-on, studio-based curriculum that emphasizes art-making skills and critical thinking. Classes are taught by professional, exhibiting artists who have expertise in their disciplines.

The Fine Art concentration gives students the opportunity to study a variety of traditional art-making disciplines while building a strong artistic foundation. Students are taught fundamental art techniques and principles, and are encouraged to realize their individual artistic visions. Students may choose to focus on two-dimensional or three-dimensional work and may include electives in other disciplines such as photography and digital arts. The wide variety of experiences in the Fine Art A.F.A. concentration prepares students to focus in any studio discipline of their choice in their B.F.A. program.

The Digital Arts concentration focuses on the creation of artwork using digital and interactive media. Students investigate a broad range of disciplines including video, web, sound, animation, 3-D modeling, motion graphics, and digital photography within the context of the fine arts. This interdisciplinary approach exposes students to evolving technologies and practices of using the computer as a rich and unique resource for image making, print and web design, time-based art, and portfolio production. Graduates are prepared for further study in film and animation, the

gaming industry, commercial art and photography, motion graphics, new media, and interdisciplinary arts.

The Graphic Design concentration focuses on the design process by investigating the methods of researching, creating, and presenting visual communication. By embracing the elements of design and complex relationships of forms in our visual culture, students learn critical thinking strategies for conceptualizing and problem solving and work towards establishing design literacy in their practice. Through the study of images and symbols, typography, and layout, students create sophisticated advertising, identity, and branding projects for print and screen media culminating in the production of a professional portfolio. Students develop production skills in the studio as they relate and are integrated to the creative processes of design. Graduates are prepared for further study as art/creative directors, graphic and web designers, print production artists, industrial designers, public relations and marketing consultants.

The Photography concentration is designed to train students in a broad range of photographic applications, including traditional black and white and color photography, digital photography, and studio lighting, with an emphasis on technical fundamentals and the development of a personal artistic vision. This concentration prepares students for continued study in B.F.A. programs at four-year institutions, or for a career in various commercial fields of photography.

2. Explain how the proposed program supports the institution's strategic goals and provide evidence that affirms it is an institutional priority.

As shown below, the Art + Design Program faculty regularly address the 2013-17 Strategic Plan Goals and Strategies.

HCC Strategic Plan Goal 1

Recognizing the need for more students to achieve their goals, the College will pursue excellence in teaching, learning and assessment.

Strategies

- 1. Eradicate attainment gaps based on income, race, gender and ethnicity.*
- 2. Develop new programs and enhance existing programs to reduce time to degree, increase student success, and promote goal completion.*
- 3. Assess, improve, and advance educational program design, content, and delivery.*
- 4. Strengthen the College's partnership with local schools to increase the readiness of high school graduates for college.*

Art + Design programs and activities that address this goal and related strategies include:

- Honors classes in Art History
- Hands-on, experiential learning in studio classes
- Participatory critiques in studio classes
- Guest lecturers
- Student field trips

- Regular course outcome assessment
- Regular program goal assessment
- Periodic Program Reviews
- Creative freedom is encouraged in course work.
- SAGA student club
- Student exhibitions
- Field trips and guest artists broaden the students' perspectives.
- Students regularly exhibit in community businesses.
- Faculty members have successful professional relationships with faculty at other institutions throughout the state.
- Art + Design faculty members work collaboratively within the VPAA Division and with the campus community as a whole. The faculty is fully involved in governance work as standing and ad-hoc committee chairs and active members.
- The new VPAA scholarship brochure collects scholarship information in one place for ease of student use.

The Art + Design Associate of Fine Arts is a new program designed specifically to increase student success and promote goal completion. The degree is both designed to attract new students and to serve the same community which would currently only be served by the Art + Design A.A. degree. The existing A.A. degree is an excellent liberal arts degree for students wishing to pursue a B.A. in art and design or a related field. The proposed A.F.A is designed to transfer smoothly into a professional B.F.A. degree program. Because the proposed degree is almost entirely made of existing courses in the A.A. degree, it will be possible to run both degrees simultaneously with no great expense, therefore increasing the options for students, and in turn, giving students more incentive to complete the program of their choice before transfer.

In addition, periodic program reviews are a major component of assessment at Harford Community College. Following up on program review recommendations is crucial in order to close the assessment loop. One of the recommendations of the last Program Review reads as follows:

Develop an Associate of Fine Arts (AFA) degree for each Art + Design track, in addition to the current AA degree.

Currently, students transferring to Bachelor of Fine Arts programs may need to take more than two years at their transfer institution, as B.F.A. students need more art and design classes and fewer general education classes. By creating an A.F.A. degree, we could meet these students' needs and create a benefit for them to stay at HCC for the full degree.

HCC Strategic Plan Goal 2

Acknowledging that HCC plays an important role in the region, the College will expand programming, events, and facilities that engage and enhance the community.

Strategies

1. Provide educational programs and workforce development training to meet the needs and

interests of the community.

2. Use facilities and events, with particular attention to the APG Federal Credit Union Arena, to provide mutual benefit for the community and the College.

Art + Design programs and activities that address this goal and related strategies:

- Student exhibitions on campus and throughout the greater community
- Art + Design faculty curate exhibitions for the Chesapeake Gallery, the only non-profit, publicly-run contemporary art gallery in Harford County.
- The Art + Design program maintains an extensive number of campus and community partnerships.

It is also important to note that there is a strong interest in the arts in Harford County. Both Havre de Grace and Bel Air have designated "Arts & Entertainment Districts." These districts provide incentives for working artists and other arts-based businesses. Providing an A.F.A. degree alongside our current A.A. degree in Art + Design would greatly strengthen the College's educational offerings in Art + Design.

HCC Strategic Plan Goal 3

Understanding that the environment and the demands on higher education are changing rapidly, the College will develop resources and infrastructure required to meet future challenges.

Strategies

1. Develop sufficient fiscal resources to carry out its mission, including the resources required to implement the Facilities Master Plan. Are there any partnerships that assist in providing resources for the program?

2. Recruit and retain highly qualified, diverse employees.

3. Identify and invest in technology that will increasingly support student success and employee productivity.

Art + Design programs and activities that address this goal and related strategies include:

- Periodic Program Reviews
- Faculty welcomes cultural, ethnic, social and experiential diversity in classes
- Culturally and ethnically diverse models in drawing and painting classes (paid employees of HCC)
- Art + Design program faculty coordinate fundraising activities to support grant and scholarship opportunities for students
- Each full-time Art + Design studio faculty possesses a terminal degree in his or her discipline and were selected through nation-wide searches. Our Art Historian is ABD and was hired through a nation-wide search. The stability and lack of turnover in the faculty is note-worthy.
- Each adjunct faculty has an appropriate degree or equivalent years of professional experience. Many of our adjunct studio faculty members have been teaching at HCC for at least five, and some for more than twenty.

- Studio aides in the Art + Design program have degrees in the disciplines in which the work (two have M.F.A.s, one has a B.A. and two have A.A.s plus course work). Their skills and experience are unmatched. The combined years of service from our five studio aides is 65 years, with the most senior aides being with the division for 26 and 25 years, respectively.
- Faculty has regularly and consistently recommended facilities improvements to support the growth and development of the program.

B. Adequacy of curriculum design and delivery to related learning outcomes consistent with Regulation .10 of this chapter:

1. *Provide a list of courses with title, semester credit hours and course descriptions, along with a description of program requirements.*

ASSOCIATE OF FINE ARTS DEGREE

ART + DESIGN

Photography Concentration

Award: Associate of Fine Arts Degree

No. of credits required: 60

For more information: Contact Prof. Jeff Rollinger, 443-412-2350, jrollinger@harford.edu; or Advising, Career, and Transfer Services, 443-412-2301.

PROGRAM DESCRIPTION

The Art + Design program offers students an Associate of Fine Arts (A.F.A) degree and preparation to transfer to B.F.A. Art + Design programs. The A.F.A degree is a pre-professional degree. In comparison with an A.A. in Art + Design, there is a higher concentration of studio classes and fewer general education courses. Students wishing to pursue a Bachelor of Fine Arts (B.F.A.) at their transfer institution should choose this degree. The A.F.A. is also the best choice for students who plan on pursuing their M.F.A. and a career as an exhibiting artist.

This program challenges students with an intensive, hands-on, studio-based curriculum that emphasizes art-making skills and critical thinking. Classes are taught by professional, exhibiting artists who have expertise in their disciplines.

The Photography Concentration is designed to train students in a broad range of photographic applications, including traditional black and white and color photography, digital photography, and studio lighting, with an emphasis on technical fundamentals and the development of a personal artistic vision. This concentration prepares students for continued study in B.F.A. programs at four-year institutions, or for a career in various commercial fields of photography.

PROGRAM GOALS

Upon completion of the Associate of Fine Arts in Art & Design degree students will be able to:

1. Create works with proper use of design elements.

DEGREE REQUIREMENTS

Recommended Course Sequence

Credits

First Semester

PHOT 101	Black and White Photography I	3
ART 101	Fundamentals of 2D Design	3
ART 120	Digital Foundations I	3
ENG 101	English Composition [GE]	3
	Behavioral/Social Science Elective [GE]	3

Semester Total 15

Second Semester

Credits

PHOT 131	Digital Photography I	3
PHOT 102	Black and White Photography II	3
ART 111	Drawing I	3
PHOT 209	History of Photography [GH]	3
	Mathematics Elective [GM]*	3

Semester Total 15

Third Semester

Credits

PHOT 206	Studio Lighting	3
ART 201	Survey of Art History I [GH] [D]	3
PHOT 231	Digital Photography II	3
ART 107	Fundamentals of 3D Design	3
PHOT 192 or ART 192	Independent Study***	2
PE Elective		1

Semester Total 15

Fourth Semester

Credits

ART 160	Time Based Media	3
PHOT 105	Photojournalism	3
PHOT 202	Alternative Photographic Processes	3
ART 202	Survey of Art History II [GH] [D]	3
	Biological/Physical Science [GS]**	3

2. Create works with a demonstrated proficiency in the use of a wide variety of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development and increasing sophistication.
6. Successfully transfer to a four-year BFA Program.

TRANSFER INFORMATION

HCC graduates have successfully transferred to art schools and universities, both in and out of Maryland. Students who plan to transfer to a four-year institution should check the requirements of that institution. If they are significantly different from the courses listed, students should consult with an advisor for academic guidance. Some art schools require portfolios for admission and financial aid consideration. HCC faculty are well-versed in these requirements and assist students in portfolio preparation.

EMPLOYMENT INFORMATION

Approximately 588,000 Americans work in the art and design industries. News and commercial photographers are likely to face keen competition. Areas such as internet publications, portrait photography, law enforcement, and scientific and medical research photography may offer the best opportunities.

Note: The following codes identify courses which satisfy the General Education Degree Requirements:

- GB** Behavioral/Social Science+
- GE** English Composition
- GH** Arts/Humanities+
- GI** Interdisciplinary and Emerging Issues
- GL** Biological/Physical Laboratory Science
- GM** Mathematics
- GS** Biological/Physical Science

Semester Total

15

ASTERISKED STATEMENTS

*A four credit course in mathematics (GM) may be substituted.

**A four credit Biological/Physical Science Lab (GL) course may be substituted.

***A three credit course in ART or PHOT may be substituted, and in most cases would be a better option for transfer.

FIELD TRIP STATEMENT

Courses in this discipline may require field trip(s).

ADDITIONAL INFORMATION

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

ASSOCIATE OF FINE ARTS DEGREE

ART + DESIGN

Fine Art Concentration

Award: Associate of Fine Arts Degree

No. of credits required: 60

For more information: Contact Assoc. Prof. Heidi Neff, 443-412-2276, hneff@harford.edu; Prof. James McFarland, 443-412-2247, jmcfarla@harford.edu; or Advising Career and Transfer Services, 443-412-2301.

PROGRAM DESCRIPTION

The Art + Design program offers students an Associate of Fine Arts (A.F.A.) degree and preparation to transfer to B.F.A. Art + Design programs. The A.F.A. degree is a pre-professional degree. In comparison with an A.A. in Art + Design, there is a higher concentration of studio classes and fewer general education courses. Students wishing to pursue a Bachelor of Fine Arts (B.F.A.) at their transfer institution should choose this degree. The A.F.A. is also the best choice for students who plan on pursuing their M.F.A. and a career as an exhibiting artist or a professional illustrator.

This program challenges students with an intensive, hands-on, studio-based curriculum that emphasizes art-making skills and critical thinking. Classes are taught by professional, exhibiting artists who have expertise in their disciplines.

The Fine Art concentration gives students the opportunity to study a variety of traditional art-making disciplines while building a strong artistic foundation. Students are taught fundamental art techniques and principles, and are encouraged to realize their individual artistic visions. Students may choose to focus on two-dimensional or three-dimensional work and may include electives in other disciplines such as photography and digital arts. The wide variety of experiences in the Fine Art A.F.A. concentration prepares students to focus in any studio discipline of their choice in their B.F.A. program.

PROGRAM GOALS

Upon completion of the Associate of Arts in Art + Design degree students will be able to:

1. Create works with proper use of design elements.
2. Create works with a demonstrated proficiency in the use of a wide variety of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development and increasing sophistication.
6. Successfully transfer to a four-year BFA Program.

Advanced Studio Course

Check catalog for prerequisites.

<u>ART 214</u>	<u>Painting II</u>	3
<u>ART 219</u>	<u>Sculpture II</u>	3
<u>ART 220</u>	<u>Ceramics II</u>	3

DEGREE REQUIREMENTS

Recommended Course Sequence

First Semester	Credits
<u>ART 101</u> Fundamentals of 2D Design	3
<u>ART 111</u> Drawing I	3
<u>ART 120</u> Digital Foundations I	3
<u>ENG 101</u> English Composition [GE]	3
Behavioral/Social Science Elective [GB]	3

Semester Total 15

Second Semester

	Credits
<u>ART 107</u> Fundamentals of 3-D Design	3
<u>ART 109</u> Sculpture I	3
<u>ART 113</u> Painting I	3
Mathematics Elective [GM] *	3
Biological/Physical Science Elective [GS]**	3

Semester Total 15

Third Semester

	Credits
<u>ART 115</u> Ceramics I	3
<u>ART 201</u> Survey of Art History I [GH] [D]	3
<u>PHOT 131</u> Digital Imaging I	3
<u>ART 213</u> Drawing II	3
<u>ART 233</u> Portfolio Workshop	3

Semester Total 15

Fourth Semester

	Credits
<u>ART 202</u> Survey of Art History II [GH] [D]	3
Advanced Studio Courses # *	6
<u>ART 122</u> Color: Art, Science & Culture [GH]	3
<u>ART 192</u> or Independent Study***	2
<u>PHOT 192</u>	2
<u>PE Elective</u>	1

Semester Total 15

ASTERISKED STATEMENTS

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**A four credit Biological/Physical Science Lab (GL) course may be substituted.

*** A three credit course in ART or PHOT may be substituted, and in most cases would be a better option for transfer.

FIELD TRIP STATEMENT

Courses in this discipline may require field trip(s).

ADDITIONAL INFORMATION

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

Note: The following codes identify courses which satisfy the General Education Degree Requirements:

- GB Behavioral/Social Science+
- GE English Composition
- GH Arts/Humanities+
- GI Interdisciplinary and Emerging Issues
- GL Biological/Physical Laboratory Science
- GM Mathematics
- GS Biological/Physical Science

TRANSFER INFORMATION

HCC graduates have successfully transferred to art schools and universities, both in and out of Maryland. The A.F.A degree designed for transfer to B.F.A. programs. Students who plan to transfer to a four-year institution with a B.F.A. program should check the requirements of that institution. If they are significantly different from the courses listed, students should consult with an advisor for academic guidance. Some art schools require portfolios for admission and financial aid consideration. HCC faculty members are well-versed in these requirements and assist students in portfolio preparation.

EMPLOYMENT INFORMATION

Approximately 588,000 Americans work in the art and design industries. It should be noted that artists with fine art degrees not only continue to become fine artists but are also well prepared to work in art-related fields. Opportunities for employment may also be found in arts administration, art criticism, art therapy, industrial design, theater set design, and public relations, among others. Employment is usually secured by the presentation of a portfolio that shows evidence of appropriate skills and talent.

ASSOCIATE OF FINE ARTS DEGREE

ART + DESIGN

Digital Arts Concentration

Award: Associate of Fine Arts Degree

No. of credits required: 60

For more information: Contact Assoc. Prof. Kenneth Jones, 443-412-2326, kjones@harford.edu; Prof. James McFarland, 443-412-2247, jmcfarla@harford.edu; or Advising, Career and Transfer services 443-412-2301.

PROGRAM DESCRIPTION

The Art + Design program offers students an Associate of Fine Arts (A.F.A.) degree and preparation to transfer to B.F.A. Art + Design programs. The A.F.A. degree is a pre-professional degree. In comparison with an A.A. in Art + Design, there is a higher concentration of studio classes and fewer general education courses. Students wishing to pursue a Bachelor of Fine Arts (B.F.A.) at their transfer institution should choose this degree. The A.F.A. is also the best choice for students who plan on pursuing their M.F.A.

The Digital Arts concentration focuses on the creation of artwork using digital and interactive media. Students investigate a broad range of disciplines including video, web, sound, animation, 3-D modeling, motion graphics and digital photography within the context of the fine arts. This interdisciplinary approach exposes students to evolving technologies and practices of using the computer as a rich and unique resource for image making, print and web design, time-based art, and portfolio production. Graduates are prepared for further study in film and animation, the gaming industry, commercial art and photography, motion graphics, new media, and interdisciplinary arts.

PROGRAM GOALS

Upon completion of the Associate of Arts in Art + Design degree students will be able to:

1. Create works with proper use of design elements.
2. Create works with demonstrated proficiency in the use of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development and increasing sophistication.
6. Successfully transfer to a four-year BFA Program.

Note: The following codes identify courses which satisfy the General Education Degree Requirements:

- [GE]** Behavioral/Social Science+
- [GE]** English Composition
- [GH]** Arts/Humanities+
- [GI]** Interdisciplinary and Emerging Issues
- [GL]** Biological/Physical Laboratory Science
- [GM]** Mathematics
- [GS]** Biological/Physical Science

DEGREE REQUIREMENTS

Recommended Course Sequence

First Semester		Credits
<u>ART 101</u>	<u>Fundamentals of 2D Design</u>	3
<u>ART 111</u>	<u>Drawing I</u>	3
<u>ART 120</u>	<u>Digital Foundations I</u>	3
<u>ART 160</u>	<u>Time-Based Media</u>	3
<u>ENG 101</u>	<u>English Composition [GE]</u>	3
Semester Total		15
Second Semester		Credits
<u>ART 107</u>	<u>Fundamentals of 3-D Design</u>	3
<u>PHOT 131</u>	<u>Digital Photography I</u>	3
<u>ART 230</u>	<u>2D Animation</u>	3
<u>ART/PHOT</u>	<u>Elective</u>	3
<u>Mathematics Elective [GM]*</u>		3
Semester Total		15
Third Semester		Credits
<u>ART 201</u>	<u>Survey of Art History I [GH][D]</u>	3
<u>ART 231</u>	<u>3-D Modeling and Animation</u>	3
<u>ART 233</u>	<u>Portfolio Workshop</u>	3
<u>ART 208</u>	<u>Digital Foundations II</u>	3
<u>Behavioral/Social Science Elective [GE]</u>		3
Semester Total		15
Fourth Semester		Credits
<u>ART 229</u>	<u>Design for the Web</u>	3
<u>ART 192 or</u>	<u>Independent Study***</u>	2
<u>PHOT 192</u>		
<u>PE Elective</u>		1
<u>ART 202</u>	<u>Survey of Art History II [GH][D]</u>	3
<u>Biological/Physical Science Elective**[GS]</u>		3
<u>ART/PHOT</u>	<u>Elective</u>	3
Semester Total		15

ASTERISKED STATEMENTS

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** A four credit Biological/Physical Science Lab (GL) course may be substituted.

*** A three credit course in ART or PHOT may be substituted, and in most cases would be a better option for transfer.

FIELD TRIP STATEMENT

Courses in this discipline may require field trip(s).

ADDITIONAL INFORMATION

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

TRANSFER INFORMATION

HCC graduates have successfully transferred to art schools and universities, both in and out of Maryland. Students who plan to transfer to a four-year institution should check the requirements of that institution. If they are significantly different from the

courses listed, students should consult with an advisor for academic guidance. Some art schools require portfolios for admission and financial aid consideration. HCC faculty are well-versed in these requirements and assist students in portfolio preparation.

EMPLOYMENT INFORMATION

Approximately 588,000 Americans work in the art and design industries. Artists who are trained to work on the computer are expected to be in particularly high demand as over 3/4 of jobs in arts-related fields use digital technologies. Art+Design graduates are offered educational opportunities and critical thinking skills that give them the flexibility to use their visual training in many related fields. Opportunities for employment may also be found in architecture, arts administration, art criticism, industrial design, theater set design, film and video production, the gaming industry, emerging markets in technology, and public relations, among others. Employment is usually secured by the presentation of a portfolio that shows evidence of appropriate skills and talent.

ASSOCIATE OF FINE ARTS DEGREE

ART + DESIGN

Graphic Design Concentration

Award: Associate of Fine Arts Degree

No. of credits required: 60

For more information: Contact Assoc. Prof. Kenneth Jones, 443-412-2726, kjones@harford.edu; Prof. James McFarland, 443-412-2247, jmcfarla@harford.edu or Advising, Career and Transfer Services, 443-412-2301.

PROGRAM DESCRIPTION

The Art + Design program offers students an Associate of Fine Arts (A.F.A) degree and preparation to transfer to B.F.A. Art + Design programs. The A.F.A degree is a pre-professional degree. In comparison with an A.A. in Art + Design, there is a higher concentration of studio classes and fewer general education courses. Students wishing to pursue a Bachelor of Fine Arts (B.F.A.) at their transfer institution should choose this degree. The A.F.A. is also the best choice for students who plan on pursuing their M.F.A.

The Graphic Design concentration focuses on the design process by investigating the methods of researching, creating, and presenting visual communication. By embracing the elements of design and complex relationships of forms in our visual culture, students learn critical thinking strategies for conceptualizing and problem solving and work towards establishing design literacy in their practice. Through the study of images and symbols, typography, and layout, students create sophisticated advertising, identity, and branding projects for print and screen media culminating in the production of a professional portfolio. Students develop production skills in the studio as they relate and are integrated to the creative processes of design. Graduates are prepared for further study as art/creative directors, graphic and web designers, print production artists, industrial designers, public relations and marketing consultants.

PROGRAM GOALS

Upon completion of the Associate of Fine Arts in Art+Design degree students will be able to:

1. Create works with proper use of design elements.
2. Create works with a demonstrated proficiency in the use of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development and increasing sophistication.
6. Successfully transfer to a four-year BFA Program.

TRANSFER INFORMATION

HCC graduates have successfully transferred to art schools and universities, both in and out of Maryland. Students who plan to transfer to a four-year institution should check the requirements of that institution. If they are significantly different from the courses listed, students should consult

DEGREE REQUIREMENTS

Recommended Course Sequence

First Semester	Credits
<u>ART 101</u> <u>Fundamentals of 2D Design</u>	3
<u>ART 111</u> <u>Drawing I</u>	3
<u>ART 120</u> <u>Digital Foundations I</u>	3
<u>ART 207</u> <u>Graphic Design</u>	3
<u>ENG 101</u> <u>English Composition</u> [GE]	3
Semester Total	15

Second Semester	Credits
<u>ART 107</u> <u>Fundamentals of 3-D Design</u>	3
<u>ART 204</u> <u>Typography I</u>	3
<u>PHOT 131</u> <u>Digital Photography I</u>	3
<u>ART/PHOT Elective</u>	3
<u>Mathematics Elective</u> [GM]*	3
Semester Total	15

Third Semester	Credits
<u>ART 160</u> <u>Time Based Media</u>	3
OR	
<u>ART 122</u> <u>Color: Art, Science, and Culture</u> [GH]	3
<u>ART 233</u> <u>Portfolio Workshop</u>	3
<u>ART 201</u> <u>Survey of Art History I</u> [GH] [D]	3
<u>Biological/Physical Science Elective</u> [GS]**	3
<u>ART 229</u> <u>Design for the Web</u>	3
Semester Total	15

Fourth Semester	Credits
<u>ART 208</u> <u>Digital Foundations II</u>	3
<u>ART 202</u> <u>Survey of Art History II</u> [GH]	3
<u>ART 192</u> or <u>Independent Study</u> ***	2
<u>PHOT 192</u>	
<u>PE Elective</u>	1
<u>ART/PHOT Elective</u>	3
<u>Behavioral/Social Science Elective</u> [GE]	3
Semester Total	15

ASTERISKED STATEMENTS

*A four credit course in mathematics (GM) may be substituted.

**A four credit Biological/Physical Science Lab (GL) course may be substituted.

***A three credit course in ART or PHOT may be substituted, and in most cases would be a better option for transfer.

FIELD TRIP STATEMENT

Courses in this discipline may require field trip(s).

ADDITIONAL INFORMATION

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

with an advisor for academic guidance. Some art schools require portfolios for admission and financial aid consideration. HCC faculty are well-versed in these requirements and assist students in portfolio preparation.

Note: The following codes identify courses which satisfy the

General Education Degree Requirements:

[GB] Behavioral/Social Science+

[GE] English Composition

[GH] Arts/Humanities+

[GI] Interdisciplinary and Emerging Issues

[GL] Biological/Physical Laboratory Science

[GM] Mathematics

[GS] Biological/Physical Science

EMPLOYMENT INFORMATION

Approximately 588,000 Americans work in the art and design industries. Artists who are trained to work on the computer are expected to be in particularly high demand as over 3/4 of jobs in arts-related fields use digital technologies. Art+Design graduates are offered educational opportunities and critical thinking skills that give them the flexibility to use their visual training in many related fields. Opportunities for employment may also be found in architecture, arts administration, art criticism, industrial design, theater set design, film and video production, the gaming industry, emerging markets in technology, and public relations, among others. Employment is usually secured by the presentation of a portfolio that shows evidence of appropriate skills and talent.

Course Title and Credit Hours	Course Descriptions	Learning Objectives
ART 101: Fundamentals of 2D Design (3 credits)	<p>This course is an introduction to conceptual and formal issues in contemporary art and design and color theory through the hands-on creation of two-dimensional studio projects using a wide variety of media and processes. Course work includes readings, lecture, studio work, and critique. Course includes 30 hours of lecture and 30 hours of studio per semester. Course Fee.</p>	<ul style="list-style-type: none"> • Identify and define the principles and elements of art and design. • Construct individual formal elements into effective compositions. • Demonstrate proficiency in the principles of color harmony, color contrast, and color interaction, through the application of various media and processes. • Discuss art and design as it relates to basic movements in art theory in the 20th and 21st centuries. • Analyze visual systems and their historical, conceptual, and/or cultural contexts with a developed aesthetic and conceptual awareness.
Art 111: Drawing I (3 credits)	<p>This course is an introduction to basic drawing media including pencil, charcoal, pen and ink, and traditional techniques of rendering through the study of the human figure, landscape, still life and architectural forms. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.</p>	<ul style="list-style-type: none"> • Organize flat and dimensional space on the page. • Use line and value in pencil, charcoal, and ink. • Discuss and evaluate drawings during class critiques. • Create a sketchbook. • Practice with a range of subjects including still life, architecture, and natural forms. • Research art historical and multi-cultural approaches to these subjects.
Art 120: Digital Foundations I (3 credits)	<p>This course establishes the foundation for all other computer-based classes within the Art & Design program. Students are introduced to the computer as an art-making tool. Through a series of lectures, demonstrations and studio work, students learn basic computer navigation/practices, scanning, printing, and a variety of select software packages used for image</p>	<ul style="list-style-type: none"> • Demonstrate proficiency with basic Macintosh navigation, operations and practices. • Demonstrate proficiency in the use of Macintosh computers and other peripherals including scanners and printers. • Discuss differences between vector, bitmapped and page layout applications and demonstrate proficiency for solving visual problems. • Display a developing aesthetic judgment in the creation and evaluation of digitally produced images, graphics and text.

	creation/manipulation, graphics and page layout. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.	<ul style="list-style-type: none"> • Demonstrate an understanding of information gained through manuals and text.
Art 107: Fundamentals of 3-D Design (3 Credits)	Fundamentals of 3-D Design is an introductory course in the study of the formal elements of art --- line, plane, mass, volume, texture, color, and composition --- as they relate to form in space. Various materials and processes are used throughout the course. Course work includes lecture, studio work and critique for both art majors and non-majors. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.	<ul style="list-style-type: none"> • Use formal elements of 3-D art (line, plane, mass, shape, texture, volume and color) to create 3-D compositions in a variety of materials. • Evaluate and discuss 3-D objects in relation to the formal elements of art. • Solve creative and technical problems inherent in 3-D art making. • Demonstrate an understanding of the application of 3-D fundamentals in art as well as in the world around us. • Practice cooperative work habits in a shared studio environment. • Recognize 3-D art making in a historical context. • Create unique, individual 3-D pieces.
ART 109: Sculpture I (3 Credits)	This course is an introduction to sculptural concepts, techniques and processes. Emphasis is on the development of an understanding of sculpture through the use of various media and methods including clay modeling, plaster casting and fabrication with wood and other materials. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.	<ul style="list-style-type: none"> • Use numerous traditional sculptural processes including modeling, mold making, casting and various fabrication processes with variety of materials in the creation of sculpture. • Apply problem solving techniques and analytical skills necessary for making sculpture. • Evaluate and discuss sculpture in terms of formal issues and content. • Appraise and discuss the importance of sculpture as an art form, both historically and contemporaneously. • Practice cooperative work habits in a shared studio environment. • Create unique, individual artwork.

<p>ART 113: Painting I (3 Credits)</p>	<p>This course is an introduction to basic painting concepts and media using oil and/or acrylic, techniques in preparing canvas or other support, and color theory, particularly as it pertains to color mixing. Working primarily from observation in subjects such as, but not limited to, still-life, landscape, and the figure (may be clothed or unclothed), students also briefly explore non-objective painting and work from the imagination. Integration of form and content is emphasized. Completion of or co-enrollment in ART 111 is recommended, but not required. Course includes 30 hours of lecture and 30 hours of studio per semester. Course Fee.</p>	<ul style="list-style-type: none"> • Apply the traditional methods of canvas or ground preparation, color mixing, and paint application. • Demonstrate proficiency in the use of the color wheel, color mixing, and color systems. • Synthesize drawing and design methods with color-value connections, articulation of form, composition, and spatial relationships. • Communicate his or her own ideas through painting materials and methods. • Evaluate his or her own work and the work of others in the context of contemporary and historical art movements.
<p>ART 115: Ceramics I (3 Credits)</p>	<p>This course provides an opportunity to learn the fundamentals of working with clay. Emphasis is on hand building techniques used in creating ceramic forms. The course includes an introduction to glaze formulation and application and various firing processes. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.</p>	<ul style="list-style-type: none"> • Create artwork using a variety of ceramic processes including pinch, coil and slab construction and glazing, staining, and slip decoration. • Apply basic 3-D art principles to the creation of ceramic form. • Evaluate and discuss artwork using the vocabulary specific to ceramics and 3-D art. • Identify the aesthetics of the ceramic object. • Recognize where to go to see the work of historical and contemporary ceramic artists. • Create unique, individual artworks.
<p>ART 201: Survey of Art History I (3 credits)</p>	<p>This course is a study of prehistoric, ancient and medieval art from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.</p>	<ul style="list-style-type: none"> • Demonstrate a comprehension of the basic art movements and development in the history of art from the prehistoric, ancient, and medieval periods; demonstrate comprehension of ancient and medieval cultural perspectives. • Analyze various works of art; discern their formal elements; define their intrinsic character.

		<ul style="list-style-type: none"> • Identify the style and national origins of works that best express the ideals and values of their respective civilizations and historical periods. • Identify major works of art by identifying artists (when known), periods, national origins, titles and/or subject matter.
PHOT 131: Digital Photography I (3 Credit Hours)	Digital Photography I introduces students to the tools and processes of digital photography within a framework that emphasizes creative practice. Students learn fundamental skills necessary in the creation of digital art, effective workflow management, and approaches to scanning and printing. Coursework includes lecture, studio work, and critique. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.	<ul style="list-style-type: none"> • Demonstrate proficiency with the Macintosh operating system, including: navigation, operations, and practices. • Demonstrate proficiency with digital cameras, scanners, printers and other studio equipment. • Demonstrate proficiency in the use of software in the Macintosh Digital Arts lab. • Demonstrate proficiency in digital workflow management and networking/web skills. • Create and evaluate digitally produced images for screen and print media. • Create fine art work for print and screen media culminating in a final portfolio.
ART 202: Art History II (3 credit hours)	This course is a study of art from the Early Renaissance to the twenty-first century from a cultural perspective. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.	<ul style="list-style-type: none"> • Demonstrate a comprehension of the basic movements and developments in the history of art from the late medieval, early modern, and modern periods; demonstrate comprehension of the cultural perspectives of these periods. • Analyze various works of art; discern their formal elements; define their intrinsic character. • Identify the styles and national origins of works that best express the ideals and values of their respective historical periods. • Identify major works of art by identifying artists (when known), periods, national origins, titles and/or subject matters. • Acknowledge art as a humanizing element in society.
ART 213: Drawing II (3 Credit Hours)	A study of the human figure (may be clothed or unclothed) and other observable forms, this course emphasizes the development of	<ul style="list-style-type: none"> • Recognize and organize spatial information; grid, measurements, and proportional relationships.

	<p>skills in the description of volume, spatial interval and the formal organization of the image. Through practice and critique, the student will extend his or her range of concept and expression in drawing. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 111. Course fee.</p>	<ul style="list-style-type: none"> • Demonstrate methods of composition, formal reference, balance, emphasis, and focal point. • Apply techniques for translating 3-D information to a 2-D surface, perspective, and foreshortening. • Manage visual and technical tools such as line, value, texture, pencil, pen, charcoal, and pastel. • Recognize concepts and techniques associated with experimental, abstract and/or traditional strategies and philosophies. • Identify social and historical references meaningful to their work.
<p>ART 214: Painting II (3 Credit Hours)</p>	<p>A concentrated study of the human figure and other observable forms, this course emphasizes the spatial, compositional and expressive functions of color and form. Through practice and critique, the student will extend his or her range of concept and expression in painting. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 113. Course fee.</p>	<ul style="list-style-type: none"> • Recognize and organize spatial information through the spatial function of color. • Demonstrate methods of composition through color interaction. • Manage visual and technical tools such as hue, value, intensity, brush, palette knife and paint. • Identify concepts and techniques associated with historic and modern styles and philosophies.
<p>ART 219: Sculpture II (3 Credit Hours)</p>	<p>This course is a continued development of sculptural concepts, techniques and processes. Emphasis is on further technical development in modeling, casting and fabrication, using a variety of methods and materials, as well as on the continued exploration of sculpture as an art form. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 109. Course fee.</p>	<ul style="list-style-type: none"> • Use additional, traditional sculptural processes to create art work. • Apply and discuss a number of the processes, methods and aesthetic principles used in the creation of contemporary sculpture. • Demonstrate an increased autonomy in 3-D problem solving. • Apply critical thinking and aesthetic principles to the creation of sculpture. • Analyze and discuss the characteristics of various works of contemporary and historical sculpture. • Practice cooperative work habits in a shared studio environment. • Create unique, individual artwork.

ART 220: Ceramics II (3 Credit Hours)	A continuation of the development begun in Ceramics I, this course emphasizes wheel thrown forms and an increased study of glaze formulation and firing processes. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 115. Course fee.	<ul style="list-style-type: none"> • Create numerous forms on the wheel including cylinders, bowls, pitchers and bottles. • Create lids, handles and spouts for thrown vessels and combine two or more thrown vessels into one form. • Test and alter glazes from formulas. • Identify, discuss and apply the aesthetics of the ceramic object. • Practice cooperative work habits in a shared studio environment. • Analyze and describe historical and contemporary ceramics. • Use an electric kiln. • Create unique and individual artwork.
ART 233: Portfolio Workshop (3 Credit Hours)	This course investigates the professional practice of preparing and creating art portfolios. Students will learn to apply their aesthetic and technical skills to the development of an art portfolio for transfer, the job market, college art school program admissions, or for gallery exhibition and/or grant opportunities. Topics include resume development and an examination of the methods for employment, networking, and opportunities in the arts. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite(s): ART 120 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Develop a self-promotional portfolio using digital media (i.e., conception, planning, organization, design, creation and completion). • Use and apply various software used for digital media design and production. • Create and evaluate digital portfolios. • Design and produce an effective resume. • Demonstrate methods of researching and contacting potential transfer programs, artist opportunities and curators, and employers.
Art 103: Graphic Design I (3 credit hours)	This course is an introduction to graphic design concepts and the application of design principles in the creation of visual communication, primarily for print media. Concepts include fundamentals of type use, creation of graphics, graphic and type	<ul style="list-style-type: none"> • Assess the design techniques used in various print media graphic communications. • Apply design fundamentals, aesthetic principles, graphic communication concepts and production techniques in preparing high quality graphic communications.

	<p>integration, layout design, preparation of art for reproduction, and fundamentals of the printing process. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: ART 120 or permission of instructor. Course fee.</p>	<ul style="list-style-type: none"> • Use electronic publishing equipment, including Macintosh computers, scanners and printers, and various related software packages to create graphic art work. • Create graphic artwork for class and for clients on deadline. • Create artwork as a member of a design team to produce graphic communications. • Prepare graphic art work for mechanical reproduction. • Discuss recent and historical developments in the field.
<p>ART 108: Digital Media Culture (3 Credit Hours)</p>	<p>This course is an introduction to digital media and its culture. Through hands-on assignments, lectures, and readings, students learn the language of new media and its many applications within the fine arts. Topics include media theory, history of the computer, digital imaging, interdisciplinary arts, net art and the use of computer technologies in the creation of fine art. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.</p>	<ul style="list-style-type: none"> • Describe and explain the major points in the history and development of computer technology, digital media, and theory of new media. • Express the differences between analog and digital processes. • Distinguish between linear and non-linear narratives. • Employ new terminology and concepts demonstrating a heterogeneous knowledge of computer technology in general and digital media in particular.
<p>ART 122: Color: Art, Science, & Culture (3 credit hours)</p>	<p>Through a series of lectures, demonstrations, visual/technical projects and critiques, students learn the theory and application of the physical and psychological effects of color. Students will develop problem-solving, critical thinking, art historical knowledge, and craftsmanship through art and design projects. Students will also investigate how color is used to influence the emotional and intellectual responses of the viewer and research how culture profoundly influences those reactions. Course includes 30 hours of lecture and 30 hours of studio per semester.</p>	<ul style="list-style-type: none"> • Use appropriate terminology related to color theory. • Explain and differentiate between the physics of color (light) and the chemistry of color (pigment). • Demonstrate proficiency in the use of the color wheel, color mixing, and color systems. • Demonstrate a working knowledge of color interaction and simultaneous contrast. • Demonstrate proficiency in the principles of color harmony and/or contrast through the application of working methods to solve common color problems. • Critically analyze color, symbolism, meaning and context in the history of art.

		<ul style="list-style-type: none"> • Differentiate between psychological or physiological responses to color and learned cultural attitudes towards color. • Research and analyze historical and contemporary cultural attitudes towards color.
ART 160: Time-Based Media (3 credit hours)	This course introduces the concepts, theory, and fundamental practices of working with time-based media as an expressive and communicative art form. Students creatively explore sequencing, transformation, and motion through time and space, using images, video, sound, and text. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.	<ul style="list-style-type: none"> • Demonstrate techniques and processes involved in making art using time-based media. • Define and create linear and non-linear narratives. • Demonstrate integration of images, graphics, sound, and text into a comprehensive design. • Create and evaluate time-based media. • Use technology to research information about the world. • Create fine art work for screen media culminating in a final portfolio.
ART 207: Graphic Design II (3 credit hours)	This course continues the development of visual communication skills begun in ART 103. Emphasis is on creative problem solving and the creation, execution and presentation of graphic design primarily for print media. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: ART 103 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Recognize the prevalence and importance of graphic design in our media oriented society. • Analyze the idea at the foundation of any good design. • Assess and redefine design problems to lead to creative and effective design solutions. • Create graphic design that is aesthetically solid visual communication. • Employ a client orientation in the approach to design problems. • Prepare high quality presentation materials on deadline.
ART 208: Digital Foundations II (3 credit hours)	This course refines the students' understanding of the computer and digital imaging software as art-making tools. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students expand their technical and aesthetic skills in the creation and manipulation of digital images, design and text. Emphasis is placed on visual content development strategies for both print and	<ul style="list-style-type: none"> • Use tools and commands effectively in the production of digital images, graphics and text. • Demonstrate an evolved aesthetic judgment in the creation and evaluation of digital images, graphics and text. • Use effective strategies in the development of visual content for both print and digital media. • Demonstrate the ability to communicate effectively with a service bureau.

	digital media. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: ART 120 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Demonstrate a significant development in personal expression and visual/conceptual problem solving skills.
ART 221: Drawing III (3 credit hours)	This course emphasizes the development of personal expressive means through independent research and technical experimentation. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 213. Course fee.	<ul style="list-style-type: none"> • Apply personal creative imagery through independent selection of project(s) and materials. • Demonstrate growth of creative thought in images real and vicarious.
ART 222: Drawing IV (3 credit hours)	Advanced individualized study of the student's specialized interests in terms of subject, style and medium in drawing, this course emphasizes developing professional work and methods of exhibiting and marketing. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 221. Course fee.	<ul style="list-style-type: none"> • Identify and assess creative goals and refine and strengthen methods to achieve personal creative imagery visually. • Create a body of work worthy of public presentation. • Prepare work for public exhibition.
ART 223: Painting III (3 credit hours)	Emphasis is placed on creative initiative, technical experimentation and independent research. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 214. Course fee.	<ul style="list-style-type: none"> • Create a personal style and imagery in traditional techniques. • Examine the expressive possibilities of mixed media to further expand technical and aesthetic knowledge.
ART 224: Painting IV (3 credit hours)	An advanced, individualized study of the student's particular interests, this course emphasizes developing professional work and methods of exhibiting and marketing. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 223. Course fee.	<ul style="list-style-type: none"> • Create personal creative imagery and refine and strengthen methods to achieve same. • Prepare a body of work worthy of public presentation.
ART 225: Ceramics III (3 credit hours)	This course provides specialization in the student's particular area of interest with emphasis on a more detailed study of glaze formulation and firing cycles. Course	<ul style="list-style-type: none"> • Create ceramic objects that incorporate other materials in a unified manner. • Recognize a unified body of work. • Test clay bodies and glazes.

	includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 220. Course fee.	<ul style="list-style-type: none"> • Assist in the firing of gas kilns. • Analyze ceramics in terms of aesthetics of form, material and content. • Appraise and apply historical and informational research in support ceramics production. • Practice cooperative work habits in a shared studio environment. • Create unique and individual art work.
ART 226: Ceramics IV (3 credit hours)	This course is an advanced individualized study in the student's particular area of interest. Emphasis is on developing a body of work for exhibit. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 225. Course fee.	<ul style="list-style-type: none"> • Create a cohesive body of work. • Apply the technical skills necessary to make ceramic art work without formal direction. • Appraise various exhibition possibilities. • Analyze contemporary and historical ceramic art works as they relate to the students own work. • Apply aesthetic judgment in the development of glazes and unique ceramic objects.
ART 227: Sculpture III (3 credit hours)	A continuation of the development of sculptural ideas, techniques and methods, this course emphasizes choosing and combining materials in order to best suit the development of individual sculptural ideas. Course includes 30 hours of lecture and 30 hours of studio per semester. Prerequisite: ART 219. Course fee.	<ul style="list-style-type: none"> • Create artwork based on the idea of medium as a sculptural tool. • Develop autonomous sculptural decision making abilities. • Analyze contemporary sculpture as an art form. • Explore the idea of the relationship between content and process. • Develop new technical skills. • Create unique, individual art work.
ART 228: Sculpture IV (3 credit hours)	This course is an advanced individualized study in the student's specialized area of interest in terms of subject, style and medium in sculpture. Emphasis is on developing a body of work for exhibit. Course includes 30 hours of lecture and 30	<ul style="list-style-type: none"> • Create a body of work that reflects investigation of an idea(s) and demonstrates the opportunity for continued growth and development. • Analyze contemporary sculpture and discuss it in an intelligent and informed way. • Apply additional technical skills to making sculpture. • Evaluate aesthetic choices and the related conceptual importance in making sculpture.

	hours of studio per semester. Prerequisite: ART 227. Course fee.	<ul style="list-style-type: none"> • Identify public exhibition opportunities. • Create unique, individual work.
ART 229: Design for the Web (3 credit hours)	This course expands the students' knowledge, skills, and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects, and critiques, students learn the principles and techniques involved in planning, designing, and creating Web sites using visual HTML editing software. Emphasis is placed on design principles and aesthetics as they apply to Web page development. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.	<ul style="list-style-type: none"> • Demonstrate ability to apply visual HTML editing techniques and processes. • Design and prepare visual content, including: images; graphics; and text, for use on the web. • Create informed design decisions in the development of web content. • Create and evaluate web content. • Illustrate a significant development in personal expression and visual/conceptual problem solving skills.
ART 230: 2D Computer Animation (3 credit hours)	This course expands the students' knowledge, skills and aesthetics in the use of digital media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 2-D computer animations. Topics include vector-graphic animation, bit-mapped animation, and the use of montage, collage, motion and transformations as forms of expression. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisites: ART 101 and ART 120 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Demonstrate proficiency in vector graphic and bitmapped animation techniques and processes. • Discuss and use montage, collage, motion and transformations as forms of expression within computer animation. • Demonstrate proficiency in preparing finished animations for use in multimedia presentations and the Web. • Demonstrate an evolved aesthetic judgment in the creation and evaluation of vector graphic and bitmapped animations. • Demonstrate a significant development in personal expression and visual/conceptual problem solving skills.
ART 231: 3-D Modeling and	This course expands the students' knowledge, skills and aesthetics in the use of digital	<ul style="list-style-type: none"> • Demonstrate proficiency in 3-D modeling and animation techniques and processes.

<p>Animation (3 credits)</p>	<p>media. Through a series of lectures, demonstrations, visual/conceptual problem-solving projects and critiques, students learn the principles and techniques for creating 3-D computer models and animations. Topics include 3-D modeling, rendering, compositing, animation, and an investigation of perception and illusion as it pertains to 3-D on the computer. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisites: ART 107 and ART 120 or permission of instructor. Course fee.</p>	<ul style="list-style-type: none"> • Demonstrate with an informed awareness: the issues of perception and illusion as they pertain to 3-D on the computer. • Demonstrate proficiency in preparing finished models and animations for use in video, multimedia presentations and the Web. • Display an evolved aesthetic judgment in the creation and evaluation of 3-D models and animations. • Prove a significant development in personal expression and visual/conceptual problem solving skills
<p>ART 239: Asian Art and Culture (3 credit hours)</p>	<p>This course is a study of the art and culture of Asia from the Neolithic period to the early modern era. The focus is on the traditions of India, China, and Japan. Topics may include the connections between the arts and religion, nationalism, and major philosophical traditions. Usually offered fall semester. This course may require field trips.</p>	<ul style="list-style-type: none"> • Identify the major periods, types, and styles of the arts in India, China, and Japan. • Analyze and discuss the relationships between cultural artifacts and the societies that produced them. • Review critical writings and relate them to cultural artifacts and ideas. • Compare and contrast the differing cultural adaptations to Buddhism from its origins in India through its growth throughout Central and East Asia.
<p>ART 251: Ceramics Workshop (3 credit hours)</p>	<p>Ceramics Workshop is designed for the experienced ceramic artist to create a forum for the exchange of aesthetic, philosophical and technical ideas and theories. Along with creating personal work, students contribute to the development of a professional studio ambience and structure with responsibilities for kiln firing, glaze formulation, exhibits, shows and sales. Students must purchase clay and tools.</p>	<ul style="list-style-type: none"> • Create a body of work representing creative and technical growth. • Participate in the development of a forum for the exchange of esthetic and technical ideas and theories. • Contribute to the development of a professional studio ambience and structure by accepting responsibilities for kiln firing, glaze formulation, and general studio maintenance. • Develop a professional method of exhibiting and selling work.

ART 191-193: Independent Study: Art (1-3 credit hours)	Specific individualized course descriptions are developed when a student enrolls in this class.	<ul style="list-style-type: none"> • Specific individualized learning objectives are developed when a student enrolls in this class.
PHOT 101: Photography I (3 credit hours)	Photography I is a basic course in black-and-white photography and darkroom techniques designed for students with or without experience. A 35mm film camera capable of manual exposure operation is required. Course includes 30 hours of lecture and 30 hours of lab per semester. Course fee.	<ul style="list-style-type: none"> • Operate and maintain a 35-mm single-lens-reflex camera. • Develop black-and-white film by the second or third week of class. • Create contact sheets and photographic enlargements by the fourth week. • Demonstrate a working knowledge of photographic compositional theory using the standard elements of visual art. • Analyze and interpret photographic images with regard to subject matter, content, and technical criteria using generally accepted terminology specific to the medium. • Apply proper clean-up, spotting, matting/mounting, and present good quality photographic prints. • Analyze and write critique/review/reaction papers on museum and/or gallery quality photography.
PHOT 102: Photography II (3 credit hours)	Photography II is an advanced course in photographic techniques, styles and aesthetics. The refinement of camera exposure techniques, negative quality and print quality is emphasized. A 35mm film camera capable of manual exposure operation is required. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: PHOT 101 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Demonstrate the basic principles of black-and-white negative-making using the zone system of exposure or derivatives thereof. • Demonstrate the appropriate use of lenses, filters and film format. • Demonstrate knowledge of artificial and available-light photographic techniques. • Demonstrate knowledge of the Zone System by the pre-visualization of images and printing of photographic images that yield a full range of tonal values. • Demonstrate a growth of individual aesthetic style through a more considered choice of subject matter and by more closely controlling the elements of photographic composition in the rendering of subject matter. • Create exhibition-quality, black-and-white prints.

		<ul style="list-style-type: none"> Analyze and write critique/review/reaction papers on museum and/or gallery quality photography.
PHOT 104: Color Photography I (3 credit hours)	Color Photography is an introduction to exposure with color film and color darkroom techniques. Emphasis is on learning and applying darkroom processes and procedures leading to production of high-quality color photographs. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: PHOT 101. Course fee.	<ul style="list-style-type: none"> Apply knowledge and technique to properly expose and process color film and print color photographs. Demonstrate knowledge of color balances in light, exposures, films, and papers as well as some simple manipulation techniques. Create color photography images that express ideas. Analyze critically their own and other color photographic work. Demonstrate growth of individual aesthetic style through a more considered approach to subject matter and formal elements.
PHOT 193: Independent Study: Photography (Hours Vary)	Specific individualized course descriptions are developed when a student enrolls in this class.	<ul style="list-style-type: none"> Specific individualized learning objectives are developed when a student enrolls in this class.
PHOT 202: Alternative Photographic Processes (3 credit hours)	This course concentrates on the use of alternative processes, analogue and digital, in the creation of photographic images. Emphasis is on the development of a personal, self-expressive style through the use of traditional and non-traditional materials, media, equipment, and presentation strategies. Students taking PHOT 202 cannot receive credit for this course and PHOT 201. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisites: PHOT 101 and PHOT 102. Course fee.	<ul style="list-style-type: none"> Communicate ideas with photographic images through the considered use of specific types of historical photographic processes, traditional alternative equipment, mixed-media, and/or alternative presentation strategies. Demonstrate proficiency in the use of historical, hand-applied photographic sensitizers (cyanotype and Van Dyke) in the creation of photographic images. Operate the basic functions of a large-format view camera. Create enlarged negatives using chemical and digital methods. Construct and use a low-tech, pinhole camera.
PHOT 206: Studio Lighting (3 credit hours)	This advanced course concentrates on the use of studio lighting procedures and equipment in the creation of portraiture and still life images in the studio and on location. Course includes 30 hours of lecture and 30 hours of	<ul style="list-style-type: none"> Identify and properly apply principle qualities of light as they are used in the photographic studio to create images of people and objects.

	lab per semester. Prerequisites: PHOT 101 and/or PHOT 131. Course fee.	<ul style="list-style-type: none"> • Communicate ideas with photographic images through the considered use of specific types of lighting equipment, qualities of light, and studio techniques. • Demonstrate proficiency in the proper set-up and use of studio lighting equipment. • Demonstrate proper use and care for ancillary studio equipment, including backdrops, props, studio accessories and related equipment.
PHOT 209: The History of Photography (3 credit hours)	The History of Photography is a survey of the development of photography from its prehistory through today. The course includes the study of the interrelationships between photography and the other visual arts, the effects of changing technologies on the photographic image, and the contributions of major photographers and art movements, as well as historical perspectives. This course may require field trips.	<ul style="list-style-type: none"> • Analyze the relationships between photography and other visual arts. • Identify the processes used to produce photographic images and discuss each in terms of its inherent aesthetics. • Compare and contrast photographers with respect to style, technique, and intentions. • Relate the application of photography to historical perspectives. • Recognize photography as a reflection and interpreter of history. • Identify and formulate a set of criteria to visually analyze an image.
PHOT 231: Digital Photography II (3 credit hours)	Digital Photography II continues the development introduced in Digital Photography I. Students learn in-depth processes of image manipulation to create complex photographic-basic imagery culminating in the production of a portfolio. Course work includes lecture, studio work and critique. This course is taught in the Macintosh Digital Arts Lab using current software. Course includes 30 hours of lecture and 30 hours of lab per semester. Prerequisite: PHOT 131 or permission of instructor. Course fee.	<ul style="list-style-type: none"> • Create complex images using hardware and software in the Macintosh Digital Arts lab. • Demonstrate expertise in digital workflow management and networking/web skills. • Demonstrate ability to creatively apply technique, work independently, meet deadlines and effectively manage studio and lab time. • Create original, quality printed images and screen based productions for portfolio and/or exhibition. • Analyze and evaluate personal work, the work of peers and the work of professional artists and photographers.

ART 106: Mixed Media (3 credit hours)	<p>This course provides an opportunity to expand existing knowledge of basic fundamentals involved in art. By exploring various media, students are encouraged to develop flexible attitudes and skills with drawing, painting and collage projects. The exercises are directed at stimulating creativity and encouraging personal vision, integrating traditional media, found objects, photographs and new possibilities. This course focuses on historical, international and contemporary references. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.</p>	<ul style="list-style-type: none"> • Recognize mixed media art and artists both past and present. • Use mixed media in self-expression creatively and imaginatively • Identify the elements of art and how they relate in making effective mixed media art. • Research ideas and subject matter dealing with a mixed media art form. • Identify various methods and tools used in mixed media. • Demonstrate self-discipline in selecting and arranging problem solving assignments.
ART 203: Art and Architecture in the United States (3 credit hours)	<p>This course is a study of art and architecture in America from the Colonial era to today. Contributions of Americans to world art, the role of art in American life, and the work of outstanding artists and architects are stressed. The recognition of major art works and styles is emphasized. The development of art concepts and techniques is considered. This course may require field trips.</p>	<ul style="list-style-type: none"> • Demonstrate a comprehension of the basic movements and developments in the history of American art from colonial times to the present. • Analyze various works of art; discern their formal elements; define their intrinsic character. • Identify the styles and periods of works that best express the ideals and values of American society from the Colonial period to the present. • Identify by period and name or subject matter specific major works of art and architecture.
ART 218: Printmaking (3 credit hours)	<p>This course is an introductory study of a variety of printmaking processes including relief printing, intaglio, collagraph and monoprinting. Emphasis is on the development of technical facility in printmaking methods and on an understanding of the aesthetic differences between various types of printed images. Course includes 30 hours of lecture and 30 hours of studio per semester. Course fee.</p>	<ul style="list-style-type: none"> • Create printed images using a variety of printmaking processes, including relief, intaglio, collagraph and mono printing. • Produce a variety of print images which explore the range of possibilities inherent in each printmaking process. • Explore the differences in expression allowed by varying processes of image production. • Create unique art work using a variety of printing processes.
ART 240: Modern Art and	<p>This course is a study of the art, architecture, and cultural forms from the middle of the</p>	<ul style="list-style-type: none"> • Identify major movements and critical thinkers in the arts and culture of the modern era.

<p>Culture (3 credit hours)</p>	<p>19th century to the present day. The focus is on the art and culture that defined the modern age. Topics discussed may include industrialization and consumerism, nature and science, "modernism" and the avant-garde, and the impact of wars and revolutions. Usually offered spring semester. This course may require field trips.</p>	<ul style="list-style-type: none"> • Analyze and discuss the relationships between cultural artifacts and the societies that produced them. • Review critical writings and relate them to cultural artifacts and ideas. • Differentiate between the various types of "modernism" of the modern era.
<p>ART 281-284 Art and Design Field Project (1-4 credit hours)</p>	<p>Art and Design Field Project is an individual assignment in a selected local commercial art studio which provides the student with experience in practical applications of previously studied processes and techniques. Prerequisites: ART 204, ART 207 and ENG 209.</p>	<ul style="list-style-type: none"> • Specific individualized learning objectives are developed when a student enrolls in this class.

2. Describe the educational objectives and intended student learning outcomes.

The program goals are as follows. Each course also has student learning objectives as seen in the chart above.

Upon completion of the Associate of Fine Arts in Art & Design degree students will be able to:

1. Create works with proper use of design elements.
2. Create works with a demonstrated proficiency in the use of a wide variety of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development and increasing sophistication.
6. Successfully transfer to a four-year BFA Program.

3. Discuss how general education requirements will be met, if applicable.

There are no general education requirements specified in Maryland law for A.F.A. programs. In order that our students meet the general education outcomes that the institution values, each concentration of the program includes at least 21 credit hours of general education credits distributed across the various general education areas. The institution's general education goals are assessed through each of those areas, so all of the college's general education goals will be met through this program. The number of general education courses is also designed to equal approximately half of the general education credits required by area B.F.A. transfer programs.

4. Identify any specialized accreditation or graduate certification requirements for this program and its students.

N/A

5. If contracting with another institution or non-collegiate organization, provide a copy of the written contract.

N/A

C. Critical and compelling regional or Statewide need as identified in the State Plan:

1. **Demonstrate demand and need for the program in terms of meeting present and future needs of the region and the State in general based on one or more of the following:**
 - o *The need for the advancement and evolution of knowledge;*
 - o *Societal needs, including expanding educational opportunities and choices for minority and educationally disadvantaged students at institutions of higher education;*

- *The need to strengthen and expand the capacity of historically black institutions to provide high quality and unique educational programs.*

The proposed A.F.A. meets the demand for advancement and evolution of knowledge in that Art + Design students require heavy engagement and practice with studio arts in order to progress in their field at the professional level. The existing A.A. degree may better serve those seeking a broader liberal arts education. The proposed A.F.A degree will better serve those seeking a specialized professional degree. Harford Community College as a whole is actively working on closing the attainment gap. The Art + Design A.F.A. program will be part of that through such efforts as a sensitivity to different learning styles and bringing in diverse art and design examples and African American art and designer role models in the form of instructional consultants.

2. *Provide evidence that the perceived need is consistent with the Maryland State Plan for Postsecondary Education.*

The Maryland State Plan for Postsecondary Education calls for academic excellence. The A.F.A. degree satisfies an unmet need for students who wish to pursue B.F.A. degrees. Fifty-eight percent (58%) of Art + Design A.A. students who transferred to four-year institutions between 2004 and 2012 transferred to schools which offer B.F.A. degrees. Some students have reported not being able to finish their B.F.A. coursework in two years after graduating with their A.A. This degree is an attempt to make it possible for students who know they want to pursue a B.F.A complete the entire degree in four years.

D. Quantifiable & reliable evidence and documentation of market supply & demand in the region and State:

1. *Present data and analysis projecting market demand and the availability of openings in a job market to be served by the new program.*

A major in art offers a wide array of vocational opportunities, including positions as art directors, graphic artists, fashion designers, photographers, commercial artists, teachers, illustrators, cartoonists, and sign painters. Professional settings can range from marketing and design firms, newspapers and advertising agencies to art galleries, schools, greeting card companies and museums.

The salary for a career in art depends on a number of factors, including job title and duties. According to the U.S. Bureau of Labor Statistics, as of May 2014, the average salary for art directors was \$97,850 per year; graphic designers earned \$50,670 per year on average. Fine artists, including illustrators, painters and sculptors, made an average annual salary of \$51,120.

A full Career Outlook Report is attached to this document. See Appendix A for additional information.

- 2. Discuss and provide evidence of market surveys that clearly provide quantifiable and reliable data on the educational and training needs and the anticipated number of vacancies expected over the next 5 years.*

The U.S. Bureau of Labor Statistics predicts that employment opportunities for art directors, and craft and fine artists will grow by 2 percent from 2014 to 2024, whereas those working in multimedia art could experience a 6 percent growth in employment. Graphic designers working with computer systems design are predicted to see a large 21 percent growth in employment from 2014 to 2024.¹

A full Career Outlook Report is attached to this document. See Appendix A for additional information.

- 3. Data showing the current and projected supply of prospective graduates.*

This degree is a repackaging of existing classes to give current and future Art + Design students more options. Because all the classes are already being taught, there should be no financial impact on the college regardless of the number of students interested in pursuing this degree.

E. Reasonableness of program duplication:

- 1. Identify similar programs in the State and/or same geographical area. Discuss similarities and differences between the proposed program and others in the same degree to be awarded.*

Currently, Montgomery College and Community College of Baltimore County (CCBC) both offer established A.F.A. degrees. Montgomery College offers the A.F.A. degree in Studio Art and in Graphic Design. CCBC offers A.F.A. degrees in Art, Design and Interactive Media, as well as Fine and Performing Arts. Cecil College has recently had an A.F.A. in Art and Design approved.

Each of HCC's four Art + Design concentrations provides specialized training for students in their chosen area. Montgomery College does not have a concentration or degree similar to the Digital Arts concentration or the Photography concentration. CCBC's degrees are very different from HCC's Art + Design concentrations, in that they are more general. Cecil College has one degree with self-selected electives rather than specific concentrations of study. Their course offerings are specifically lacking in terms of a Photography degree or concentration.

- 2. Provide justification for the proposed program.*

The Art + Design A.F.A. program significantly differs from the other A.F.A. programs in the State. The two colleges offering similar A.F.A. degrees do not offer degrees or concentrations as specialized as HCC's.

¹ http://study.com/articles/What_Jobs_Can_You_Get_With_an_Art_Major.html

F. Relevance to Historically Black Institutions (HBIs)

1. *Discuss the program's potential impact on the implementation or maintenance of high-demand programs at HBI's.*

There should be no impact on any HBIs.

2. *Discuss the program's potential impact on the uniqueness and institutional identities and missions of HBIs.*

There should be no impact on any HBIs.

G. If proposing a distance education program, please provide evidence of the Principles of Good Practice (as outlined in COMAR 13B.02.03.22C).

N/A

H. Adequacy of faculty resources (as outlined in COMAR 13B.02.03.11).

1. *Qualifications and currency within the discipline of all full-time faculty.*

Below is a summary of the qualifications of the full-time faculty. Please see Appendix B for details on full-time faculty course assignments.

Jeff Ball, Associate Professor of Art History

ABD, M.A., University of Missouri

B.A., Washington and Lee University

Associate Professor Jeff Ball is the full-time art historian in the Art + Design Program. He has taught the various art history classes since joining the faculty in 2012. He has taught art history at the college level since 1988, including positions at William Woods University (Missouri), Westminster College (Missouri), Adrian College (Michigan), Minnesota State University, Moorhead, the University of New England (Maine), and Lane Community College (Oregon). His focus areas are the arts of the United States and Modern Architecture and Design. At HCC, he teaches sections of all of the art history classes, including the general surveys, the Arts of the United States, Asian Art and Culture, and Modern Art and Culture. This includes some online courses.

Professor Ball's research focuses on public art and architecture in the United States, and he co-authored the book, *The Art of the Missouri Capitol*, that was published in 2011 by the University of Missouri Press. He has worked professionally with the Advanced Placement program in art history, serving as an exam leader in 2007-2011. This involvement has also included serving as a guest lecturer for summer teacher training programs in Washington, D.C. He also has curated several shows for the museums and galleries at the schools where he has worked.

Jeff Rollinger

M.F.A., Academy of Art University
B.F.A., Corcoran School of Art
A.A., Harford Community College

Jeff Rollinger is a full-time, term faculty member of Art and Design/Photography. Possessing a long commitment to the program and the school, he is a graduate of Harford Community College having received his Associate of Art degree. He earned his Bachelor of Fine Art degree from The Corcoran College of Art located in Washington, D.C. Mr. Rollinger finished his education by attaining his Master of Fine Art Degree from The Academy of Art University in San Francisco, CA. Prior to accepting a full-time position at HCC, Mr. Rollinger adjunct taught at both Anne Arundel Community College and Harford Community College. Although most of his personal work is centered in portraiture, Mr. Rollinger engages passionately with the landscape and still life. His photographs have been exhibited nationally and regionally within galleries across both Maryland and the United States.

Kenneth Jones, Associate Professor of Art + Design

M.F.A., University of Delaware
B.A., University of Delaware

Associate Professor Kenneth Jones is the full-time digital and design artist in the Art + Design Program. He has taught digital arts, graphic design, and photography classes since joining the faculty in 2000. A visual artist, curator and collector with years of professional experience as a designer, art director and photographer, Associate Professor Jones has exhibited his work internationally in over seventy solo and group shows. His conceptual projects are related to imaging, commerce, and collecting both found and marketed objects into prints, installations, and performances. During a recent sabbatical, Jones engaged in research on "HPE 2 WRK U AGN SN: EPHEMERAL COMMUNIQUE 1920-1980," through an exhibition investigating the design history of QSL cards exchanged as proof of long distance wireless communication. Recently, Professor Jones was a featured presenter at the Society of Type Aficionados National Conference in New Orleans, and led an international education program in London teaching typography.

James M. McFarland, Professor of Art + Design

B.F.A., M.F.A., Michigan State University
A.A., Delta College

Professor Jim McFarland is the full-time sculptor in the Art + Design Program. He has taught sculpture, ceramics, graphic design, and printmaking classes since joining the faculty in 1990. He is a member of the International Sculpture Center and the National Council for Education in the Ceramic Arts (NCECA). He has taught at the Maryland Institute College of Art in Baltimore, and regularly serves as a juror for art events in the region. Professor McFarland has exhibited his sculpture in Washington, D.C., Baltimore, Philadelphia, and Pittsburgh, among other cities in the Mid-Atlantic, as well as throughout Michigan and in the Midwest. He received a Maryland State Arts Council Individual Artist Award in 1999, and has two commissioned sculptures on campus at HCC.

Heidi Neff, Associate Professor of Art + Design

M.F.A., M.A., University of Iowa

B.F.A., University of Illinois

Associate Professor Neff has taught painting, drawing, two-dimensional design and color theory classes since joining the HCC faculty in 2005. She is an artist who uses various painting and drawing languages as an embodiment of her search for meaning and passion in an oversaturated, overexposed world. She has exhibited nationally in cities including New York, San Francisco, Chicago and Washington DC. She is included in the prestigious Drawing Center's Viewing Program and was included in the 2002 M.F.A. edition of New American Painters Magazine curated by Lisa Dennison of the Guggenheim Museum.

3. Qualifications of adjunct faculty to teach core courses.

Adjunct Faculty – Sculpture/Ceramics/3D Foundations

Joe Netta

M.F.A., Pennsylvania State University, University Park, State College, Pennsylvania

B.F.A., University of Delaware, Newark, Delaware

Paul Lyon

B.F.A., Alfred University, Alfred, New York

Adjunct Faculty – Painting/Drawing /2D Foundations

Gina Pierleoni

M.F.A., Maryland Institute College of Art, Baltimore, Maryland

B.F.A., The College of New Rochelle, New Rochelle, New York

Janet Olney

M.F.A., Maryland Institute College of Art, Baltimore, Maryland

Bart O'Reilly

M.F.A., Maryland Institute College of Art, Baltimore, Maryland

B.F.A., National College of Art and Design, Dublin, Ireland

Adjunct Faculty Digital Arts and Graphic Design

Amy McClure

M.A., Catholic University of America, Washington, DC

Eric Conrad

B.S., Towson University, Towson, Maryland

A.A., Harford Community College, Bel Air, Maryland

Mike Fitzgerald

B.F.A., Maryland Institute College of Art, Baltimore, Maryland

Adjunct Faculty – Art History

Theresa Nevins

M.A., University of Delaware, Newark, Delaware

BA, University of Toledo, Toledo, Ohio

Amy Poff

B.A., University of Maryland Baltimore County, Baltimore, Maryland

I. Adequacy of library resources (as outlined in COMAR 13B.02.03.12).

The Library has sufficient resources for the Art + Design program. The library collection includes print and ebooks, video through both DVD and streaming video and access to full-text journal, magazine and newspaper articles through subscription databases. Particularly helpful for students in this program is ARTstor, which contains curated collections of art images and associated data. Students will also have access to unlimited resources through Inter-Library Loan Service, which can deliver titles from almost any academic library in the country.

J. Adequacy of physical facilities, infrastructure and instructional equipment (as outlined in COMAR 13B.02.03.13)

The Art + Design A.F.A. program would use the same facilities and resources as the current A.A. program. The facilities and equipment are excellent and adequate for both programs, as outlined below.

2-D Studios

The two-dimensional area at HCC offers two large studios with both easels and worktables, a small printmaking studio with three etching presses, and a Smartboard presentation room with an extensive digital image library. The facilities are an open and welcome environment for use outside of class time.

3-D Studio

The ceramics studio at HCC has facilities for hand building and wheel throwing in clay as well as glaze formulation. With five electric kilns, a 64-cubic foot gas-fired car kiln, and a gas-fired raku kiln, students can explore all of the available firing processes.

The sculpture studio has facilities for working in clay, wood, metal, and plaster fabrication. Students are, therefore, introduced to a variety of techniques and processes and are encouraged to use all processes appropriate in the development of their work.

The Ceramics, Sculpture, and Fundamentals of 3-D Design classes share two common studios in Joppa Hall. One serves as a wheel studio for ceramics students, the other as a general use workspace for students in all of the classes. There are three adjacent dedicated workspaces: a wood shop, a ventilated plaster-casting room, and a ventilated glaze room. Three exterior buildings house equipment and supplies that support the program. One is a dedicated gas kiln building, the second is an electric kiln and welding building, and the third is a storage building shared with the 2-D studios.

The Art + Design Program currently has a total of 5 top-loading electric kilns, one gas kiln and one raku kiln.

Art History Lecture Room

Art History classes and guest lectures are conducted in a theater classroom that can accommodate up to fifty people. The room is equipped with up-to-date technology, including digital projection and a full range of AV equipment. The room was recently upgraded with the addition of a wide-screen, high-definition projector, a Macintosh computer, a new projection wall, and new audio equipment. The classroom maintains hardware for retrieval, managing, and viewing of digital images and is fully connected through the school's online system and will be both Mac and PC capable.

The Mac Lab Studios

The Art + Design program Digital Arts and Graphic Design concentrations have two, twenty-station computer labs with state-of-the-art Apple computers that are upgraded regularly. They have discipline-specific/industry-standard software, two color laser printers, two wide-format inkjet printers, and a 3D printer.

One of the labs is dedicated as a teaching classroom and the other is used as a workspace for students matriculated in the Art + Design program. This second room is also reserved occasionally for use by core classes that do not have their own labs, such as Fundamentals of 2-D Design and Color Theory.

Photography Studios

The Photography studios include:

- a twenty-station wet black-and-white darkroom equipped with Beseler 23C-III XLVC enlargers.
- a five-station analog Beseler 45V large format black-and-white darkroom.
- an analog color-printing suite which accommodates negative sizes from 35mm to 4x5 inch, two Beseler 4x5 color enlargers, four Beseler 23C-III XL dichroic

enlargers, and a twenty-inch Kreonite color “C” print processor for large-format printing.

- two fully-equipped lighting studios.
- a spacious film processing lab which includes a Jobo rotary film processor for large-format Black and White, C-41, and E-6 film processing.
- for digital processes, students have access to a small digital work area in the photography lab which features two Apple computers, an inkjet printer, a flatbed scanner, and a film scanner. More substantially, photography students also have access to the A+D Digital Arts Studios (see above).

The photography classroom also features a SmartBoard system.

Student Exhibition Spaces

There are spacious student exhibition spaces in the hallways adjacent to each of the Art + Design studios. In addition to these spaces, the Student Art Gallery Association has a gallery space for weekly student-curated exhibitions near the main entryway into Joppa Hall. There is also an outdoor sculpture garden.

The Chesapeake Gallery

The Chesapeake Gallery provides a forum for dialogue and interaction with contemporary art through diverse programming. Exhibits by emerging and established artists, as well as faculty and students, support the institution’s educational mission by engaging the college and community in an exchange of ideas centered on the arts. The Chesapeake Gallery is the only exhibition space of its kind between Baltimore and Newark, Delaware. It is a vital link between the community and the practice of art in the region.

The Harford Community College Permanent Collection

The Harford Community College permanent collection includes work in all media installed around campus. The permanent collections also include a Student Purchase Gallery, consisting of student work purchased over the past ten years.

The Hays-Heighe House

The Hays-Heighe House (HHH) at Harford Community College is a dynamic educational facility and public history site that showcases elements of Harford County’s diverse social and cultural history through exhibits, inclusive programming, and strategic partnerships. The HHH mission is to promote life-long learning, community engagement, critical thinking, and historical and cultural understanding within the context of local, national, and global issues.

K. Adequacy of financial resources with documentation (as outlined in COMAR

The expenditures in Table 2 reflect costs already in place to support the College’s existing A.A. in Art + Design. It is anticipated that current resources are sufficient to also support the A.F.A

degree with no expected increase in expenditures. Per the request of MHEC, the expenditures table has been modified to reflect the lack of additional costs for the addition of the A.F.A. degree only.

1. ***Complete Table 1: Resources (pdf) and Table 2: Expenditure(pdf). Finance data (pdf) for the first five years of program implementation are to be entered. Figures should be presented for five years and then totaled by category for each year.***

TABLE 1: RESOURCES					
Resource Categories	Year 1	Year 2	Year 3	Year 4	Year 5
1. Reallocated Funds	0	0	0	0	0
2. Tuition/Fee Revenue (c + g below)	\$15,920	\$19,900	\$27,860	\$31,840	\$43,780
a. Number of F/T Students	4	5	7	8	11
b. Annual Tuition/Fee Rate	\$3,980 (\$124/credit x 30 credits=\$3720 + average of \$260 in course fees)	\$3,980	\$3,980	\$3,980	\$3,980
c. Total F/T Revenue (a x b)					
d. Number of P/T Students	0	0	0	0	0
e. Credit Hour Rate	124	124	124	124	124
f. Annual Credit Hour Rate	0	0	0	0	0
g. Total P/T Revenue (d x e x f)	0	0	0	0	0
3. Grants, Contracts & Other External Sources	0	0	0	0	0
4. Other Sources: Consolidated Fees	\$2,976 (\$24.80/credit x 30 credits =\$744 x number of students)	\$3,720	\$5,208	\$5,952	\$8,184
5. TOTAL (Add 1 - 4)	\$18,896	\$23,620	\$33,068	\$37,792	\$51,964

Assumptions:

- Tuition revenue is conservatively projected based on an in county tuition rate of \$124/credit hour.
- Full-time students complete 30 credits per year if following the AFA program guideline.

TABLE 2: EXPENDITURES					
Expenditures Categories	Year 1	Year 2	Year 3	Year 4	Year 5
1. Faculty (b + c below)	\$0	\$0	\$0	\$0	\$0
a. #FTE	0 additional faculty members	0 additional faculty members	0 additional faculty members	0 additional faculty members	0 additional faculty members
b. Total Salary	N/A	N/A	N/A	N/A	N/A
c. Total Benefits	N/A	N/A	N/A	N/A	N/A
2. Total Admin (b + c below)	\$0	\$0	\$0	\$0	\$0
a. #FTE	0	0	0	0	0
b. Total Salary	\$0	\$0	\$0	\$0	\$0
c. Total Benefits	\$0	\$0	\$0	\$0	\$0
3. Support Staff (b + c below)	N/A	N/A	N/A	N/A	N/A
a. #FTE	0 additional	0 additional	0 additional	0 additional	0 additional 2
b. Total Salary	N/A	N/A	N/A	N/A	N/A
c. Total Benefits	N/A	N/A	N/A	N/A	N/A
4. Equipment	\$0	\$0	\$0	\$0	\$0
5. Library	\$0	\$0	\$0	\$0	\$0
6. New or Renovated Space	\$0	\$0	\$0	\$0	\$0
7. Other Expenses	\$0	\$0	\$0	\$0	\$0
TOTAL (Add 1 – 7)	\$0	\$0	\$0	\$0	\$0

Assumptions:

- Programs will be implemented with existing faculty resources and administrative staff, so there are **no new expenses for personnel**.
- Library resources and equipment are budgeted in the operating budget on an ongoing basis.
- Salaries are forecasted to increase at 2% each year
- Health benefits are forecasted to increase at 5% each year

2. *Provide a narrative rationale for each of the resource category. If resources have been or will be reallocated to support the proposed program, briefly discuss the sources of those funds*

The Art + Design AFA degree will have no startup costs due simply to the fact that all of the courses are already being taught as part of the Art + Design A.A. program or as ART electives. The current faculty will teach all the courses. This is a repackaging of current courses already available. Existing students will choose between the A.A. degree and the A.F.A degree based on their transfer and professional goals. Classes that currently run with low numbers will have higher enrollments, but there are no immediate plans to offer new sections.

L. Adequacy of provisions for evaluation of program (as outlined in COMAR 13B.02.03.15).

Full-time and adjunct faculty members conduct course-level assessments geared toward improving student achievement in both individual classes and in the program as a whole. Assessment activities echo the process used throughout HCC, with each faculty member establishing measurable goals and outcomes, gathering data from designated courses, assessing what was learned each term, and then adjusting, if needed, their classes to reflect improvements. All of this is reported via the Student Learning Outcomes Assessment (SLOA) process, which is then reviewed each term by the division dean. All Student Learning Outcomes are linked to program and/or general education goals. Changes made as the result of this process are evidenced in subsequent semesters via the course syllabi, which are also regularly reviewed by the department. The course-level assessments have also contributed to the program-level assessments. Beginning in 2016, assessments will also be reviewed by the Learning Assessment Committee and the General Education Committee. The additional Program Review process is the primary assessment process for the programs as a whole.

M. Consistency with the State's minority student achievement goals (as outlined in COMAR 13B.02.03.05 and in the State Plan for Postsecondary Education).

Art + Design programs and activities that address minority student access and success and cultural diversity goals through:

- Hands-on, experiential learning in studio classes

- Participatory critiques in studio classes
- Guest lecturers
- Student field trips
- Encouraging creative freedom in course work
- SAGA student club
- Field trips and guest artists which broaden the students' perspectives
- The new VPAA scholarship brochure collects scholarship information in one place for ease of student use.
- Student learning objectives in program and general education courses related directly to cultural diversity goals.

N. Relationship to low productivity programs identified by the Commission:

N/A

Appendix A

Career Outlook Report for Associate of Fine Arts in Art + Design

Completed by Student Affairs, Advising, Career & Transfer Services

The Associate of Fine Arts degree is designed for transfer to a Bachelor of Fine Arts degree.

THE DIFFERENCE BETWEEN A B.A. IN ART + DESIGN AND A B.F.A.

In the United States, the Bachelor of Fine Arts is often confused with the Bachelor of Arts, but the two undergraduate degrees are very different. A Bachelor of Arts degree focuses on the liberal arts and the majority of coursework consists of social studies, humanities, and history classes, complimented with a few arts classes. The Bachelor of Fine Arts includes a component of liberal arts but the majority of the program consists of practical studio courses and education in visual and performing arts. In the United States, the typical BFA program consists of one-third liberal arts studies and two-thirds study in the arts. Conversely a Bachelor of Arts degree might include two-thirds liberal arts studies and one-third study in the arts.

The National Association of Schools of Art and Design (NASAD), a national accreditor of university level visual arts programs, explains that the Bachelor of Fine Arts (BFA) offers intensive study in the visual arts complemented by a general studies component, where the Bachelor of Arts (BA) is a liberal arts degree that offers art and design education within the context of a comprehensive general studies program.

The majority of Bachelor of Fine Arts programs require that students select one area of focus, such as acting, theatre, drama, ceramics, painting, cinematography, computer animation, creative writing, dance, drawing, screen writing, stage management, film production, visual effects, graphic design, computer animation, illustration, industrial design, visual communication, interior design, music, multimedia, metalworking, printmaking, photography, and sculpting. A few programs do not require students to focus on just one arts discipline, rather students are provided a broader education in a variety of visual and performing arts disciplines.

Unlike the Bachelor of Arts degree where a majority of coursework is completed within a classroom/lecture setting, a Bachelor of Fine Arts requires a substantial amount of practical studio work. Consequently, many BFA programs that are considered four-year degrees actually take longer than four years to complete.²

PROFESSIONAL DEVELOPMENT OF THE ARTIST

From AIGA, the Professional Association for Design, we can see the differences between types of degrees for visual artists studying Design. **It is noteworthy that the B.F.A. leads toward the M.F.A., which is the terminal degree for professional artists and is generally**

² <http://www.collegeatlas.org/bachelor-of-fine-arts.html>

required for careers in teaching at the college level, whether the visual artist specializes or majors in design, digital arts, fine arts, or other media forms.

Degree types

For those with a high school diploma:

BFA (Bachelor of Fine Arts), BDes (Bachelor of Design)

A BFA in graphic design, communication design, or interaction design is the most commonly recognized professional degree. (A BDes has similarly high standards, but is tailored towards design practice). 65–85 percent of the coursework in these programs is design-related, with a large portion specifically committed to pre-professional study in graphic or communication design, and the remainder devoted to liberal arts courses.

BA (Bachelor of Arts), BS (Bachelor of Science)

While the difference between a BA and a BFA differs depending on the institution, a BA typically has fewer required courses in the field, and fewer studio courses overall. The BA is commonly understood to be a general degree, while the BFA is often regarded as a professional degree.

AAS (Associate in Applied Science), AA (Associate of Arts), AS (Associate of Science), AFA (Associate of Fine Arts)

Two-year associate degrees are often offered at community colleges and technical schools, and a good program will either prepare a student for employment in technical support services or lay the groundwork to continue on to a four-year degree. Programs that promise both will usually fail to deliver on either.

For those with a Bachelor's degree:

MFA (Master of Fine Arts)

The MFA is widely recognized as a terminal professional degree, meaning that it qualifies a designer to teach in a professionally oriented university and to work at the highest levels of practice. For almost all schools, it's the minimum qualification for teaching. For someone with a BFA in graphic design or the equivalent, an MFA program will span two to three years and 60–90 credit hours, and may extend an additional year for someone who has a degree from another field. A strong program will value research, theory, method, and critical thinking, and conclude with a project or thesis that demonstrates independent thought and inquiry, holding itself to the same standards as MFA programs in other disciplines.³

³ <http://www.aiga.org/guide-designprogramsdifferent/>

JOB MARKET OVERVIEW:

Jobs for Art Majors

A major in art offers a wide array of vocational opportunities, including positions as art directors, graphic artists, fashion designers, photographers, commercial artists, teachers, illustrators, cartoonists and sign painters. Professional settings can range from marketing and design firms, newspapers and advertising agencies to art galleries, schools, greeting card companies and museums.

Salary Information

The salary for a career in art depends on a number of factors, including job title and duties. According to the U.S. Bureau of Labor Statistics, as of May 2014, the average salary for art directors was \$97,850 per year; graphic designers earned \$50,670 per year on average. Fine artists (including illustrators, painters and sculptors) made an average annual salary of \$51,120.

Employment Outlook

The U.S. Bureau of Labor Statistics predicts that employment opportunities for art directors and craft and fine artists will grow by 2% from 2014 to 2024, whereas those working in multimedia art could experience a 6% growth in employment. Graphic designers working with computer systems design are predicted to see a large 21% growth in employment from 2014 to 2024.⁴

From AICAD, the Association of Independent Colleges of Art and Design, a membership organization of the 42 leading art & design schools in the USA and Canada⁵:

THE VALUE OF AN ART & DESIGN EDUCATION

The Economy

Art and design is a rapidly growing sector that has a significant impact on our economy and has played a critical role in innovation and start-up culture. More than 25 million people currently work in an art or design-related industry according to the U.S. Department of Labor, and by 2020 this is projected to be more than 28 million people.

To further understand the scope and importance of the arts on today's economy, view Americans for the Arts 2015 report *Creative Industries: Business & Employment in the Arts*, which finds that, "Nationally, 702,771 businesses are involved in the creation or distribution of the arts, and they employ 2.9 million people. This represents 3.9 percent of all U.S. businesses and 1.9 percent of all U.S. employees—demonstrating statistically that the arts are a formidable business presence and broadly distributed across our communities."⁶

⁴ http://study.com/articles/What_Jobs_Can_You_Get_With_an_Art_Major.html

⁵ <http://www.aicad.org/return-on-investment/>

⁶ <http://www.aicad.org/return-on-investment/>

Study.com/articles: additional information on what to do with a BFA degree, with data from the Bureau of Labor Statistics (BLS)

CAREER OPTIONS

Graduates holding a BFA may find careers as craft or fine artists, multimedia artists, actors, art directors, art teachers or writers. Students studying for this degree usually pursue majors like ceramics, creative writing, graphic design, painting, photography, printmaking, sculpture, studio art, theater or art education.

Fine Artist - Fine artists in training typically earn a BFA degree in studio art. They may choose a concentration in sculpture, painting, illustration, photography or printmaking. Studio art coursework refines artists' technical skills and creative talents and guides them to develop their own artistic style.

These graduates may become sculptors, painters, illustrators or printmakers. They may work independently, displaying and selling work through their studios or art galleries.

Fine artists may also work for commercial art studios, design companies, publishers or ad agencies. Some pursue freelance work or accept commissions. The BLS said these artists were earning a median wage of \$42,610 a year in 2013 and should see an employment growth of 4% during the 2012-2022 decade.

Craft Artist - With the Bachelor of Fine Arts degree in majors like ceramics, jewelry, metalwork, textile design or fiber arts, craft artists show and sell handmade pieces and artwork in a variety of venues. Freelancing and working on commissioned projects is also possible. BFA classes allow students to pursue their area of interest in-depth and prove their ability to meet deadlines. Learners usually work out of owned or shared studio space.

The U.S. Bureau of Labor Statistics (BLS) listed the median annual salary for craft artists at \$30,400 in 2013. The BLS projects that craft artists will see a 3% increase in job opportunities between 2012 and 2022.

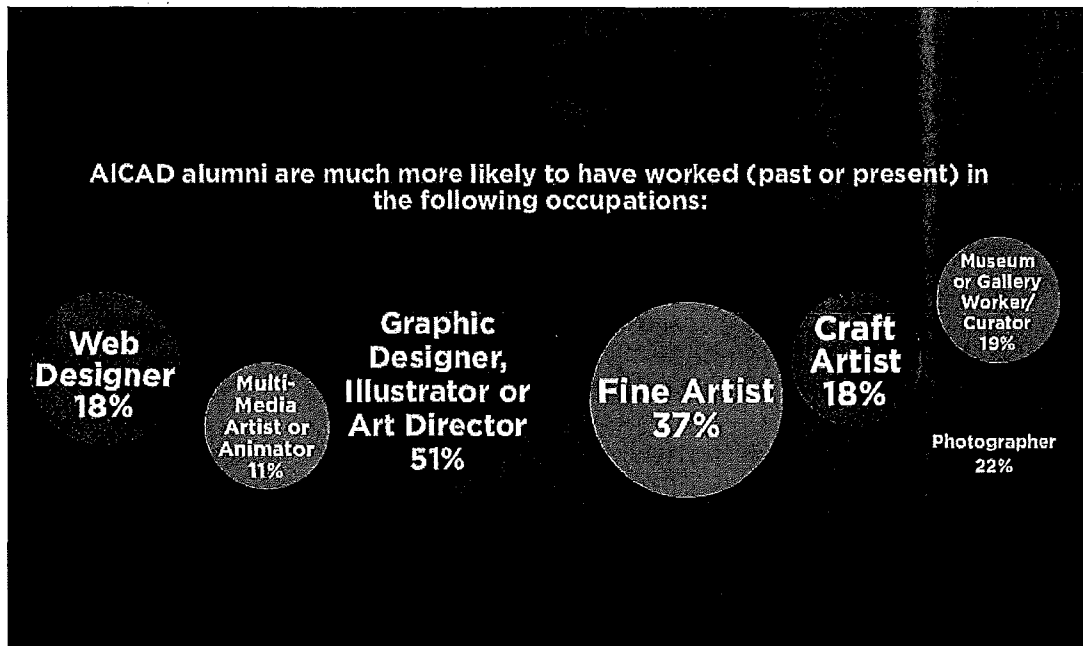
Multimedia Artist - Using hand-drawn or computer-generated images, multimedia majors who graduate with BFA degrees can create animation sequences or storyboards. They work for ad agencies or for software, gaming, film or television companies. Multimedia artists use skills they've learned in art, computer and design classes.

According to the U.S. Bureau of Labor Statistics (BLS), multimedia artists can expect a slower-than-average job growth rate of 6% between 2012 and 2022. In 2013, their median annual salary was \$64,470, the BLS indicates.

Art Director - Graphic design or multimedia design majors who graduate with Bachelor of Fine Arts degrees and gain work experience can also become art directors. They've developed technical competence in computer art and design in BFA classes. Successful graduates also have proven ability to meet deadlines.

An art director typically guides the development of visual and written material through layout and design of artwork and copy. Art directors often work for ad agencies or publishing companies. The BLS

indicates that art director opportunities are expected to increase 3% from 2012 to 2022, with a median yearly wage of \$83,000 reported for the profession in 2013.⁷



8

Towson University describes the following on their website, emphasizing or at least suggesting the job market potential is favorable for art majors with design skills:

CAREER OPPORTUNITIES

Towson University's Department of Art + Design, Art History and Art Education has a long tradition of preparing students as highly qualified teachers, designers and professional artists. The department, in conjunction with the Career Center, has developed internships with various studios, schools, colleges, design firms and museums. These internships provide students with the experience necessary for achieving success in their fields, including Web page design, graphic design, illustration, advertising, photography, and metalsmithing and jewelry. Design is at the crux of many professional opportunities.⁹

⁷ U.S. Bureau of Labor Statistics (BLS)

⁸ <http://www.aicad.org/return-on-investment/>

⁹ <http://catalog.towson.edu/undergraduate/fine-arts-communication/art-design-art-history-art-education/>

WHAT CAN I DO WITH MY VISUAL ARTS DEGREE? (Career Center at UMBC)¹⁰

DIGITAL ART / ANIMATION / INTERACTIVE MEDIA / GAME INDUSTRY

Modeler/Texturing	Story Board Artist	Character Development
3-D Artist	Rigging	Concept Development
2-D Artist	Environment Artist	Story Development
Compositor	Motion Graphics	Game Development

PHOTOGRAPHY

Advertising Agencies, Magazines/Newspapers, Corporate Communications Department, Stock Houses, Hospitals, Museums, Advertising Agencies

Photographer's Assistant	Freelance Photographer	Staff Photographer
Curatorial Assistant	Photographic Stylist	Product Photographer
Photojournalist	Picture Editor	Fashion Photographer

Government, Military, Law Enforcement

Photographer's Assistant	Staff Photographer	Forensic Photographer
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Photo Finishing/Professional Labs, Camera/Film Stores

Photographic Supplies Sales Rep.	Camera Repairer	Darkroom Supervisor
Photographic Technologist	Lab Technician	Lab Manager
Film Processing/Printing Specialist		Camera Sales Representative

Private Studios

Wedding/Event Photographer	Portrait Photographer	Studio Manager
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GRAPHIC DESIGN / STUDIO / DIGITAL IMAGING

Arts/Crafts Stores

Art Supplies Buyer	Hobby Shop Manager	Arts / Crafts Trainer
Art Supplies Sales Representative	Custom Framer	

Digital Imaging - Cable Co., Networks, Printers, Publishers, Software Developers

Digital Graphic Artist	Computer Animator	Internet Artist
Animation Development Coordinator	GUI Designer	Advertising Artist
Multimedia Producer	Modeler	Clip Artist Production Asst.

Applied Art - Gov't (military, police), Publishers (newspapers, magazines, books)

Forensic/Police Artist	Medical/Science Illustrator	Technical Illustrator
Book Jacket Designer	Advertising Artist/Illustrator	Cartoonist
Signs/Display Artist	Children's Book Illustrator	Editorial Art Director
Assistant Art Director	Paste Up Artist	Magazine Designer
Package Designer	Architectural Renderer	Animator
Record Cover Designer	Promotional Designer	Fashion Illustrator
Graphic Designer	Graphic Arts Assistant	Greeting Card Artist
Catalog Illustrator	Courtroom Sketch Artist	Architectural Graphic Artist

Education - High Schools, Museums

Teacher/Instructor	Tour Guide	Docent
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¹⁰ <http://careers.umbc.edu/>

ART HISTORY

Museums, Auction Houses, Galleries

Art Buyer	Volunteer Coordinator	Gallery Assistant Director
Information Coordinator	Membership Officer	Fund Raiser/Grant Writer
Development/Fund Raising Assoc.	Exhibit Installer	Docent
Marketer-Museum Reproductions	Museum/Tour Guide	Conservation Technician
Museum Technician	Armorer Technician	Cataloger
Assistant Museum Curator	Display Manager	Exhibit/Display Designer
Reproductions Sales Representative	Museum Store Manager	Gallery Research Technician

CINEMATIC ARTS/FILM / VIDEO

Community/Regional/Repertoire Theaters, Dinner Theaters, Children's Theaters

Touring Manager	Stage Technician	Costume Designer
Lighting Technician	Playwright	Set Designer

Community Centers, High Schools

Drama Coach	Teacher	Instructor
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Commercials, Movies, TV/Radio, Corporate Communications, Educational Films

Screen/Scriptwriter	TV Schedule Coordinator	Production Assistant
Contestant Interviewer	Programming Assistant	Art Director/Production Designer
Film Assistant	TV Electronic Designer	Location Manager
Wardrobe/Costume Designer		Talent Scout Editor
Art Department	Set Building/Design	Gaffer
Camera Operator	Producer	Director

MISCELLANEOUS ART-RELATED

Arts Councils/Organizations, Government, Foundations

Grant Application/Proposal Reviewer	Program Specialist	Public Information Officer
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Publishing (books, magazines/journals, newspapers, greeting cards)

Book / Subscription Salesperson	Editorial Assistant	Assistant Designer
Illustrator	Circulation Personnel	Copy Editor

Advertising / PR - Firms, Corporations, Media, Freelance

Marketing Research Analyst	Public Relations Specialist	Consumer Survey Supervisor
Advertising Salesperson	Marketing Coordinator	Copywriter
Assistant/Junior Account Executive	Media/Space Buyer	Web Designer
Exhibit Display Representative	Story Board Illustrator	Letterer
Desktop Publishing Specialist	Design Assistant	Layout Artist

PREPARATION FOR A COMPETITIVE JOB MARKET

- (1) Focus on transferable skill sets, as you pursue a degree in Visual Arts.
- (2) Obtain relevant internship, co-op, or volunteer experiences.
- (3) Supplement Visual Arts course work with classes that are relevant to your career.
- (4) Meet with a Career Specialist to discuss exploring, making, and preparing for career choices.

COURSE LISTINGS WITH FACULTY

ART + DESIGN FULL TIME FACULTY INCLUDES:
 HEIDI NEFF JIM MCFARLAND KEN JONES
 JEFF BALL JEFF ROLLINGER

Yellow Indicates Course offered same semester in other concentrations

AFA Fine Arts		AFA Digital Arts		AFA Graphic Design		AFA Photography	
1st Semester	Course / Instructor	1st Semester	Course / Instructor	1st Semester	Course / Instructor	1st Semester	Course / Instructor
ART 101	Fundamentals of 2D Design / Heidi Neff	ART 101	Fundamentals of 2D Design / Heidi Neff	ART 101	Fundamentals of 2D Design / Heidi Neff	ART 101	Fundamentals of 2D Design / Heidi Neff
ART 111	Drawing 1 / Heidi Neff	ART 111	Drawing 1 / Heidi Neff	ART 111	Drawing 1 / Heidi Neff	PHOT 101	Black and White Photography 1 / Jeff Rollinger
ART 120	Digital Foundations 1 / Kenneth Jones	ART 120	Digital Foundations 1 / Kenneth Jones	ART 120	Digital Foundations 1 / Kenneth Jones	ART 120	Digital Foundations 1 / Kenneth Jones
ENG 101	English Composition GE	ENG 101	English Composition GE	ENG 101	English Composition GE	ENG 101	English Composition GE
	Behavioral/Social Science Elective GB	ART 160	Time Based Media / Adjunct	ART 103	Intro to Graphic Communication / Ken Jones		Behavioral/Social Science Elective GB
	15		15		15		15
2nd Semester	Course / Instructor	2nd Semester	Course / Instructor	2nd Semester	Course / Instructor	2nd Semester	Course / Instructor
ART 107	Fundamentals of 3D Design / Jim McFarland	ART 107	Fundamentals of 3D Design / Jim McFarland	ART 107	Fundamentals of 3D Design / Jim McFarland	ART 111	Drawing 1 / Heidi Neff
ART 109	Sculpture 1 / Jim McFarland	PHOT 131	Digital Photography 1 / Ken Jones	PHOT 131	Digital Photography 1 / Ken Jones	PHOT 131	Digital Photography 1 / Jeff Rollinger
ART 113	Painting 1 / Heidi Neff	ART 230	2D Computer Animation / Adjunct	ART 204	Typography 1 / Ken Jones	PHOT 102	Black and White Photography 2 / Jeff Rollinger
	Mathematics Elective GM		Mathematics Elective GM		Mathematics Elective GM		Mathematics Elective GM
	Biological/Phys. Science Elective GS	ART 208	Digital Foundations 2 / Ken Jones	ART 208	Digital Foundations 2 / Ken Jones	PHOT 209	History of Photography GH / Jeff Rollinger
	15/30		15/30		15/30		15/30
3rd Semester	Course / Instructor	3rd Semester	Course / Instructor	3rd Semester	Course / Instructor	3rd Semester	Course / Instructor
ART 115	Ceramics 1 / Jim McFarland		Art / Photo Elective / Full Time Faculty	ART 160 or ART 122	Time Based Media / Adjunct or Color: Art, Science + Culture / Heidi Neff	ART 107	Fundamentals of 3D Design / Jim McFarland
ART 201	Survey Art History 1 / Jeff Ball GH/D	ART 201	Survey Art History 1 / Jeff Ball GH/D	ART 201	Survey Art History 1 / Jeff Ball GH/D	ART 201	Survey Art History 1 / Jeff Ball GH/D
PHOT 131	Digital Photography 1 / Ken Jones	ART 231	3D Modeling + Animation / Adjunct	ART 207	Graphic Design / Ken Jones	PHOT 231	Digital Photography 2 / Jeff Rollinger
ART 233	Portfolio Workshop / Ken Jones	ART 233	Portfolio Workshop / Ken Jones	ART 233	Portfolio Workshop / Ken Jones	PHOT 206	Studio Lighting / Jeff Rollinger
ART 213	Drawing 2 / Heidi Neff		Behavioral/Social Science Elective GB		Biological/Phys. Science Elective GS	ART or PHOT 182	Independent Study / All Full Time Faculty
	15/45		15/45		15/45		PE Elective
							15/45
4th Semester	Course / Instructor	4th Semester	Course / Instructor	4th Semester	Course / Instructor	4th Semester	Course / Instructor
ART 202	Survey of Art History 2 / Jeff Ball GH/D	ART 202	Survey of Art History 2 / Jeff Ball GH/D	ART 202	Survey of Art History 2 / Jeff Ball GH/D	ART 202	Survey of Art History 2 / Jeff Ball GH/D
ART 122	Color: Art, Science + Culture / Heidi Neff GH	ART 229	Design for the Web / Adjunct	ART 229	Design for the Web / Adjunct	ART 160	Time Based Media / Adjunct
ART or PHOT 192	Independent Study / All Full Time Faculty	ART or PHOT 192	Independent Study / All Full Time Faculty	ART or PHOT 192	Independent Study / All Full Time Faculty	PHOT 105	Photojournalism / Jeff Rollinger
	Advanced Studio Courses # / All Full Time Faculty		ART or PHOT Elective / All Full Time Faculty		ART or PHOT Elective / All Full Time Faculty	PHOT 202	Alternative Processes / Jeff Rollinger
	PE Elective		PE Elective		PE Elective		
			Biological/Phys. Science Elective GS		Behavioral/Social Science Elective GB		Biological/Phys. Science Elective GS
#Advanced Studio	15/60		15/60		15/60		15/60
ART 214	Painting 2 / Heidi Neff						
ART 219	Sculpture 2 / Jim McFarland						
ART 220	Ceramics 2 / Jim McFarland						

Full Time Faculty Teach 21 of 21 courses = 100%
 ART + DESIGN FULL TIME FACULTY TEACHING IN THIS CONCENTRATION
 HEIDI NEFF JIM MCFARLAND KEN JONES
 JEFF BALL JEFF ROLLINGER

Full Time Faculty Teach 17 of 21 courses = 81%
 ART + DESIGN FULL TIME FACULTY TEACHING IN THIS CONCENTRATION
 HEIDI NEFF JIM MCFARLAND KEN JONES
 JEFF BALL JEFF ROLLINGER

Full Time Faculty Teach 20 of 21 courses = 95%
 ART + DESIGN FULL TIME FACULTY TEACHING IN THIS CONCENTRATION
 HEIDI NEFF JIM MCFARLAND KEN JONES
 JEFF BALL JEFF ROLLINGER

Full Time Faculty Teach 20 of 21 courses = 95%
 ART + DESIGN FULL TIME FACULTY TEACHING IN THIS CONCENTRATION
 HEIDI NEFF JIM MCFARLAND KEN JONES
 JEFF BALL JEFF ROLLINGER

