

Department of Art

Mission

The mission of the Azusa Pacific University Department of Art (<https://www.apu.edu/arts/art/>) is to prepare art students for a lifetime of artistic expression and to cultivate individual creativity through the study of history, technique, presentation, and social engagement as reflectors of the creative and transformative nature of God, the ultimate Creator.

Faculty hold the belief that art is a socially responsible calling that empowers students to act as transformers in the world. In human history, artists have been the vessels and vehicles for spiritual, social, political, and psychological definition and change. Therefore, art is presented as a professional occupation and an essential part of a liberal arts education. APU students train to continue in that artistic tradition.

Department Policies

The following policies apply to all art major and BFA students:

- Students must successfully complete a portfolio Review of Artistic Competencies (RAC) before progressing to upper-division courses. The review dates are announced every term and are available in the Department of Art.
- Students must submit a portfolio application to be admitted into the BFA program. The application due dates are announced every term and are available in the Department of Art.
- BFA majors must install a capstone exhibition and create a final portfolio at the conclusion of their coursework to prove proficiency in their selected emphasis or concentration.

Accreditation

- Azusa Pacific University is accredited by the WASC Senior College and University Commission (WSCUC) (<https://www.wscuc.org/>).
- The Department of Art programs are accredited by the National Association of Schools of Art and Design (NASAD) (<https://nasad.arts-accredit.org/>).

Programs

Majors

- Art (BA) (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/art-ba/>)
- Art (BFA) (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/art-bfa/>)

Minors

- Art (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/art-minor/>)
- Art History (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/art-history-minor/>)

Master's

- Master of Fine Arts in Visual Art (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/visual-art-mfa/>)
- Master of Arts in Modern and Contemporary Art History (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/modern-contemporary-art-history-ma/>)
- Master of Arts in Art Education (<http://catalog.apu.edu/academics/college-arts-humanities-theology-sciences/school-arts/art/art-education-ma/>)

Courses

ART 105, Ceramics I, 3 Units

In this introductory-level studio course, students learn about clay, glazes, firing, and studio procedures through the production of hand-built and wheel-formed projects. There is an emphasis on basic functional forms and their historical precedents. Meets six hours weekly. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 111, Printmaking: Serigraph, 3 Units

This studio course introduces students to the fine art of printmaking with an emphasis on serigraph (silk-screen) techniques. Attention is given to the origins and development of serigraph in the 20th century. Meets six hours weekly.

Special Fee Applies

ART 125, New Genre Art Forms I, 3 Units

Students in this studio course explore art techniques of the contemporary age emphasizing three major art forms: performance, video, and installation. Course material introduces students to these three mediums and enables students to explore alternative processes in the art-making experience. Meets six hours weekly.

Special Fee Applies

ART 130, Two-Dimensional Design, 3 Units

This studio course provides a variety of two-dimensional problem-solving experiences in composition. Students are required to apply Elements of Art and Principles of Design to original artworks, using materials and techniques related to their artistic goals. Oral and written art criticism are employed.

Meets six hours weekly.

Special Fee Applies

ART 135, Three-Dimensional Design, 3 Units

Basic spatial compositions are created to investigate concepts of form, light, texture, and motion, using a variety of materials such as cardboard, plaster, wood, plastic, and metal. Problems involving sculptural and environmental design concepts are studied. Meets six hours weekly.

Special Fee Applies

ART 145, Drawing I, 3 Units

In this introductory-level studio course, students learn basic concepts and techniques including composition, gesture, contour, value marking, perspective, and observational rendering. Multiple media are explored in various styles and formats to develop skills and appreciation of the drawing media. Students are required to furnish art materials and tools. Meets six hours weekly. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 146, Painting I, 3 Units

Basic concepts and techniques of painting with multiple media and various styles and formats are considered to develop skills and appreciation of the painting media. Students are required to furnish art materials and tools. Meets six hours weekly.

Special Fee Applies

ART 150, Visions of the Good Life, 3 Units

The central theme of this course is "the Good Life"-that is, a life that is meaningful and fulfilling for a human being. To develop a vision of such a life, we will spend time thinking deeply about the kinds of things that are essential for human flourishing: e.g., the care of the soul, family and friendship, freedom, beauty, and meaning. Our reflections will take us through a series of compelling works, both classic and contemporary, by philosophers, poets, novelists, historians, artists, and political leaders throughout time and around the globe. Our study will culminate in a campus-wide reflection on St. Augustine's Confessions, which presents the vision of a Good Life in which human hearts can ultimately find rest. *Meets the APU Core: Visions of the Good Life, Humanities: Fine Arts general education requirement.*

ART 151, Introduction to Art, 3 Units

This combination lecture/studio course introduces students to fine art history and processes. Students develop a deeper understanding of the history, forms, and styles of architecture, painting, printmaking, and sculpture. The studio experiences expand students' personal awareness of art and themselves. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 152, History of the Museum, 3 Units

This lecture course surveys the history and development of museums and their changing role in society across the globe from the ancient world to the 21st century.

Special Fee Applies

ART 160, Photography I, 3 Units

This studio course is an introduction to contemporary art photography using black-and-white film, darkroom, and digital photography processes, with students exploring technical, formal, and conceptual aspects of photography. Meets six hours weekly. Students must own or have access to a 35mm film camera. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 170, Sculpture I, 3 Units

A beginning-level studio course in sculpture, this class is hands-on, utilizing wood, plaster, and clay. Historical and formal aspects are an integral part of the course. Meets six hours weekly.

Special Fee Applies

ART 180, Practical Exhibition Design, 3 Units

This studio course is an introduction to the practical application of exhibition design. Students work in a dedicated gallery to learn the art of installing and lighting artwork. Meets six hours weekly.

Special Fee Applies

ART 206, Ceramics II, 3 Units

Students undertake intermediate projects in ceramics designed to increase basic skills and confidence on the potter's wheel. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 105

ART 210, Printmaking: Relief, 3 Units

This studio course provides an introduction to the fine art of printmaking with an emphasis on relief techniques. Attention is given to the origins and development of printmaking in many cultures. Meets six hours weekly.

Special Fee Applies

ART 230, Figurative Lab, 3 Units

This studio course focuses on rendering the human figure from live models in multiple media. The figure is explored as a universal form and unique personality. Students are required to furnish art materials and tools. Meets six hours weekly.

Special Fee Applies

ART 240, Drawing and Painting II, 3 Units

Students develop and apply a personal approach to drawing and painting in various media using a variety of techniques. Emphasis is on independent exploration to prepare students for careers in studio art. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 145 and ART 146

ART 260, Photography II, 3 Units

This intermediate-level studio course is the study in contemporary art photography. Emphasis placed on color theory, contemporary issues, and the technical skills of artificial lighting and professional digital printing workflow. Meets six hours weekly. Note: Students must own or have access to a digital SLR camera.

Special Fee Applies

Prerequisite: ART 160

ART 270, Sculpture II, 3 Units

This intermediate-level course emphasizes aesthetics and appropriate technologies for executing ideas. Students are involved with formulating a conceptual and technical basis for ongoing work. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 170

ART 280, Exhibition Design Theory, 3 Units

This lecture course surveys theories, trends, and the history of exhibition design. Students learn about the role and expectations of exhibition designers and makers.

Special Fee Applies

ART 295, Exhibition Design Methods, 3 Units

This studio course provides the design tools needed for the printed and graphic needs of an exhibition. Emphasis is given to the promotion of exhibitions, accompanying catalogs, and didactics. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 280

ART 305, Ceramics III, 3 Units

Students create advanced projects in ceramics. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 206

ART 306, Ceramics IV, 3 Units

Students create advanced projects in ceramics. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 305

ART 310, Fundamental Art Experiences, 3 Units

This introductory art education course explores the value of art production, art integration with other subjects, and art development in children. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 312, Secondary Art: Methods, Materials, and Curriculum, 3 Units

Students study secondary curriculum and practices to learn effective and positive ways of providing a quality art program. Such issues as current trends, practices, aesthetic valuing, and classroom management are explored. Field trips may be required. Meets six hours weekly.

Special Fee Applies

Prerequisite: Review of artistic competencies.

ART 315, Printmaking II, 3 Units

This intermediate-level studio course provides further study in the fine art of printmaking with an emphasis on intaglio techniques. The course includes the study of traditional as well as alternative processes. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 210 or ART 211 or instructor consent

ART 341, Painting III, 3 Units

In this comprehensive studio course, students create advanced painting projects within the context of a major theme. Development of each student's personal style is encouraged.

Special Fee Applies

Prerequisite: ART 240 and review of artistic competencies, or instructor consent.

ART 345, Mixed Media, 3 Units

This advanced-level studio course investigates the physical and aesthetic possibilities and limitations of contemporary mixed media materials. Projects encourage an inventive and experimental approach to a wide range of materials and techniques, followed by specialization in one or more specific mixed-media techniques. May be repeated for six units total. Meets six hours weekly.

ART 350, Illustration, 3 Units

This course explores wet and dry media techniques and high-end rendering in the multiple uses of illustration. The class duplicates client/artist interactions to prepare students for the environment in the commercial arts field. Students are required to furnish art materials and tools. Meets six hours weekly.

Prerequisite: ART 145 and Review of Artistic Competencies

ART 354, History of Ancient Art and Architecture, 3 Units

This lecture course surveys art forms, including painting, sculpture, and architecture, created during the period ranging from prehistory to the beginning of the Christian era. Students are introduced to the art of the Middle East, Africa, Asia, Europe, the Americas, and Oceania. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

ART 356, History of Modern Art and Architecture, 3 Units

This course covers the history of painting, sculpture, architecture, and other art forms from the late 1700s to the late 1900s, and students are introduced to the various styles and movements that determine the development of modern art. The aim of the course is to lead students to an understanding of how modern art has developed into its current state as influenced by its sociocultural, religious, and political contexts. Learning to write in-depth analyses of art is an integral part of this course.

ART 357, History of Contemporary Art and Architecture, 3 Units

This lecture course includes the study of the history of painting, sculpture, and architecture created from 1945 to the present, and explores the transition in art from Modernism to Postmodernism and beyond. Field trips to local galleries and museums allow students to experience current contemporary art in Southern California. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

ART 359, Women In Art, 3 Units

This lecture and activity course addresses women's contributions in visual art from the Middle Ages through the present. Representations of women from ancient art through the present are analyzed. Collaborative installation projects modeled after contemporary female artists are undertaken to further understand the processes utilized by female artists.

ART 360, Photography III, 3 Units

This advanced-level studio course is a study in contemporary art photography. Emphasis is placed on advanced film technologies and digital processes. The course also explores historical, cultural and critical aspects of photography. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 260, and RAC (Review of Artistic Competencies) portfolio review, or instructor consent

ART 361, History of Early Christian and Medieval Art and Architecture, 3 Units

This lecture/seminar course introduces students to developments in art from around the world in the period ranging from early Christian art to the Age of Cathedrals (1st to 14th centuries). The course explores the connection between artistic expression and the changing sociocultural, religious, and political systems of the Christian world and the cultures that came into contact with it. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

ART 362, History of Renaissance to Rococo Art and Architecture, 3 Units

This lecture/seminar course introduces students to developments in art from around the world in the period ranging from the Early Renaissance through the Mannerist, Baroque, and Rococo periods (15th-18th centuries). Students in this course explore the connection between art expression and the changing sociocultural, religious, and political systems of the expanding world of the Renaissance to the Revolution age. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

ART 365, Printmaking III, 3 Units

This advanced-level studio course provides further study in the fine art of printmaking with an emphasis on alternative techniques. The course includes the study of monotype and collagraph processes. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 210 or ART 111, and ART 315

ART 370, Sculpture III, 3 Units

This is a three-dimensional studio course utilizing wood, plaster, metals, and clay. Historical aspects are an integral part of the course. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 270

ART 380, Advanced Exhibition Design, 3 Units

This advanced-level studio course gives students the opportunity to plan and install an exhibition. Students facilitate all aspects of executing an exhibition for a visiting artist (or visiting artists). Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 295

ART 403, Multicultural Art, 3 Units

This course introduces students to non-European craft techniques and traditions, and emphasizes building community through group projects, feasts, and celebrations. Meets six hours weekly. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

ART 406, Ceramic Studio Processes, 1-3 Units

This course for the advanced student potter tailors experiences to meet the individual student's goal as a professional studio potter or ceramics instructor. It may be repeated for 6 units total.

Special Fee Applies

ART 413, Multicultural Art Processes, 3 Units

This advanced-level studio course tailors experiences to meet the individual student's goals as a professional craftsman. One or two specific non-European craft techniques chosen by the student create the structure for the semester's work. Integration of craft techniques into personal forms of visual communication is emphasized. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 403

ART 418, Printmaking IV, 3 Units

This advanced studio course concentrates on individual development, mastery of materials and processes, and the production of professional-quality printmaking.

Special Fee Applies

Prerequisite: ART 365

ART 431, Gallery Design, 3 Units

This upper-division studio course is an in-depth study of professional gallery design and preparation for the senior exhibit. It should be taken as a junior or first-semester senior. Meets six hours weekly.

Special Fee Applies

ART 445, Drawing and Painting Processes, 1-3 Units

This studio course for the advanced general studio art major tailors experiences to meet the individual student's goal as a professional artist. It may be repeated for 6 units total.

Special Fee Applies

Prerequisite: Review of artistic competencies.

ART 450, Portfolio, 3 Units

This is a required laboratory class for all senior art and graphic design majors and should be taken in the final semester of study. Instruction includes portfolio preparation, artist statements, gallery and client relations, graduate school options, business networking, and the role of the Christian artist in today's culture. Meets six hours weekly.

Special Fee Applies

Prerequisite: Review of artistic competencies.

ART 452, Exhibition Capstone, 1 Unit

This senior-level capstone course gives students the opportunity to create individual exhibitions centered around their own artwork.

Special Fee Applies

Prerequisite: ART 431, Writing 3, and senior standing or instructor's consent.

ART 460, Photography IV, 3 Units

This advanced-level studio course is a further study in contemporary art photography. Emphasis is placed on developing significant personal imagery and critical analysis. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 360 and RAC (Review of Artistic Competencies) or instructor consent

ART 465, Advanced Photography Studio, 1-3 Units

Under the mentorship of the professor, each student is guided toward exhibition-ready photographic work. Students must own or have access to a 35mm film camera and provide their own supplies. Course may be repeated for a total of 6 units.

Special Fee Applies

Prerequisite: ART 460

ART 466, Commercial Photography, 3 Units

This advanced-level studio course concentrates on commercial photography. Emphasis is placed on location photography, lighting and equipment, studio and portrait photography, design, digital production, workflow, and post-production, client relations, and marketing. The course tailors experiences to meet student's goal as a professional photographer. Meets 6 hours weekly.

Prerequisite: ART 160 and ART 260

ART 470, Sculpture IV, 3 Units

This senior-level studio course concentrates on independent creativity, individual development, mastery of materials and processes, and the production of professional quality sculpture. Meets six hours weekly.

Special Fee Applies

Prerequisite: ART 370 and Review of Artistic Competencies

ART 471, Sculptural Processes, 1-3 Units

This studio course for the advanced general studio art major with an emphasis in sculpture tailors experiences to meet the individual student's goals as a professional sculptor. It may be repeated for 6 units total. Meets six hours weekly.

Special Fee Applies

ART 475, Art Internship, 1-4 Units

Graphic design and art majors participate in either volunteer or paid internship positions that are directly linked to their area of concentration, gaining on-site and professional experience.

Prerequisite: BFA Visual Art, Art, or Graphic Design major or minor

ART 495, Special Topics in Art, 3 Units

This advanced level studio/research or lecture course allows for occasional offerings of diverse topics in art not covered by regular department courses.

Special interests of faculty and students may be targeted under this category. Selection varies depending on student interest and faculty availability. It may be repeated for six units total, as topic varies.

Special Fee Applies

ART 496, Senior Seminar: Art Ethics, 3 Units

This course examines ethical issues in the contemporary art world from a Christian perspective. Included is the examination of ethical dilemmas faced by artists in today's postmodern culture.

Prerequisite: Senior Standing

ART 497, Readings, 1-4 Units

Consists of a program of study concentrating on assigned readings, discussions, and writing arranged between, and designed by, a student of upper-division standing and a full-time professor. An independent study fee is assessed for each enrollment in this class.

ART 498, Directed Research, 1-4 Units

This course provides instruction in research design and techniques, and gives students experience in the research process. The one-unit expectation encompasses no fewer than 30 hours work with accompanying reading, log, writing, and seminar presentation within the department or in a university research symposium. No more than one unit may be used to fulfill preparatory readings requirement. An independent study fee is assessed for each enrollment in this class.

Prerequisite: Junior or Senior Standing

ART 501, Integration: Theory and Practice I, 2 Units

This seminar course stimulates students' thinking regarding the relationship between the life of art making and the personal development of faith issues.

ART 502, Integration: Theory and Practice II, 2 Units

In this second-semester course, students write a comprehensive artist's statement reflecting both artistic issues and faith concerns. It forms the basis for future renditions, wall statements, and concept statements for proposed projects.

ART 503, Foundations of Art Education, 3 Units

This course explores the historical and philosophical foundations of art education. Students also examine concepts regarding how artistic learning occurs in children in K-12 settings, including special populations, and investigate how these concepts shape current art education practice related to the movement from STEM to STEAM.

ART 504, Contemporary Issues in Art Education, 3 Units

This course explores contemporary issues in multifaceted areas of art education, including (but not limited to) the rationale for art education (advocacy), community connections and multiculturalism, special populations, creativity, and visual culture. Through weekly reading assignments, discussions, and individual projects, students examine scholarly writings, creative practices, and contemporary issues as they shape art education.

ART 505, Teaching the Visual Arts I: K-12, 3 Units

This course provides an introduction to basic visual art education pedagogy, including classroom management, lesson planning and teaching, standards-based instruction, teaching strategies for students with diverse identities and needs, and the application of technology to support teaching and learning. Students who do not have a teaching background or credential consider strategies, models, and processes for meeting the needs of a broad range of K-12 students of all cultural or ethnic identities.

ART 506, Teaching the Visual Arts II: Higher Education, 3 Units

This course provides an introduction to visual art education pedagogy for higher education, including course planning and design, studio and lecture-based instruction, and the application of technology to support teaching and learning. Students who do not have a teaching background or credential consider strategies, models, and processes for meeting the needs of a broad range of visual art learners of all cultural or ethnic identities.

ART 510, Introduction to Graduate Studies/Critical Issues in Art I, 2 Units

This in-depth seminar course examines contemporary issues in the visual arts, their relation to the Christian faith, and how they ultimately relate to the student's own work. Topics vary according to the faculty.

ART 511, Curriculum and Planning in Art Education, 3 Units

This course covers theory and application for the development of art curricula in K-12 classrooms. Based on contemporary theory and methods of application, emphasis is on strategic classroom planning and assessment.

ART 512, Artistic Growth and Human Development, 3 Units

Students in this course examine major theories of human development, discussing and critiquing them in terms of application to art education practice. Course material provides relevant connections between artistic growth theories and research as applied to contemporary issues of human development.

ART 513, Studio Art Exploration and Application I, 3 Units

Students in this course engage in studio residency experiences that enable them to expand their drawing and two-dimensional design skills and their visual communication skills as they explore a variety of design processes and techniques, as well as compositional and aesthetic concepts.

ART 520, Critical Issues in Art II, 2 Units

This in-depth seminar course examines contemporary issues in the visual arts, their relation to the Christian faith, and how they ultimately relate to the student's own work. Topics vary according to the faculty.

ART 525, Professional Practice, 3 Units

This seminar course discusses the intricacies and responsibilities of the professional artist as students prepare their portfolios.

ART 530, Graduate Studio: Special Topics I, 2 Units

This course centers on art concerns and critiques stemming from each student's work. Focus varies based on the professor's specialties.

ART 540, Graduate Studio: Special Topics II, 2 Units

This course centers on art concerns and critiques stemming from each student's work. Focus varies based on the professor's specialties.

ART 545, Directed Experience, 3 Units

Students in this course have an opportunity for field experience as a teaching assistant for a faculty member in the Department of Art or as an intern in an arts organization. Each student arranges for a position related to their course of study, then works with a faculty supervisor to complete reflective assignments that complement their experience in the professional environment. Enrollment is contingent upon department approval.

ART 550, History of 19th-Century Art, Criticism, and Theory, 3 Units

This course aims to provide an in-depth study of the art of 19th-century Europe and America, and an introduction to a variety of methods by which art is customarily understood.

ART 553, Art History and Museum Education: 19th-century Europe and America, 3 Units

This course offers an in-depth study of the art of 19th-century Europe and America, and an introduction to a variety of customary methods for understanding art. Course material also covers all aspects of the educational role of museums for art educators and their constituents through the lens of art history.

ART 555, History of 20th-Century Art, Criticism, and Theory, 3 Units

This course aims to provide an in-depth study of the art of 20th-century Europe, America, and beyond.

ART 560, Reading and Translating French, 3 Units

This optional elective course develops proficiency in reading French at an intermediate level, reviewing basic grammar concepts and stylistic elements.

ART 565, Methodologies of Art History, 3 Units

This course provides an advanced examination of art history in the form of a survey of methods used by practitioners since the 16th century.

ART 570, Theories and Practices of Abstraction, 3 Units

Students in this course engage in an in-depth study of abstract painting and sculpture of Europe and America from the 1880s to roughly 1970, and explore the relationship between the academy and the deconstruction of the figure.

ART 575, Writing About Art, 3 Units

This course addresses a range of strategies for interpreting and building experiences and meanings that address both the individual and shared experience of makers and viewers of visual art.

ART 576, History of Modern and Contemporary Sculpture, 3 Units

This course examines the origins and development of modern and contemporary sculpture from the 19th century to the present. An important theme running through the course is the changing definition of sculpture itself within its social and political contexts. Students also explore various new artistic practices, including video, performance, installation, and earth art, and investigate their relationship to sculptural tradition and innovation.

ART 577, Visual Culture, 3 Units

This course asks how all of our visual languages from high art to popular culture should be organized and addressed as art historians.

ART 580, Critique, 1 Unit

This critique course is to be taken the first term in residence and consists of in-depth processing of the artist's work. Both student and faculty evaluation are the primary content of the class.

ART 581, Critique, 1 Unit

This second critique course consists of in-depth processing of the artist's work created up to this point in the program. Student and faculty evaluation are the primary content of the course.

Prerequisite: ART 580 and ART 590

ART 582, Critique, 1 Unit

This third critique course consists of in-depth processing of the artist's work created up to this point in the program. Both student and faculty evaluation are the primary content of the class.

Prerequisite: ART 581 and ART 591

ART 583, Critique, 1 Unit

This fourth critique course consists of in-depth processing of the artist's work created up to this point in the program. Both student and faculty evaluation are the primary content of the class.

Prerequisite: ART 582 and ART 592

ART 584, Critique, 1 Unit

This fifth critique course consists of in-depth processing of the artist's work created up to this point in the program. Both student and faculty evaluation are the primary content of the class.

Prerequisite: ART 583 and ART 593

ART 585, Critique, 1 Unit

This sixth critique course consists of in-depth processing of the artist's work created up to this point in the program. Both student and faculty evaluation are the primary content of the class.

Prerequisite: ART 584 and ART 594

ART 590, Independent Studio, 5 Units

This independent studio course is required following the first term in residence. A faculty-mentor is selected to supervise the development of student work.

Prerequisite: ART 580

ART 591, Independent Studio, 4 Units

This is the second required independent studio course. A faculty-mentor is selected each semester to supervise the development of student work.

Corequisite: ART 581

ART 592, Independent Studio, 5 Units

This is the third required independent studio course. A faculty-mentor is selected each semester to supervise the development of student work.

Prerequisite: ART 582 and ART 591

ART 593, Independent Studio, 4 Units

This is the fourth independent studio course. A faculty-mentor is selected each semester to supervise the development of student work.

Prerequisite: ART 592;

Corequisite: ART 583

ART 594, Independent Studio, 5 Units

This is the fifth independent studio course. A faculty-mentor is selected each semester to supervise the development of student work.

Prerequisite: ART 584 and ART 593

ART 595, Independent Studio, 4 Units

This is the final required independent studio course. A faculty-mentor is selected each semester to supervise the development of student work.

Prerequisite: ART 594;

Corequisite: ART 585

ART 600, Regional Modernism, 3 Units

Students in this course examine select issues in the history of art created in the modern era, with a focus on a particular region. Topics vary depending on instructor.

ART 601, Integration: Theory and Practice III, 2 Units

This thesis course encourages and trains students to write about art and faith through the development of critical writing skills essential to drafting successful grant applications, and foundational to the larger literary demands of an artist's career.

ART 602, Integration: Theory and Practice IV, 3 Units

This culminating seminar course allows students to articulate the philosophical basis for their life's work as artists with a spiritual understanding and how they plan to interact with the contemporary art world.

ART 603, Methods in Art Education Research, 3 Units

Students in this course explore research methods rooted in theories and current practices of the visual arts. Students examine current research trends, focusing on qualitative and quantitative art education scholarly research, and learn how to recognize research methods and explore new themes within the context of creation of their own ideas toward a final capstone project.

ART 605, Modernism and the Museum, 3 Units

The birth and growth of the modern museum has emerged as a significant institution for the art historian and artist. This course will consider the objects, buildings, and landscapes and explores how their contexts of display influence our understanding of history, education, and the object.

ART 610, Critical Issues in Art III, 2 Units

This in-depth seminar course examines contemporary issues in the visual arts, their relation to the Christian faith, and how they ultimately relate to the student's own work. Topics vary according to the faculty.

ART 613, Studio Art Exploration and Application II, 3 Units

Students in this course engage in studio residency experiences that enable them to expand their photography and digital media skills, and develop mastery in concept, composition, and execution of technique, as they investigate various forms of expression and techniques that use the principles and elements of design.

ART 615, Modernism and Religion, 3 Units

Catholic and Protestant views of art have a long history with the appreciation, facilitation, and creation of art. This course examines the radical and dramatic relationship between religion and modern art from the Industrial Revolution to the mid-20th century.

ART 618, Master's Capstone I, 3 Units

Students complete a capstone writing project, converting an existing graduate research paper or project into a polished example of scholarship. Each student must revise the paper/project for content and style, and the final product must be of the quality one might see in a scholarly journal or at a professional conference.

Prerequisite: Successful completion of 4 required courses and 4 elective courses.

ART 620, Critical Issues in Art IV, 3 Units

This in-depth seminar course examines contemporary issues in the visual arts, their relation to the Christian faith, and how they ultimately relate to the student's own work. Topics vary according to the faculty.

ART 621, Art Education Master's Capstone I, 3 Units

Students in this course research and write a capstone proposal and literature review related to the field of art education.

Prerequisite: ART 603

ART 622, Art Education Master's Capstone II, 3 Units

Students in this course complete the art education research projects that started in ART 621.

Prerequisite: ART 621

ART 625, Master's Capstone II, 3 Units

Students in this course produce a capstone portfolio demonstrating the breadth and depth of their master's experience and articulating the value of the degree to potential employers or admissions committee members.

Prerequisite: ART 618

ART 630, Graduate Studio III, 3 Units

This course centers on art concerns and critiques stemming from each student's work. Focus varies based on the professor's specialties.

ART 640, Graduate Studio IV, 3 Units

This course centers on art concerns and critiques stemming from each student's work. Focus varies based on the professor's specialties.

ART 690, Creative Work Project, 2 Units

Students use this course for the creation or completion of the culminating body of art, while engaging in regular critique with their graduate committee.

ART 695, Exhibition Preparation, 3 Units

Under the direction of the graduate art faculty, students plan, publicize, and install their graduate exhibition. The course focuses on exhibition design, execution, and documentation.

ART 697, Special Topics, 1-3 Units

This advanced level studio/research or lecture course allows for occasional offerings of diverse topics in art not covered by regular department courses.

Special interests of faculty and students may be targeted under this category. Selection varies depending on student interest and faculty availability.

ART 699, Independent Study/Readings in Art, 1-3 Units

This course involves an independent study of subjects and interests beyond regular course offerings. Students explore particular topics or issues in accordance with an individualized study plan developed with a sponsoring faculty member and approved by the department chair.

PRAR 150, Introduction to Art, 3 Units

This combination lecture/studio course introduces students to fine art history and processes. Students develop a deeper understanding of the history, forms, and styles of architecture, painting, printmaking, and sculpture. The studio experiences expand students' personal awareness of art and themselves. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

Special Fee Applies

DSGN 115, Using Digital Media in a Visual World, 3 Units

This course introduces students to common software/media used to create digital, visual communications. Emphasis includes the application of software to improve communications in a culture that is increasingly visual. The course is for design studies majors and minors as well as for students who are not but nonetheless desire to learn to use digital media more effectively. Students are required to have access to professional-level software. *Meets the APU Core: Humanities: Fine Arts general education requirement.*

DSGN 120, Introduction to Computer Graphics, 3 Units

This course introduces the computer as a medium used for graphic design and art. Design principles are explored in creating and organizing visual communication and other media. Students are introduced to software programs that are included in the Adobe Creative Suite. Meets six hours weekly. Special Fee Applies

DSGN 121, Design Fundamentals I, 4 Units

Students in this course learn the principles and elements of design (line, shape, color, composition, typography) as they learn about and begin using vector-drawing tools. Students also learn drawing for ideation (quick sketching techniques using various media) and craftsmanship skills used by designers.

Special Fee Applies

Prerequisite: DSGN 115 or instructor permission

DSGN 122, Design Fundamentals II, 4 Units

Students in this course learn page-layout and typography skills, with an emphasis on understanding the fundamental aspects of the use of type in design work. Students also learn drawing for ideation (quick sketching techniques using various media) and craftsmanship skills used by designers.

Special Fee Applies

Prerequisite: DSGN 115 or instructor permission

DSGN 123, Design Fundamentals III, 4 Units

This course introduces aspects of pixel-based, bitmapped, or digital image-making and design. Students apply principles of design using Photoshop, Lightroom, or other relevant software. Original digital photography is applied to design projects. Ideation skills are enhanced, appropriate craftsmanship skills are developed, and time-based media is introduced. This course is necessary for completing the Design Portfolio Review requirement.

Prerequisite: DSGN 115 or instructor permission

DSGN 222, Introduction to Digital Interface, 2 Units

This course introduces the fundamentals of working with digital interfaces using current software. This course is necessary for completing the Design Portfolio Review requirement.

Prerequisite: DSGN 115

DSGN 258, History of Graphic Design and Illustration, 3 Units

Students in this course study the evolution of printed words and symbols across time and through various cultures. From the printing press to the computer, art and design reflect and influence society. This lecture course examines chronologically the development of visual communication.

DSGN 281, Typography Fundamentals, 3 Units

This studio course focuses on the appropriate use of type, image, and layout, building upon the fundamentals of designing with type. Course material emphasizes the development of skills needed for integrating type and image, and students work on becoming visual storytellers and applying metaphor.

Prerequisite: DSGN 115 or instructor permission

DSGN 282, Digital Design I, 3 Units

This course introduces students to current web and mobile design concepts and technologies, with a focus on responsive layout techniques. Students plan and design web and/or mobile applications using an online platform that adjusts itself for a wide range of devices, while intentionally considering the communication objective.

Prerequisite: DSGN 115 or DSGN 222 or instructor consent.

DSGN 380, Visual Storytelling and Design Identity, 3 Units

Good design, like good storytelling, brings ideas to life. In this course, students apply the idea of "design as storytelling" and write about their identity, first as imago Dei ("image of God") created individuals, and second as designers who contribute to the cultural world of visual communication. Course material covers ideas that speak to aspects of identity within the profession of design that also parallel principles from Christian faith.

DSGN 383, Advanced Typography, 3 Units

Students in this intermediate-level studio course explore and develop concepts used in solving graphic design and visual communication problems. Projects provide opportunities for creatively integrating traditional media and contemporary design processes and techniques. Emphasis is on design research and applying it to current software resources and design issues.

Prerequisite: DSGN 281 or instructor permission

DSGN 384, Digital Design II, 3 Units

This intermediate-level studio course equips students with a broad set of skills needed for user interface (UI) and user experience design (UXD). Students develop skills in ideation, needs assessment, rapid prototyping, and evaluation of interfaces. Course material includes research approaches, wire-framing, data-driven design, emotional design, analytics, and basic coding.

Prerequisite: DSGN 282 or instructor permission.

DSGN 430, Applied Design, 3 Units

This upper-division elective course requires that students apply "design thinking:" research, ideation, visual story-telling, and creative production to design products to raise awareness of local or national social, political, and/or civic concerns. Under supervision from the professor, students identify an issue of personal interest that will activate their curiosity, cultivate creativity, and design products that visually communicate an awareness of social and civic issues.

Prerequisite: DSGN 115 or instructor consent.

DSGN 446, Graphic Design Processes, 1-3 Units

This course for the advanced graphic design major tailors experiences to meet the individual student's goal as a graphic designer, and may be repeated for 6 units total.

Special Fee Applies

DSGN 450, Design Portfolio, 3 Units

This course provides opportunities for design studies students to prepare a professional portfolio and develop skills and resources that will be beneficial to pursuing a creative profession. Instruction includes portfolio, website and resume design, interview preparation, writing designer goals, client relations, graduate school options, business networking, and the role of the Christian designer in today's culture.

DSGN 475, Design Internship, 1-4 Units

In keeping with the belief that learn-by-doing experiences afford the greatest opportunities for growth and development, the design studies program recommends internship experiences in a variety of possibilities: experiential and interactive design, branding and identity design, entertainment design, time-based media, and concept development. Internships are individually tailored to meet the needs of the student.

Prerequisite: Design studies major or minor

DSGN 481, Design Branding, 3 Units

This capstone design studies studio course engages students beyond the classroom by providing networking, mentorship, resources, and professional experience working to rebrand visual identity systems. Students work in teams to develop solutions for systems-level design problems as a way to build their portfolio and gain practical insight working in partnership alongside actual clients.

Prerequisite: DSGN 383 or instructor permission

DSGN 495, Special Topics in Design, 3 Units

This advanced level studio/research or lecture course allows for occasional offerings of diverse topics in art not covered by regular department courses. Special interests of faculty and students may be targeted under this category. Selection varies depending on student interest and faculty availability. May be repeated for credit as topic varies.

DSGN 503, Research and Design Process Methods, 3 Units

This is a foundation course in user experience design (UXD), covering the fundamental theories, techniques, practices, workflows, and tools associated with the practice. Students learn how to apply these concepts through a semester-long project. Key concepts include user research, contextual design, design thinking, ideation, iterative design, prototyping, and design documentation.

DSGN 504, Digital Experience Design, 3 Units

This seminar course examines how different UX designers function and thrive in various fields and organizations, especially within our increasingly digital society. Topics include UX in social media and marketing, product and service development, entertainment media, and digital innovation.

DSGN 506, Web Design Principles [Proposed], 3 Units

Equipped with a historical understanding of the Web's evolution and key industry-standard design guidelines to ensure strong online presentation, students will have a foundational knowledge of website creation, and will apply it to the planning, design and development of your own Web page over the course of the semester. Students will create, code and post basic HTML and CSS files to the Internet. Critical thinking will be encouraged through class interactions, projects, and online postings.

DSGN 507, Digital Imagery in Web Design [Proposed], 3 Units

This course familiarizes students with the development and impact of imagery in interactive media. Students will learn how visual 'language' is the basis for developing contextual symbolic meanings that are shared throughout a culture. Semiotics, information design and persuasive communication will be explored in this course. Students will develop communicative images using their knowledge gained through lectures, discussion, projects, collaboration and Adobe Photoshop training.

DSGN 514, UX Research A/B Testing, 3 Units

This course focuses on research methods, data analysis, and synthesis in A/B testing for user experience research and design. Students explore a strategic process of how to create their own tests and platforms for gathering information and data on users with digital and accessible tools. By the end of the course, students understand how to plan, create, and launch online research.

DSGN 515, Innovation Design, 3 Units

Students learn a unique process of design through idea conception, experimentation, and prototyping in order to experience the process of innovation. Students also learn how to translate experiential learning into something that can be performed in the digital world, and are encouraged to seek multi-disciplinary methods and inspirations when innovating new digital products and experiences.

DSGN 516, Interactive Narrative/Story, 3 Units

Students in this course examine the application of storytelling within the context of user experience design (UXD). Students investigate the creation and analysis of narratives to provide clarity and distinctiveness, capture attention, inspire to action, create a meaningful journey, and forge a lasting, emotional impact with end users.

DSGN 517, Digital Media Layout and Design [Proposed], 3 Units

This course introduces students to the skills and concepts that will help create documents for both print and interactivity. Using Adobe InDesign, students will apply their understanding of color, type, layout, and design to create a portfolio project. While InDesign permits several possible workflows, this course will focus on those that most readily translate into digital design.

DSGN 518, Web Interactivity and Engagement [Proposed], 3 Units

The purpose of this course is to provide students with an understanding of the most practical tool of a web manager, the content management system (CMS). Using WordPress, students will gain an understanding of CMSs and how they are valuable tools for saving time and handling large amounts of data. Students will also learn more about server scripting using PHP and database integration with MySQL.

DSGN 521, Research Methods and Collaboration in Digital Communications [Proposed], 3 Units

This course is designed to make students think strategically about how, why and with whom they interact via digital media. By the end of the course, students should have fundamental understanding of research tools that will help them plan for and evaluate the effectiveness of online communication methods, including a multitude of social media and web tools. Students will understand search engine optimization (SEO) and the consequences - costs and benefits - of local and global messaging and interactivity.

DSGN 599, Independent Study, 1-3 Units

This course is an opportunity for graduate students to explore an idea, contribute to research, examine industry trends/methods, or develop a project under the guidance of a faculty member in the graduate design area.

DSGN 606, Database Management and Scripting, 3 Units

This is an introductory course on the concepts of computer programming using Python programming language. Students learn to theorize the steps required to perform a task and create loops and functions. By the end of the course, students have a basic understanding of computer programming, basic knowledge of Python programming language, and the ability to share their scripts and collaborate with others.

DSGN 607, Design Business and Entrepreneurship, 3 Units

Students in this course examine the fields of study related to the design business and explore the basic tenets of entrepreneurship as related to creating and running a design business.

DSGN 608, Mobile Web Technology [Proposed], 3 Units

Mobile Web Technology concentrates on the importance of responsive design and how it has changed the way websites are designed to adapt to mobile devices. The class will include the use of JavaScript and jQuery as well as designing with advanced CSS and HTML5. The course will also include the creation of a mobile app.

DSGN 609, Advanced Web Design: Corporate and Brand Identity on the Web [Proposed], 3 Units

This course synthesizes two different but complementary tools of communication: graphic design and assembly. Students will learn the fundamental design principles and techniques for effective visual communication. These principles and techniques are applied, through projects, to achieve a communication objective across different platforms. Students can expect a practical, hands-on experience. A key tool for creating your digital work in this course is Adobe Illustrator. Illustrator is an effective tool for creating original artwork, and for designing logos, banners, icons and navigational elements for online and print. The artwork can then easily be exported to the Web or imported into other programs.

DSGN 612, Strategic Communication: Ethical Issues and Web Design [Proposed], 3 Units

This course introduces students to the discipline of strategic communications and the ethical and social issues that can arise from its practice. Students are given a background in important concepts in strategic communication, including branding, target audiences, technologies of strategic communication, the history and evolution of strategic communication, and other topics. With this knowledge, students utilize ethical thought and Christian principles to apply these to real-world strategic communications contexts.

DSGN 613, Web Design Internship [Proposed], 3 Units

This course will provide students with the opportunity to complete projects related to the students' career goals under the supervision of an experienced practitioner in the field. By the end of the internship, students will have first-hand knowledge of trends in the field, the skills necessary to be employable after graduation, and the importance of networking. Each student will set goals from the beginning of the course with a supervising professor about what the student needs to accomplish during the internship, and the student will self-reflect about the progress made at the end of the term. The internship must be approved by the program director.

DSGN 614, Web Design Independent Study [Proposed], 3 Units

This course is an option for students already employed in the web design field or in an area of the country where an internship is not available. Students will meet with the program director to outline goals, projects, and outcomes for the independent study. The goal is for the students to gain knowledge of trends in the field, skills necessary for employment, and the importance of networking. Course enrollment must be approved by the program director.

DSGN 616, UXD Internship, 1-3 Units

This course provides an opportunity for direct experiences in applying the principles and skills of user experience design while performing specific tasks in the professional setting through an internship. Under faculty supervision, students individually arrange their work in positions related to user experience design. Students may also work with a faculty supervisor to develop learning objectives and complete reflective assignments that complement their experiences in the work environment. Other exercises and training may include career and group leadership meetings.

Prerequisite: Department approval

DSGN 618, Master's Capstone I, 3 Units

Students in this course research and write a capstone proposal and case study review related to the field of user experience design.

Prerequisite: Successful completion of the required courses in the user experience design (UXD) program.

DSGN 619, Web Design Project and Portfolio [Proposed], 3 Units

The course is designed to incorporate acquired design and communication skills into a real-world website, a communications pitch to a client, and a portfolio the student can use to find employment. The capstone project will incorporate skills such as branding, layouts, strategic communication, research methods, coding and web design. Students will develop a comprehensive communication campaign based on research and client needs. The completed campaign will be presented at the end of the course, and a professional portfolio of the students work will be critiqued and assembled for use. Students must have completed 24 units of DSGN graduate web design courses prior to enrolling in this course.

DSGN 625, Master's Capstone II, 3 Units

Students in this course apply previous research in user experience design to the creation and pitching of a product prototype.

Prerequisite: DSGN 618