CECIL
COLLEGE

Division of Academic Programs
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JAN 19 2018

January 16, 2018

James D. Fielder, Jr., Ph.D.
Secretary of Higher Education
Maryland Higher Education Commission
6 North Liberty Street
Baltimore, MD 21201

Dear Dr. Fielder:

Attached is a proposal for a new Associate of Science program:

**AA Art and Design with concentrations in Drawing & Painting, Ceramics,
and Graphic Design
HEGIS Code 1001.00; CIP Code 50.0702**

If there are any questions about this request, please contact Colleen Flewelling,
Assistant Dean of Academic Assessment and Development, at cflewelling@cecil.edu or
443-674-1948.

Sincerely,

Christy Dryer, DNP
Vice President, Academic Programs

MARYLAND HIGHER EDUCATION COMMISSION
ACADEMIC PROGRAM PROPOSAL

PROPOSAL FOR:

__X__ NEW INSTRUCTIONAL PROGRAM
_____ SUBSTANTIAL EXPANSION/MAJOR MODIFICATION
_____ COOPERATIVE DEGREE PROGRAM
__X__ 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.)

_____Cecil College_____
Institutional Submitting Proposal

_____January 2018_____
Projected Implementation Date

_____AA_____	_____Art and Design with concentrations in Drawing & Painting, Ceramics, & Graphic Design_____
Award to be Offered	Title of Proposed Program
___1001.00___	___50.0702___
Suggested HEGIS Code	Suggested CIP Code
___Arts & Communications___	___Daniel Krukosky___
Department of Proposed Program	Name of Department Head

___Colleen Flewelling___	___cflewelling@cecil.edu___	___443-674-1948___
Contact Name	Contact E-mail Address	Contact Phone Number

Mary Way Bolt
_____   President/Chief Executive Officer
Signature and Date

_____December 7, 2017_____   Date Endorsed/Approved by Governing Board
Date

A.   Centrality to institutional mission statement and planning priorities:

Cecil College's proposed Associate of Arts in Art and Design with concentrations in Ceramics, Graphic Design, and Drawing and Painting provides the foundation for transfer into a Bachelor of Arts (BA) program at a four-year college or university. It prepares students for initial employment or career advancement in the following areas: fine arts, illustration, commercial arts, K-12 art education, curatorial and museum studies, model making and special effects, 3-D digital arts, decorative arts, art therapy, advertising, graphic arts, animation, clay animation, art direction, arts administration, fashion design, interior design, or photography. This program is intended to combine currently-running separate AA programs in Ceramics, Graphic Design, and Drawing and Painting.

Thus, this program directly supports Cecil College's mission to provide a supportive learning environment to students as they build the skills and knowledge to achieve academic success, prepare to transfer, and enter the workforce. In addition, the program supports the College's mission to support access to higher education programs. Given the high cost of attending a four-year university, the proposed program can save students a significant amount by giving them the opportunity to complete either an AA or the first two years of study at a community college.

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

This program provides an option for students who wish to transfer to a four-year program in fine or studio arts. Students' expenses for their degree are greatly reduced when they complete two years of their degree at Cecil College. The chart below compares tuition at 4-year state institutions which offer four-year degrees in Art and Design with the cost of attending Cecil College.

Institution	Rate	Cost per credit 2017-18	Cost for 60 credits	Savings over 2 years
Cecil College	In-county	$109	$6,540	-
Frostburg State University	In-state	$269	$16,140	$9,600
Towson University	In-state	$278	$16,680	$10,140
University of Maryland College Park	In-state	$353	$21,180	$14,640
St. Mary's College of Maryland	In-state	$485	$29,115	$23,060

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

A degree in Art and Design prepares students for careers in a number of fields including fine arts, illustration, commercial arts, K-12 art education, curatorial and museum studies, model making and special effects, 3-D digital arts, decorative arts, art therapy, advertising, graphic arts, animation, clay

animation, art direction, arts administration, fashion design, interior design, or photography. Maryland's Department of Labor, Licensing and Regulation projects increases from 2014-2024 in the number of openings for almost all of these types of positions.[1] These increases include:

Field	2014-2024 Percent Change in openings in Maryland
Art and Design Workers	12.8%
Graphic Designers	15.2%
Fashion designers	14.6%
Interior Designers	17.6%
Set and Exhibit Designers	21.7%
Art Directors	12.8%
Photographers	7.9%
Art, Drama, and Music Teachers, Postsecondary	34.3%
Multimedia Artists and animators	26.8%

WICHE projects that the number of high school graduates in Maryland will average 65,300 per year between 2011-12 and 2031-32, with a period of growth between 2017 and 2025.[2] Because of these data, Cecil College anticipates that enrollment in the art and design program will grow modestly over the next five years.

D.   Reasonableness of program duplication:

There are several studio arts programs at community colleges in Maryland, including a Statewide program at Montgomery College. Cecil College is the only institution that offers a concentration in Ceramics.

Institution	Field	Degree(s)
Montgomery College	Studio Art (Statewide)	AFA and AA
Anne Arundel Community College	Studio Arts	AA
Carroll Community College	Arts and Sciences, Visual Art	AA
College of Southern Maryland	Arts and Sciences: Art	AA
Community College of Baltimore County	Art, Design, and Interactive Media	AFA and AA
Garrett College	Fine and Performing Arts Concentration	AA
Howard Community College	Art	AA
Harford Community College	Art and Design (Fine Art, Digital Art, Graphic Design, Photography)	AA

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[1] http://dllr.maryland.gov/lmi/iandoproj/maryland.shtml
[2] http://knocking.wiche.edu/state-profiles/

Cecil College currently awards an AFA in Art and Design with concentrations in Art History, Ceramics and Sculpture, Drawing and Painting, Graphic Design, Interactive and Motion Arts, Photography and Digital Arts, and Studio Arts. The availability of both programs provides flexibility and options for our students as they consider their career path and transfer plans. The AFA provides concentrated study at the pre-professional level, while the Associate of Arts degree has more general education requirements.

E.   Relevance to high-demand programs at Historically Black Institutions (HBIs)

We anticipate there will be no impact on the implementation or maintenance of high-demand programs at HBI's.

F.   Relevance to the identity of Historically Black Institutions (HBIs)

Cecil College maintains articulation agreements for Art and Design programs with both Morgan State University and University of Maryland Eastern Shore. Therefore, this program has the potential to send students to these programs.

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

The Art and Design curriculum outlined below includes requirements for concentrations in Ceramics, Graphic Design, and Drawing and Painting. (Three additional art courses are included in the General Education requirements.)

Ceramics Concentration

Course Code	Course Title	Credits
	Requirements	
ART 160	Beginning Ceramics	3
ART 179	Surface Design for Ceramics	3
ART 194	Wheel-Thrown Ceramics I	3
ART 196	Wheel-Thrown Ceramics II	3
ART 260	Intermediate Ceramics	3
ART 261	Advanced Ceramics	3
ART 293	Professional Portfolio Production	3
	Electives – Select 8 credits	
ART 152	Sculpture	3
ART 163	Ceramics/Masks and Self Portraits	1
ART 164	Ceramics/Small Sculpture	1
ART 167	Ceramics/Japanese Raku	3
ART 201	Three-Dimensional Design	3

Course Code	Course Title	Credits
ART 291	Portfolio Production	1
ART 292	Portfolio Production	2
ART 296	Wheel-Thrown Ceramics III	3
ART	Art Elective	1-4

Total: 29 Credits

Graphic Design Concentration

Course Code	Course Title	Credits
	Requirements	
ART 110	Color	3
ART 152 **or** ART 160 **or** ART 201	Sculpture **or** Beginning Ceramics **or** Three-Dimensional Design	3
ART 293	Professional Portfolio Production	3
VCP 101	Photography I	4
VCP 116	Digital Imaging I	2
VCP 117	Digital Imaging II	2
VCP 118	Digital Imaging III	4
	Electives – Select 8 credits	
ART 105	Illustration, Materials and Techniques	3
ART 140	Painting I	3
ART 152	Sculpture	3
ART 160	Beginning Ceramics	3
ART	Art Elective	1-4
ART 183	Digital Illustration I	4
ART 201	Three-Dimensional Design	3
ART 230	Drawing II	3
ART 231	Portrait Drawing	3
ART 232	Figure Drawing	3
ART 291	Portfolio Production I	1
ART 292	Portfolio Production II	2
VCP 119	Digital Imaging IV	4

Total: 29 Credits

Drawing and Painting Concentration

Course Code	Course Title	Credits

	Requirements	
ART 110	Color	3
ART 140	Painting I	3
ART 152 **or** ART 160 **or** ART 201	Sculpture **or** Beginning Ceramics **or** Three-Dimensional Design	3
ART 230 **or** ART 240	Drawing II **or** Painting II	3
ART 231 **or** ART 232	Portrait Drawing **or** Figure Drawing	3
ART 293	Professional Portfolio Production	3
	Electives – Select 11 credits	
ART 105	Illustration, Materials and Techniques	3
ART 150	Art Appreciation and Museum Studies	3
ART 152	Sculpture	3
ART 160	Beginning Ceramics	3
ART 179	Surface Design for Ceramics	3
ART 183	Digital Illustration I	4
ART 201	Three-Dimensional Design	3
ART 230	Drawing II	3
ART 231	Portrait Drawing	3
ART 232	Figure Drawing	3
ART 240	Painting II	3
ART 291	Portfolio Production I	1
ART 292	Portfolio Production II	2
ART	Art Elective	1-4
VCP116	Digital Imaging I	2
VCP117	Digital Imaging II	2
VCP101	Photography I	4

Total: 29 Credits

ART 105 Illustration, Materials, and Techniques Illustration, Materials and Techniques is a studio course which introduces students to a variety of materials and techniques appropriate for use in the field of illustration. Topics may include: charcoal, graphite pencil, color pencil, pastel, inks, markers, scratchboard, various paints, printmaking techniques, collage and airbrush. Previous experience in drawing is highly recommended before enrolling for this course. 3 credits
Pre-requisite: Previous drawing experience

ART 110 Color (H) Color is a studio course which serves as an introduction to the varied relationships and qualities of color in regard to the visual world. Assignments explore both physical and psychological

aspects of color theory. This course is valuable for anyone interested in the fine/commercial arts, or anyone interested in understanding how color can affect our behavior and observations. 3 credits

ART 140 Painting I (H) Painting I introduces students to various approaches to painting in oils in the studio. It is intended for the beginning painter with little or no background in painting. Technical skills are developed through demonstrations, structured assignments, lectures, and critiques. 3 credits

ART 150 Art Appreciation and Museum Studies (H) Art Appreciation and Museum Studies is a discussion/lecture course with travel to museums, galleries, and/or artists' studios to view works of art. Topics may include historical context of artworks, specific artists, styles and movements, personal, historical or societal influences on artists, subject and content, aesthetic intent, formal organization, materials, and methods. 3 credits
Pre-requisite: EGL 093

ART 152 Sculpture I (H) Sculpture I introduces students to the basic materials and techniques used in creating sculptural forms. Emphasis is on the development of form recognition and comprehension in the third dimension. Basic shapes encountered in daily activities are used as the building blocks in the development and construction of more complex sculptural forms. Starting with projects using both additive and subtractive methods, the basic human structure will be explored. Projects using both realistic and free-form concepts will be considered. 3 credits

ART 160 Beginning Ceramics (H) Beginning Ceramics introduces the student to processes, tools, and aesthetics of ceramic forms, both functional and sculptural. Students explore various hand-building, wheel-throwing, decorating, glazing, and firing techniques. Studio performance concerning technical, aesthetic and skill development is stressed. 3 credits

ART 163 Ceramics/Masks and Self-Portraits is a studio course on the design and creation of clay masks and self-portraits. The course explores the development of the mask in relationship to its historical use in rituals and ceremonies of various cultures. The course also focuses on the creation of the self-portrait as a symbolic and psychological statement. 1 credit

ART 164 Ceramics/Small Sculpture is a studio course designed to expose students to a variety of techniques for creating small sculpture from clay. Along with the technical aspects of working with clay, firing and non-firing methods of completing the sculptures are discussed. 1 credit

ART 167 Ceramics Japanese Raku Ceramics Japanese Raku introduces students to contemporary approaches to the art of Raku as well as the historical relationship to Japanese ritual tea ceremonies and the philosophy of Zen. Students will learn appropriate construction, decorating, firing and post-firing techniques as well as glaze formulation and kiln construction. Previous experience in clay is recommended. 3 credits

ART 179 Surface Design for Ceramics Surface Design for Ceramics explores a variety of surface techniques for ceramics. The elements and principles of design will be discussed and utilized to create surface designs for ceramic forms. Students will explore techniques to manipulate form and surface throughout the stages of the ceramic process. This course includes techniques for greenware and bisqueware as well as post-firing techniques. Students will mix glazes and experiment with materials for low and mid-fire temperatures. The relationship between form and surface will be emphasized. 3 credits

ART 183 Digital Illustration I Digital Illustration I teaches traditional illustration methods combined with computer illustration techniques to enable students to learn contemporary professional illustration practices. Emphasis is placed on creative concept development, composition, design, research, workflow,

drawing techniques for hand and computer, and portfolio production. Topics include: fine art illustration, still life illustration, product illustration, book illustration, and editorial illustration. Previous drawing experience is preferred. 4 credits

ART 194 Wheel-thrown Ceramics (H) Wheel-Thrown Ceramics introduces students to the pottery wheel with emphasis on the skill development of throwing techniques. The course will focus on the development of personal style, perfection of thrown forms and craftsmanship. A wide range of pottery forms and surface treatments will be studied and applied to the work made. Students will be given a foundation in the history, aesthetic, and technical aspects of working with clay on the potter's wheel. Students will explore the pottery wheel as a tool for construction in conjunction with other building techniques. 3 credits

ART 196 Wheel-thrown Ceramics II Wheel-Thrown Ceramics II expands on the skills introduced in Wheel-Thrown Ceramics. Emphasis is placed on advanced techniques for throwing and decorating surfaces. The course encourages developing a personal style as well as refining craftsmanship and thrown forms. Students will utilize the pottery wheel as a tool for construction in conjunction with other building techniques. Students are expected to explore the creative potential of the medium in relationship to concepts, aesthetics and function. 3 credits Pre-requisite: ART 194

ART 201 Three-Dimensional Design (H) Three-Dimensional Design is a studio course that introduces students to various aspects of three-dimensional design. Students deal with the application of design concepts to three-dimensional problems. Individual creative approaches to materials and techniques are encouraged. 3 credits Pre-requisite: ART 101

ART 230 Drawing II (H) Drawing II builds on Drawing I by concentrating on long-term assignments in the studio. It is intended for those students with previous experience in drawing. Emphasis is on experimentation with materials and individual expression. Students will study approaches taken by various artists to develop a series of related works. 3 credits Pre-requisite ART 130

ART 231 Portrait Drawing Portrait Drawing is an introductory class exploring basic mechanical and expressive components of portraiture. Emphasis is on solid structure and disciplined characterization. Instruction deals with form and structure in the first half of the course and expression and characterization in the second. Previous drawing experience is highly recommended before enrolling in this course. 3 credits Prerequisite: Previous drawing experience recommended

ART 232 Figure Drawing Figure Drawing is an introductory course in drawing the human figure. The first half of the course emphasizes accuracy in proportion and achieving solid form and structure while the second half deals with characterization. Projects will deal with the form and structure of the body as well as subjective aspects of the pose. Previous drawing experience is highly recommended before enrolling in this course. 3 credits Prerequisite: Previous drawing experience recommended

ART 240 Painting II (H) Painting II is a studio course concerned with the further development of compositional organization, technical skills, and color usage. Emphasis is on individualized approaches to painting and personal exploration with reference to past and contemporary artists. Students are encouraged to experiment with combinations of media and techniques for exploration in representational, abstract, and non-objective work. This course is intended for the student with previous painting experience. 3 credits Pre-requisite: ART 140

ART 260 Intermediate Ceramics (H) Intermediate Ceramics (H) examines personal approaches to clay building and decorating and the creative potential of the medium in relationship to concept, function, and aesthetics. Major emphasis is on the development of skills, ideas, personal style, areas of special interest,

and on the refinement of forms and craftsmanship. This course includes an introduction to glaze mixing and firing theory. 3 credits Pre-requisite: ART 160

ART 261 Advanced Ceramics Advanced Ceramics expands on personal approaches to clay building and decorating from Intermediate Ceramics. This course focuses on the further development of skills, ideas, style, areas of special interest, and on the refinement of forms and craftsmanship. Experimentation with form development, surface decoration, and personal symbolism is emphasized. 3 credits Pre-requisite: ART 260

ART 291 Portfolio Production I Portfolio Production I provides an opportunity for advanced art students to concentrate on building portfolios in individual areas of interest to further their educational, career and personal goals. Students will create a focused body of artwork to produce a portfolio. 1 credit Pre-requisite: EGL101

ART 292 Portfolio Production II Portfolio Production II provides an opportunity for advanced art students to concentrate on building an in-depth portfolio in individual areas of interest to further their educational, career and personal goals. Students will create a focused body of artwork to produce a portfolio. 2 credits Pre-requisite: EGL101

ART 293 Professional Portfolio Production Professional Portfolio Production enables art majors who have completed 18 credit hours of art courses to concentrate on creating a Capstone Portfolio of artwork, images, and written documentation to prepare for application to a transfer institution and/or for personal or career goals. With guidance from an instructor, students create a cohesive body of work to produce a professional portfolio and a capstone art exhibit that is presented to the community. 3 credits Pre-requisite: EGL101

ART 296 Wheel-Thrown Ceramics III Wheel-Thrown Ceramics III expands on the skills introduced in Wheel-Thrown Ceramics II. Emphasis is on the further development of thrown forms and surface decoration techniques. Students will create a body of work demonstrating refinement of thrown forms, craftsmanship, advanced throwing techniques. 3 credits Pre-requisite: ART 196

VCP 101 Photography I Photography I introduces the art and craft of photography. Students learn digital camera operation, digital scanning and print production. Emphasis is placed on visual thinking and visual communication. Students complete weekly lab assignments in addition to class activities to produce a portfolio of fine black and white and color photographs. 4 credits

VCP 116 Digital Imaging I Digital Imaging I introduces the student to the creation and manipulation of electronic imagery. Students learn to import digital images; scan film, prints, and artwork; create and manipulate images; prepare images for use in web documents; and make archival inkjet prints with Adobe Photoshop. 4 credits

VCP 117 Digital Imaging II Digital Imaging II students learn to make composite artwork by working with masks and layers and to create a Web photo gallery and animated GIF's in Photoshop. Adobe InDesign is introduced along with basic graphic design concepts. Students produce a portfolio of work including: a retouched image, a special effects image, a magazine cover, business cards, letterhead, CD disk insert, and five personal project prints. 2 credits Pre-requisite: VCP 116

VCP 118 Digital Imaging III Digital Imaging III advances the student's graphic design capabilities by using Adobe Illustrator and Adobe InDesign, two advanced professional graphic design programs to combine words and images on the printed page in order to provide real-world skills essential for graphic design careers. Students will create and manipulate images, and combine graphics such as text into page

layouts. Students will learn the process of creating professional business cards, brochures and logos from concept to print. 4 credits. Prerequisite: VCP 117

VCP 119 Digital Imaging IV Digital Imaging IV introduces the student to web page design. Students use Adobe Photoshop, Dreamweaver and Flash to conceive and create effective web sites that are easy to use and that meet the demands of the target market. 4 credits Pre-requisite: VCP 118

Upon successful completion of the Art and Design program, students will be able to:

- Demonstrate visual problem solving and creative thinking skills.
- Demonstrate proficiency working with a range of art media and techniques.
- Professionally document and exhibit a body of work in the chosen concentration that demonstrates artistic voice, concept development, and technical skill.
- Demonstrate an understanding and appreciation of the arts and the importance of interdisciplinary research.
- Demonstrate an understanding of visual art in its cultural context.

Students take the following General Education requirements in addition to the courses listed above.

General Education Requirements		General Education Code	Credits
ART 101	Fundamentals of Design	H	3
ART 141	Survey of Art History	H	3
ART 130	Drawing I	H	3
EGL 101	Freshman Composition	E	3
EGL 102	Composition and Literature	H	3
MAT	Math Elective	M	3
SCI	Science Elective	S/SL	3
SCI	Science Elective with Lab	SL	4
SOC SCI	Social Science Electives (from 2 different disciplines)	SS	6

Total: 31 Credits

ART 101 Fundamentals of Design (H) Fundamentals of Design I provides an introductory study of two-dimensional design. It deals with the organization of the graphic elements in effective, unified designs, whether in photography, fine arts, commercial art or everyday life. Included is a brief introduction to color theory. This course is valuable for persons anticipating a career in art, photography, media technology, or education. 3 credits

ART 130 Drawing I (H) Drawing I introduces students to basic drawing concepts, techniques, materials and the development of observational skills. The course focuses on descriptive value, composition, visual and spatial relationships, linear and aerial perspective, volumetric forms, subject and content using a variety of black and white media. Course includes vocabulary development, critical analysis activities,

and reference to historic and contemporary models of drawing. Emphasis is on observational drawing. 3 credits

ART 141 Survey of Art History (H) Survey of Art History is a survey course which explores art forms and aesthetic intentions from prehistory to the present. The course of study parallels the development of Western Civilization and emphasizes the relationship of art forms to that development. Major emphasis is on painting, sculpture, and architecture. The course may include museum trips. 3 credits
Pre-requisite: EGL 093

EGL101 Freshman Composition (E) teaches students the skills necessary to read college-level texts critically and to write effective, persuasive, thesis-driven essays for various audiences. The majority of writing assignments require students to respond to and synthesize texts (written and visual) through analysis and/or evaluation. Students also learn how to conduct academic research, navigate the library's resources, and cite sources properly. The course emphasizes the revision process by integrating self-evaluation, peer response, small-group collaboration, and individual conferences. Additionally, students are offered guided practice in appropriate style, diction, grammar, and mechanics. Beyond completing multiple readings, students produce a minimum of 7,500 words, approximately 5,000 words of which are finished formal writing in four-five assignments, including a 2,000-word persuasive research essay. 3 credits. Pre-requisites: C or better in COL081 and EGL093 or equivalent skills assessment.

EGL 102 Composition and Literature (H) Composition and Literature introduces the students to the genres of fiction, poetry, and drama in order to gain a fuller understanding and appreciation of these literary forms. Several brief compositions and a term paper will be assigned. 3 credits
Pre-requisite: Grade of C or better in EGL 101

There are no specialized accreditation or graduate certification requirements for this program and its students.

Cecil College does not contract with another institution or non-collegiate organization in providing this program.

H. Adequacy of articulation

Cecil College has the following articulation agreements for Art and Design majors who wish to pursue a bachelor's degree:

- College of Notre Dame (Art)
- Frostburg University (Art and Design)
- Goucher College (Art & Art History)
- Hood College (Art)
- McDaniel College (Art & Art History)
- Morgan State University (Fine Arts)
- Salisbury University (Art)
- St. Mary's College of Maryland (Art & Art History)
- Towson University (Art)
- University of Maryland, College Park (Studio Art)
- University of Maryland, Eastern Shore (Fine Arts)

- Washington College (Art & Art History)

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

Art and Design faculty at Cecil College are highly qualified to teach in this field.

Faculty Member	Credentials	Status	Courses Taught
Mark Donohue, Assistant Professor of Art	M.F.A. University of Delaware	Full-time	ART 105 Illustration, Materials and Techniques ART 110 Color ART 130 Drawing I ART 140 Painting I ART 150 Art Appreciation and Museum Studies ART 230 Drawing II ART 231 Portrait Drawing ART 232 Figure Drawing ART 240 Painting II
Christopher Gaspare, Assistant Professor of English	M.A. Washington College	Full-time	EGL 211 Technical Writing EGL 101 Freshman Composition
Daniel Krukosky, Director of Arts and Communication	M.S. Wilmington University	Full-time	VCP 116 Digital Imaging I VCP 117 Digital Imaging II
Adam Jacono, Assistant Professor of Visual Communications	M.F.A. East Carolina University	Full-time	VCP 101 Photography I
Nathanael R. Tagg, Associate Professor of English	M.F.A. Rutgers University	Full-time	EGL 102 Composition and Literature
Lauren Vanni, Fine Arts Coordinator and Professor of Art	M.F.A. University of Delaware	Full-time	ART 101 Fundamentals of Design ART 160 Beginning Ceramics ART 163 Ceramics/Masks and Self Portraits ART 164 Ceramics/Small Sculpture ART 179 Surface Design for Ceramics ART 194 Wheel-Thrown Ceramics I ART 196 Wheel-Thrown Ceramics II ART 260 Intermediate Ceramics ART 261 Advanced Ceramics ART 291 Portfolio Production ART 292 Portfolio Production ART 293 Professional Portfolio Production ART 296 Wheel-Thrown Ceramics III
Jerry Arnold	B.S. Frostburg University	Adjunct	VCP 118 Digital Imaging III

Faculty Member	Credentials	Status	Courses Taught
Robert Bernstine	M.S.E. University of Pennsylvania	Adjunct	VCP 119 Digital Imaging IV
Maggie Creshkoff	M.F.A. Instituto Allende	Adjunct	ART 152 Sculpture ART 201 Three-Dimensional Design
Gail Piazza	B.F.A. University of Delaware	Adjunct	ART 183 Digital Illustration I
Joshua Schaefer	M.F.A. Pennsylvania Academy of the Fine Arts	Adjunct	ART 141 Survey of Art History
Brett Thomas	M.F.A. Southern Illinois University	Adjunct	ART 167 Ceramics/Japanese Raku

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

Cecil College's Cecil County Veterans Memorial (CCVM) Library is a member of Maryland Digital Library and the Maryland Community College Library Consortium. CCVM Library has reciprocal borrowing privileges with the other community college libraries within the State of Maryland.

Students enrolled in the Associate of Arts in Art and Design upon faculty request can receive in-class library instruction on specific program resources or a student can make an appointment to meet one-on-one with the instructional librarian for assistance.

Students have on-and-off campus online access to EBSCOhost's Humanities International Complete database with access to *Art in America*, *Art Journal*, *Art Monthly*, *Ceramic: Technical* and *Ceramics: Art & Perception*. EBSCOhost's eBook Academic Collection includes relevant titles *Best Practices for Graphic Designers*, *The Graphic Design Reference & Specifications Book* and *Design Elements: Using Images to Create Graphic Impact*. The JSTOR database provides in-depth coverage from art to sculpture with access to the Metropolitan Museum of Art, *Design Issues*, *Design Quarterly* and *Journal of Design History*. Students can check out the library's print collection which contains over two-hundred titles on drawing and painting and forty books on ceramics and pottery.

Instructors have the option to place textbooks and DVDs on Reserve in the library for their courses, or the library can purchase textbooks and DVDs to place on Reserve for student use. The library staff always welcomes and encourages faculty to submit requests for books, multi-media resources, and databases, and Inter-Library Loan to support their instruction throughout the academic year. The library staff strives to honor full-time and part-time faculty requests in a timely manner.

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

The Fine Arts Program maintains and supports studios, equipment, and galleries for two-dimensional and three-dimensional art disciplines. The current facilities are adequate to support the AA in Art and Design degree program.

The Drawing and Painting Studio is equipped with flexible control over lighting, plenty of floor space and good ventilation. It is also a classroom and design studio where students can spread out at large tables, learning compositional principles through hands-on techniques. The studio includes computers, a scanner,

printer, design software, and Internet access for blending hands-on and digital techniques and for classroom research.

The Ceramics Studio features well ventilated spaces for handbuilding, wheel-throwing, clay preparation and glazing. The studio is equipped with a slab roller, two pugmills, a manual extruder, three large electric kilns, and ten Brent electric wheels. An Olympic gas raku kiln is housed outside. The glaze area features stainless worktables, a spray booth, digital scales, and a fully stocked chemical closet. A 3-D design art room for sculpture and three-dimensional design courses is located down the hall.

Art and Design students can use the Visual Communications Lab for digital illustration, photography, graphic design, web design, multimedia production, and video editing. The lab includes digital still and video cameras, commercial and video studios, printers, and high end imaging computer workstations.

Students exhibit their work at The Elkton Station Gallery in the Fine Arts Student Exhibit each semester. Throughout the year, the Gallery hosts monthly art exhibits that expose students to professional artists as well as offers opportunities for students to show their work. The Milburn Stone Gallery offers a professional setting for student exhibits as well as exhibitions by regional artists.

All students have the opportunity to utilize all physical facilities on campus including the Library; the Arts and Sciences Building; the Engineering and Math Building, Physical Education Complex, and the Technology/Conference Center, housing the computer lab, a student lounge / dining area and a Conference Center.

The department has sufficient dedicated office space for program faculty, staff, and students. Faculty offices include a desk and multiple chairs available for private conferences with students and/or faculty, bookshelves for department resources and a locked file cabinet to secure program materials.

There is also dedicated office space for adjunct faculty. The adjunct offices are equipped with computers, desks, chairs and telephones.

Multiple conference rooms are available for faculty meetings and or private conferences with students in the Engineering and Math Building, the Arts and Science Building, and the Physical Education Complex.

Available technology includes state-of-the-art electronic classrooms with interactive white boards, projection systems, immediate capture and documentation cameras, wireless internet access, and the College-wide course management system Blackboard, which can provide on-line learning to supplement courses.

The North East campus computer lab, housed in the Technology Center, provides 28 computers and technology resource staff, during regular lab hours, to assist students. The Writing Center is a free service to all Cecil College students. Tutors are available during a variety of day and evening hours to assist students with reading and writing assignments in any subject. Free subject matter tutoring is also available to all students upon request.

L. Adequacy of financial resources with documentation (as outlined in COMAR 13B.02.03.14)

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)	$102,896	$105,728	$115,652	$118,643	$129,150
a.	Number of F/T students	8	8	9	9	10
b.	Annualized Tuition/Fee Rate[3]	$3,597	$3,696	$3,828	$3,927	$4,059
c.	Total F/T Revenue (a x b)	$28,776	$29,568	$34,452	$35,343	$40,590
d.	Number of P/T students	34	34	35	35	36
e.	Credit Hour Rate[4]	$109	$112	$116	$119	$123
f.	Annualized Credit Hour Rate	$2,180	$2,240	$2,320	$2,380	$2,460
g.	Total P/T Revenue (d x e x f)	$74,120	$76,160	$81,200	$83,300	$88,560
3.	Grants, Contracts & other External Sources	$0	$0	$0	$0	$0
4.	Other Sources	$13,852	$13,852	$14,576	$14,576	$15,300
	Total (add 1-4)	**$116,748**	**$119,580**	**$130,228**	**$133,219**	**$144,450**

Enrollment in Cecil's AA programs in Ceramics, Painting & Drawing, and Graphic Design have remained steady for the past five years, averaging 41 students per year. As we combine these programs into a single degree with concentrations, we expect these numbers to remain consistent or increase slightly. Approximately 80 percent of Cecil's students are part-time students and 20 percent are full-time students; our projected total enrollment has been allocated on this ratio.

We are projecting tuition increases of 3% each year. Other sources of revenue include Student Development fees ($8/credit) and Registration fees ($75/semester). On average, full-time Cecil students take 33 credits per year; part-time students average 20 credits per year.

TABLE 2: EXPENDITURES

	Expenditure Categories	Year 1	Year 2	Year 3	Year 4	Year 5
1.	Faculty (b + c below)	$102,454	$104,073	$105,742	$107,438	$109,163
a.	# FTE	1.2	1.2	1.2	1.2	1.2
b.	Total Salary	$76,110	$77,252	$78,410	$79,587	$80,780
c.	Total Benefits	$26,334	$26,821	$27,331	$27,852	$28,383
2.	Admin. Staff (b + c below)	$0	$0	$0	$0	$0
a.	#FTE	0	0	0	0	0

[3] Assumes Cecil County resident taking 33 credits per year.
[4] Assumes Cecil County resident taking 20 credits per year.

b.	Total Salary	$0	$0	$0	$0	$0
c.	Total Benefits	$0	$0	$0	$0	$0
3.	Support Staff (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
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)	$102,454	$104,073	$105,742	$107,438	$109,163

This program will be implemented with existing faculty resources and administrative staff, so there are no new expenses for personnel. The 1.2 faculty FTE included in the chart includes two full-time faculty at .5 FTE each, and two full-time faculty at .1 FTE each; two of these four faculty members receive benefits including contributions to the State retirement fund. Salaries listed above are forecasted to increase 1.5% each year, while health benefits are forecast to increase 2.5% each year. Library resources and equipment are budgeted within the general operating budget on an ongoing basis.

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

Faculty members are evaluated every semester by students enrolled in their courses. The College uses an electronic survey process (Evaluation Kit) and students are required to complete the evaluation within a specified time frame at the end of the semester or they are locked out of the learning management system (Blackboard) until they complete the survey. This has resulted in a very high response rate for all courses. In addition, faculty members are assessed in the classroom by the appropriate Dean or designee each semester for their first year at Cecil College, annually for the next two years, and every three years thereafter.

All faculty members are contractually obligated to complete an annual report that includes assessment results.

The College's Assessment Plan requires that learning goals for each program be reviewed at least once every four years. In addition, the College has an established Program Review process, endorsed by the Faculty Senate and approved by the Board of Trustees. Each program conducts a comprehensive review on an eight year cycle.

N.   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).

Cecil College embraces the value of diversity, and strives to continuously foster inclusiveness, and has identified "college-level competency in awareness of …cultural diversity…" as one of the institution's seven General Education learning goals.

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

The Art and Design program is not directly related to an identified low productivity program.

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

Not applicable.