COLLEGE OF ART AND ARCHITECTURE
Proposed Catalog Changes

Art and Architecture

1. Add the following courses [Effective: Summer 2014]

**ID 410 Capstone Proposal Development (1 cr)**
Capstone Studio proposal development requiring systematic approach to the development of project proposal in preparation for ID 452. 8 week course/1 credit hour course.
Coreq: ID 451
Rationale: Complete research and programming phases to enhance Capstone Project development. (ID 452).

**VTD 444 Other Media (3 cr)**
Exploration of new or emerging technologies including but not limited to software and various hardware devices. The focus is on the communicative, affective, and interactive possibilities of the technology and their application within research or creative production.
Prereq: Permission
Rationale: The course augments the existing curriculum by asking students to explore very recent or emerging technologies and to apply their knowledge to a project. Thus the course requires students to think critically about the practical application of these technologies and their application in the design profession. There is no other course in the college that is centered on the creative application of technology in a broader, more entrepreneurial context and the class might have great appeal to upper level students across the college.

2. Change the following courses [Effective: Summer 2014]

**Art 216 Digital Tools (3 cr)**
Introduction to professional design, development, and production workflows related to various aspects of digital design. Demos and lectures cover various industry standard design software. Two 2-hr studios a week and assigned work. Introduction to professional design/methodologies and production workflows for web and print delivery. Introduction to industry standard applications and various Open Source tools. Exploring design sustainability by designing once and delivering via various technologies. Two 2-hr studios a wk and assigned work.
Prereq: Art 110 and Art 121; or Permission
Rationale: Need for modification of course description based on design industry standards and best practices. Previous course descriptions were dated and obsolete according to current industry practices.

**Art 271 Interaction Design I (3 cr)**
Introduction to technical and aesthetic concepts of interaction design, including user based interaction design methodologies and standards based practices for the Web and other interactive media. Preparation of basic media assets (graphics, video, animation and sound) for interactive delivery. Introduction to basic design methodologies; structured versus unstructured projects, project brief, personas, scenarios, flowcharting, storyboard and development and production project workflows. Introduction to interactive design methodologies, including usability strategies and best practices for interaction design. Various industry standard software and Open Source Tools will be introduced. Relevant industry standard programming languages will be covered throughout semester. Exercises and projects assigned will address production project workflows including: project proposal, mind mapping, wireframes & flowcharts, layout design, and technical development. Recommended Preparation: Basic knowledge of digital design software or Art 216 (strongly recommended).
Rationale:
Need for modification of course description based on design industry standards and best practices. Previous course descriptions were obsolete and inadequate in providing appropriate skillsets. These modifications will better meet the UI Learning Outcomes including: learn & integrate, think & create, and communicate.

The additional knowledge disseminated from this course will have a direct impact on students ability to 1) integrate course information into projects/exercises, 2) develop appropriate strategies to improve expression of ideas and problem solving, and 3) articulate intended ideas and/or messages through verbal and non-verbal methods of communications. Overall these changes will better prepare students entering the creative work force.

**Art 272 Interaction Design II (3 cr)**
Intermediate interaction design. Self-initiated interactive design projects using industry standard methodologies and practices, to include pre-design project analysis and description, design development and production. Introduction to information design concepts and practices and to various technologies for providing user based interaction; scripting, Flash, and databases, etc. Readings in current design issues and industry trends. Introduction to time-based (narrative) design strategies and how they are utilized as tools of communication in interaction design. Analysis of various case studies that use narrative story telling as a means to communicate information. Industry standard Digital Design and Motion Design software will be introduced. Demos and topic discussion including...
a wide variety of time-based mediums (video, animation, motion design, stop-motion). Recommended Preparation: Basic knowledge of digital design software or ART 216 (strongly recommended).

Prereq: ART 271 or Permission

Rationale:

Need for modification of course description based on design industry standards and best practices. Previous course descriptions were obsolete and inadequate in providing appropriate skill sets. These modifications will better meet the UI Learning Outcomes including: learn & integrate, think & create, and communicate.

The additional knowledge disseminated from this course will have a direct impact on students ability to 1) integrate course information into projects/exercises, 2) develop appropriate strategies to improve expression of ideas and problem solving, and 3) articulate intended ideas and/or messages through verbal and non-verbal methods of communications. Overall these changes will better prepare students entering the creative work force.

Former prerequisite no longer necessary due to modification of course description for ART 271 and ART 272. ART 271 and ART 272 are not sequence dependent, and can be standalone.

Art 370 Intermediate/Advanced Interaction Design (3 cr, max 9)
Advance analysis of both design and development techniques, and strategies used in various interactive mediums. Relevant industry standard programming languages will be introduced throughout semester. Discussions, exercises and projects assigned will address interactive design best practices, trends and current industry standards. Individual and small team design projects. Emphasis on team dynamics, project analysis and description, development and production. Focus on interactive information design projects, project management and production. Readings and assigned writings focus on current design industry issues, practices, trends and methodologies.

Prereq: ART 271 or ART 272 or Permission

Recommended Short Course Title: Int/Adv Interaction Design

Rationale: Need for modification of course description based on design industry standards and best practices. Previous course descriptions were obsolete and inadequate in providing appropriate skill sets. These modifications will better meet the UI Learning Outcomes including: learn & integrate, think & create, and communicate. The additional knowledge disseminated from this course will have a direct impact on students ability to 1) integrate course information into projects/exercises, 2) develop appropriate strategies to improve expression of ideas and problem solving, and 3) articulate intended ideas and/or messages through verbal and non-verbal methods of communications. Overall these changes will better prepare students entering the creative work force. Former dual prerequisite no longer necessary due to modification of course description for ART 271 and ART 272. ART 271 and ART 272 are not sequence dependent, and can be standalone.

ID 152 Interior Design I (2-3 cr)
Study of the relationship of design theories to the interior environment; exploration, through a variety of media, of the elements and principles of design, with emphasis on spatial relationships and color theory. Focus of design problems is residential design and small-scale contract design. Attendance at outside events; some class critique sessions outside of scheduled hours at student expense.

Prereq: Arch 154 and ID 151; or Permission
Coreq: Arch 154

Rationale: Course content has been expanded to address accreditation and assessment requirements. Course has been moved from Fall semester 2nd year to Spring semester 1st year to address course overload during the 2nd year and this allows for increased content. Students will no longer take 2 studios at the same time, thus student learning and retention will be enhanced.

ID 351 Interior Design III (5-6 cr)
Sequence of advanced residential and small scale contract design projects requiring integration of design theories and process in relationship to critical problem solving. Emphasis on formation of interior spaces to correspond to function and flow patterns. Nine hours of studio a week; field trips reqd at student expense; some class jury sessions outside of scheduled hours.

Prereq: ID 152 and 254 or Permission

Rationale: Course content has been expanded to address accreditation and assessment requirements. Increase in credits is also consistent with other collaborative program studios and addresses needs for seamless BID/MArch majors. Increase in this credit hour does not increase total credit hours required to graduate because of other curriculum changes.

ID 352 Interior Design IV (5-6 cr)
Sequence of large scale contact and other design problems requiring application of expanded design process including problem identification, analysis, program development, conceptual and design development and solution presentation. Implementation of lighting, codes, systems furniture, and interior specifications in the design process. Nine hours of studio a week; field trips required at student expense; some class jury sessions outside of scheduled hours.

Prereq: ID 351

Rationale: Course content has been expanded to address accreditation and assessment requirements. Increase in credits is also consistent with other collaborative program studios and addresses needs for seamless BID/MArch majors. Increase in this credit
hour does not increase total credit hours required to graduate because of other curriculum changes.

**ID 451 Interior Design V (5-6 cr)**
Advanced problems in mixed use contract interior design requiring synthesis of related course work into comprehensive design resolution that communicates design impact on sense of place and place making; projects will seek to refine the design decision making process by requiring in-depth programming, client participation, and development beyond schematic phases, e.g., integration of building systems, lighting design, interdisciplinary investigation, and understanding of cultural/environmental context. Nine hrs of studio a wk and assigned work; field trips reqd at student expense; some class jury sessions will meet outside of scheduled hours.

**Recommended Preparation:** VTD 244, Arch 244, ID 386, and ID 443.

**Prereq:** ID 352

**Rationale:** Course content has been expanded to address accreditation and assessment requirements. VTD 244 has been changed to Arch 244 as a recommended preparation. Increase in credits is also consistent with other collaborative program studios and addresses needs for seamless BID/MArch majors. Increase in this credit hour does not increase total credit hours required to graduate because of other curriculum changes.

**ID 452 Interior Design VI (5-6 cr)**
Capstone studio course featuring advanced applications of design theories and processes focusing on complex design issues, synthesis and implementation of previous course work in appropriate student selected project, from the initial programming through the final complete design documentation and presentation. Nine hrs of studio a wk and assigned work; field trips required at student expense; some class jury sessions will meet outside of scheduled hours.

**Prereq:** ID 410 and ID 451

**Rationale:** Course content has been expanded to address accreditation and assessment requirements. Pre-rec ID 410 is a new course focusing on proposal development for the capstone course. Increase in credits is also consistent with other collaborative program studios and addresses needs for seamless BID/MArch majors. Increase in this credit hour does not increase total credit hours required to graduate because of other curriculum changes.

**VTD 457 Capstone Design Studio I (9-6 cr)**
Sequential contract courses built around the collective content of five interdisciplinary clusters; research, design & implementation of comprehensive virtual design project. Three 4-3 hr studios a wk and associated work.

**Prereq:** VTD 356

**Rationale:** In the effort to reduce the credit load for the degree from 128 to 120 the capstone courses will be reduced to 6 credits and the psychology requirement dropped. In order to make up credit requirements we will add 1 credit to the Seminar. Additional contact time in the seminar will allow the course to accommodate topics, discussions, and projects removed from the capstone course.

**VTD 458 Capstone Design Studio II (9-6 cr)**
Sequential contract courses built around the collective content of five interdisciplinary clusters; research, design & implementation of comprehensive virtual design project. Three 4-3 hr studios a wk and associated work.

**Prereq:** VTD 457

**Rationale:** In the effort to reduce the credit load for the degree from 128 to 120 the capstone courses will be reduced to 6 credits and the psychology requirement dropped. In order to make up credit requirements we will add 1 credit to the Seminar. Additional contact time in the seminar will allow the course to accommodate topics, discussions, and projects removed from the capstone course.

3. **Change the curricular requirements of Interior Design (B.I.D.)** [Effective: Summer 2014]

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- Arch 151 Introduction to the Built Environment (2 cr)
- Arch 154 Introduction to Architectural Graphics (3 cr)
- Arch 243 Digital Design Tools for Architecture and Interior Design (2 cr)
- Arch 244 Computer Aided Drafting and Modeling (2 cr)
- Arch 253 Architectural Design I (3 cr)
- Arch 266 Materials and Methods (3 cr)
- Arch 385 History of Architecture I (3 cr)
- Arch 386 History of Architecture II (3 cr)
- Arch 463 Environmental Control Systems I (3 cr)
- Arch 463L Environmental Control Systems I Lab (1 cr)
- Arch 464 Environmental Control Systems II (3 cr)
- Arch 464L Environmental Control Systems II Lab (1 cr)
- Art 110 Integrated Art and Design Communication (2 cr)
- Art 112 Drawing as Integrated Design Thinking (2 cr)
- Art 121 Integrated Design Process (2 cr)
- ID 151 Introduction to Interior Design (3 cr)
### Rationale:

Reducing the number of Directed Electives from 4-6 to 3 will allow the students to select their own electives and reduce the overall number of total credit hours required to graduate with a BID.

4. **Change the curricular requirements of Integrated Architecture and Design (B.A.) [Effective: Summer 2014]**

**Master of Science.** Major in Integrated Architecture and Design. The Master of Science offers a research program open to candidates who hold a non-professional degree in a design discipline and/or who hold a professional degree in architecture (B.S.Arch. or M.Arch.), B.S.Arch., or other degree holders who desire to embark on a career in architectural consulting, research, and/or scholarship. The program is designed for independent study within one or more of the following areas of specialization: Computing and Visualization, Environment and Behavior, Urban Design, Community Design and Planning, Universal Design, Landscape Design, Media Design, and Sustainable Architecture and Planning. Graduate students work closely with their graduate committee to develop a detailed program of study that borrows from three disciplines within the College of Art and Architecture as well as studies with other programs throughout the university. Acceptance into the program is contingent on the Graduate Program Committee's review of the candidate's statement of intent describing the area of specialization in which the candidate will focus, three letters of recommendation, and a portfolio. The Graduate School requires a completed application, university transcripts, a resume, and an official TOEFL score, when appropriate. Prospective students are encouraged to first correspond with the Chair of the Graduate Program about their interests. The chair will then direct the applicant to further sources if needed. The M.S. degree with a major in Integrated Architecture and Design requires the completion of 30 credits of course work in either a thesis or non-thesis (project-based) option. The M.S. degree requires the completion of 30 credits of course work including a research thesis: Arch 520 Architectural Research Methods (3 cr), Arch 510 Graduate Seminar (3 cr), 16 credits of electives, and 8 credits for the research thesis.

**Thesis option:**
- Arch 500 Master's Research and Thesis (8-10 cr)
- Arch 520 Architectural Research Methods (3 cr)
- Graduate Seminars in three disciplines (12 cr)
- Electives (5-7 cr)

**Non-thesis option:**
- Interdisciplinary Graduate Studios (12 cr)
- Graduate Seminars in three disciplines (12 cr)
- Electives (6 cr)

**Rationale:** We’ve revised the curriculum for the Master of Science Integrated Architecture and Design so as to make the program truly integrated and interdisciplinary. Included in these revisions is a non-thesis option and the mandatory three discipline seminars required of both the thesis and non-thesis students.

5. **Change the curricular requirements of Art (B.A.) [Effective: Summer 2014]**

200-level studio courses selected from the following (students pursuing a studio emphasis in graphic design must include Art 222; and interaction design majors must include Art 272) (15-18 cr):
- Art 211 Drawing III (3 cr)
- **Art 216 Digital Tools (3 cr)**
- Art 221 Introduction to Graphic Design (3 cr)
- Art 222 Introduction to Typography (3 cr)
- Art 231 Painting I (3 cr)
- Art 241 Sculpture I (3 cr)
- Art 251 Printmaking I (3 cr)
- Art 261 Ceramics I (3 cr)
- Art 271-272 Interaction Design I-II (3 cr)
- Art 280 Understanding Photography (3 cr)

300-level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):
Art 321  Graphic Design Concepts (3 cr, max 6)
Art 322  Graphic Design Studio (3 cr, max 6)
Art 330  Intermediate/Advanced Painting (3 cr, max 9)
Art 340  Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350  Intermediate/Advanced Printmaking (3 cr, max 9)
Art 370  Advanced Interaction Design (3 cr, max 9)
Art 380  Digital Imaging (3 cr)
Art 390  Mixed Media (3 cr, max 9)
Art 491  Information Design (3 cr, max 9)

Courses to total 120 credits for this degree

Rationale: This is an important technology/design course taught as a special topics and then adopted to a regular course. This course needs to be added to the regular degree audit system as a 200-level regular course.

6. Change the curricular requirements of Art Education (B.S.Art Ed.) [Effective: Summer 2014]

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Art 410  Professional Practices (2 cr)
EDCI 201  Contexts of Education (2 cr)
EDCI 301  Learning, Development, and Assessment (3 cr)
EDCI 302  Teaching Culturally Diverse Learners (4 cr)
EDCI 401  Internship Seminar (1 cr)
EDCI 410  Technology, Teaching and Learning (2 cr)
EDCI 436  Secondary Art Methods (3 cr)
EDCI 446  Secondary Art Practicum (1 cr)
EDCI 453  Phonics, Phonological Awareness, Fluency, and Assessment (1 cr)
EDCI 463  Literacy Methods for Content Learning (3 cr)
EDCI 485  Secondary Internship (7-15 cr)
EDSP 300  Educating for Exceptionalities (2 cr)

200-level studio courses selected from the following (students pursuing a studio emphasis in graphic design must include Art 222; and interaction design majors must include Art 272) (15 cr):
Art 211  Drawing III (3 cr)
Art 216  Digital Tools (3 cr)
Art 221  Introduction to Graphic Design (3 cr)
Art 222  Introduction to Typography (3 cr)
Art 231  Painting I (3 cr)
Art 241  Sculpture I (3 cr)
Art 251  Printmaking I (3 cr)
Art 261  Ceramics I (3 cr)
Art 271-272  Interaction Design I-II (3 cr)
Art 280  Understanding Photography (3 cr)

300-level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15-12 cr):
Art 321  Graphic Design Concepts (3 cr, max 6)
Art 322  Graphic Design Studio (3 cr, max 6)
Art 330  Intermediate/Advanced Painting (3 cr, max 9)
Art 340  Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350  Intermediate/Advanced Printmaking (3 cr, max 9)
Art 370  Advanced Interaction Design (3 cr, max 9)
Art 380  Digital Imaging (3 cr)
Art 390  Mixed Media (3 cr, max 9)
Art 491  Information Design (3 cr, max 9)
Advisor Approved electives in art/design history/theory (9 cr)

Courses to total 120 credits for this degree

Rationale: This is an important technology/design course taught as a special topics and then adopted to a regular course. This course needs to be added to the regular degree audit system as a 200-level regular course. We are adding three credits of new courses required by the College of Education for certification and are dropping one 3cr 300-level art studio course.

7. Change the curricular requirements of Studio Art and Design (B.F.A.) [Effective: Summer 2014]

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Art 303  Contemporary Art and Theory (3 cr)
Art 407  New Media (3 cr)
Art 410  Professional Practices (2 cr)
Art 490  BFA Art/Design Studio (12 cr)
Art 495  BFA Senior Thesis (4 cr)
Art History Electives selected with advisor approval (6 cr):
Art 205 Visual Culture (3 cr)
Art 208 Italian Renaissance Art and Culture (3 cr)
Art 213 History and Theory of Modern Design I (3 cr)
Art 302 Modern Art and Theory (3 cr)
Art 313 History and Theory of Modern Design II (3 cr)
Art 323 History of Typography (3 cr)
Art 382 History of Photography (3 cr)
Art 409 Visual Studies (3 cr)

200-level studio courses selected from the following (15 cr):
Art 211 Drawing III (3 cr)
Art 216 Digital Tools (3 cr)
Art 221 Introduction to Graphic Design (3 cr)
Art 222 Introduction to Typography (3 cr)
Art 231 Painting I (3 cr)
Art 241 Sculpture I (3 cr)
Art 251 Printmaking I (3 cr)
Art 261 Ceramics I (3 cr)
Art 271-272 Interaction Design I-II (3 cr)
Art 280 Understanding Photography (3 cr)

300-400 level studio courses selected from the following (at least 6 cr must be taken in one studio area, i.e., Art 330, no more than 6 cr in one studio area may be counted toward this requirement) (15 cr):
Art 321 Graphic Design Concepts (3 cr, max 6)
Art 322 Graphic Design Studio (3 cr, max 6)
Art 330 Intermediate/Advanced Painting (3 cr, max 9)
Art 340 Intermediate/Advanced Sculpture (3 cr, max 9)
Art 350 Intermediate/Advanced Printmaking (3 cr, max 9)
Art 370 Advanced Interaction Design (3 cr, max 9)
Art 380 Digital Imaging (3 cr)
Art 390 Mixed Media (3 cr, max 6)
Art 491 Information Design (3 cr, max 9)

Courses to total 120 credits for this degree

No more than a combined total of 9 credits of the following courses may be applied toward a B.F.A. degree: Art 404, 488, 497, 498, and 499.

Rationale: This is an important technology/design course taught as a special topics and then adopted to a regular course. This course needs to be added to the regular degree audit system as a 200-level regular course.

8. Change the curricular requirements of Virtual Technology and Design (B.S.) [Effective: Summer 2014]

...
of VTD program (8-9cr).

Courses to total **128-120** credits for this degree

Rationale: The credit load is reduced to 120 to bring the curriculum load in line with other programs in the college and throughout the university. To facilitate this we have eliminated Psych as a required course and will instead list it as a suggested elective credit. The seminar will be increased to 3 credits and will now include additional project work. The credit load in the capstones is reduced to 6 credits to bring the course in line with other capstone and senior studio courses in the college.