TO: The Academic Senate
FROM: Committee on Instruction and Curriculum (CIC)
SUBJECT: 16-17 CIC 38: Revision request for B.F.A. Art
PURPOSE: Information to the Academic Senate

ACTION REQUESTED: That the Senate accept the information that the revision request for B.F.A. Art has been approved by CIC.

BACKGROUND INFORMATION:
The Senate process for approving transformed degree programs for the semester calendar is defined by 14-15 CIC 36. The Committee discussed the B.F.A. Art program at its November 14 meeting, which was attended by a representative of the Department: Gwyan Rhabit, who is also a member of the Committee. It was approved by CIC unanimously with the acknowledgement that some non-substantive changes may occur in the Catalog copy, including a recommended change to the program description specified in Curriculog. The proposal may be viewed within Curriculog; the summary is attached as a PDF document per ExCom’s request.
ART, Bachelor of Fine Arts

2. Semester Conversion Request for Approval of Revision of the Undergraduate Degree Program/Major

General Catalog Information

Select Shared Core unless otherwise instructed by APGS

Select SHARED CORE

Program

Shared Core

Year: Fall 2018

Catalog: 2018-2019

Notes: If you want to move an existing degree program to online (i.e. 50% or more of the program can be completed online (a hybrid course counts as .50 online), elevate an option to a degree, or change the degree type, please e-mail Donna Wiley, Interim Associate Vice President, Academic Programs and Graduate Studies; and copy Sarah Aubert, Catalog and Curriculum Specialist, Academic Programs and Graduate Studies, for additional instructions as soon as possible.

Department:*  Department of Art

Full and exact title of Major including degree earned:*  ART, Bachelor of Fine Arts

Has your program received transformation funding?*  Yes  No

If the program received transformation funding, please summarize the transformative changes made:
In lieu of the previous options the Department proposes to center its program on a professional Bachelor of Fine Arts degree with eight reformulated concentrations:  • 3D Art & Design • Fine Arts Practice • Graphic Design • Illustration • Interaction & Game Design • Photography • Transdisciplinary Arts • Video & Animation.

Graphic Design and Photography retain their names but they will also undergo substantial redesign of sequences and subject matter.

In addition the Department is restructuring Lower & Upper Division requirements and subject matter in the Foundation or Core.
Program Description

The Art Department emphasizes study in our Bachelor of Fine Arts (B.F.A.) Program. This is a professional degree that offers students the opportunity to develop greater expertise through comprehensive and intensive study in a specific area of art or design — a program that leads to successful careers in the visual art and design industries. Students who intend to pursue graduate studies or advanced skills for a professional career typically choose the BFA degree.

The B.F.A. professional concentrations:

- 3D Art & Design
- Fine Arts Practice
- Graphic Design
- Interaction and Game Design
- Illustration
- Photography
- Transdisciplinary Arts
- Video and Animation

BFA concentrations require 70 units of study in the Department to complete the major.

There is no application procedure to enter the Bachelor of Fine Arts program beyond declaring as a BFA student with a specific concentration.

Career Opportunities — Graduates from the Bachelor of Fine Arts degree program go on to pursue careers as:

- Animator
- Artist
- Illustrator
- Photographer
- Creative Director
- Art Educator
- Art Historian
- Arts Administrator
- Archivist
- Art Editor
- Publishing Assistant
- Museum Educator
- Public Art Project Manager
- Events Manager
- Non-Profit Development Associate/Grant Writer
- Art Therapist
- Marketing Manager
- Forensic Photographer
- Scientific Photographer
- Art Librarian
- Art Preparator
- Visual Merchandiser
- Museum/Gallery Registrar
- Teaching Artist
- Ceramicist
- Graphic Artist/Designer
- Interactive Media Designer
- Creative Technologist
- Museum/Gallery Curator
- Painter
- Printmaker
- Sculptor
- Videographer
- Game Designer
- Interaction Designer
- User Interface Designer
- Web Designer
- Instructor/Professor
- and many other careers.

Program Learning Outcomes

Students who graduate with a Bachelor's of Fine Arts will be able to:
Demonstrate mastery of appropriate art-making skills and tools.
Imagine, ideate and create using an open, confident, and flexible method through creative processes and design thinking.
Critique and think critically about art works using appropriate concepts from art history and theory, in the context of culture, contemporary art, and in public and global spheres.
Communicate clearly and persuasively through their work.
Integrate arts related skills in developing professional practices and planning for ethical, sustainable civic engagement.
Formulate a plan to develop and maintain a professional creative practice.

Please read before completing Major Requirements Section

Instructions:

Start with the View Curriculum Courses icon directly beneath the Major Requirements field. Select the Add Courses button to enter each individual course that will be used in your Major Program. (Include the Course Units in the Course Title (name) field for review by campus committees).
Next select the View Curriculum Schema icon (to the left of the Curriculum Courses icon). Select Add Core to build the headers and requirements for your catalog page. i.e. add headers for Prerequisites, Core Requirments, Electives, Capstone. (If you have a concentration(s), add a core titled Concentrations and list only the total concentraion units. You do not need to list each individual concentration.) Please remember to include total units in core headers.
Preview your catalog chapter by selecting the Preview Curriculum icon.

**Lower Division Foundation (18 Units)**

ART 100 Fundamentals of Drawing (3)
ART 101 Introduction to Photography (3)
ART 102 2D Processes (3)
ART 103 3D Processes (3)
ART 104 4D Processes (3)
ART 120 Monuments of World Art (3)
Upper Division Foundation (19 Units)

ART 323 Modern Media, Art and Culture I (3)
ART 326 Contemporary Visual Studies I (3)
ART 491 BFA Critique (1)
*BFA Critique is taken 4 times.*
ART 496 Special Topics (3)

One Upper Division Art History course from the following (3):
ART 420 Comparative World Art II (3)
ART 423 Modern Media, Art, and Culture II (3)
ART 426 Contemporary Visual Studies II (3)

One of the following Senior Project courses as it matches your concentration:
ART 493A 3D Art and Design Senior Project (3)
ART 493C Graphic Design Senior Project (3)
ART 493D Photography Senior Project
ART 493E Video Animation Senior Project (3)
ART 493F Interaction and Game Design Senior Project (3)
ART 493G Illustration Senior Project (3)
ART 493H Fine Arts Practice Senior Project (3)
ART 493I Transdisciplinary Arts Senior Project (3)

Concentrations (33 Units)

Students must choose at least one of these concentrations:

3D Art & Design
Fine Arts Practice
Graphic Design
Illustration
Interaction & Game Design
Photography
Transdisciplinary Arts
Video & Animation

3D Art and Design Concentration

The 3D Art and Design concentration combines the fabrication skill sets of sculpture and industrial design with digital 3D modeling to enable students to create work at the growing overlap of design and fine arts. Increasingly sculptors need to use state of the art 3D
printers and modeling software, and designers need to prototype their ideas in clay or welded steel. The emphasis is on carefully aligning form and concept through agile use of a variety of media and creating objects that speak clearly to their chosen audience, from the fine art gallery to the commercial production line.

### 3D Art and Design Core - Beginning (12 Units)

- ART 111 Sculpture I (3)
- ART 115 Ceramics I (3)
- ART 211 Sculpture II (3)
- ART 246 3D Modeling and Animation I (3)

### Beginning Elective (3 Units)

Take one of the following:

- ART 215 Ceramics II (3)
- ART 356 Interactive Media Design I (3)

### Drawing Elective (3 Units)

Take one of the following:

- ART 260 Introduction to Illustration (3)
- ART 270 Drawing II (3)

### 3D Art and Design Core - Intermediate (9 Units)

- ART 310 3D Modeling and Fabrication (3)
- Take Art 310 - 3D Modeling and Fabrication two times
- ART 346 3D Modeling and Animation II (3)

### Intermediate Elective (3 Units)
Take one of the following:

- ART 311 Sculpture III (3)
- ART 315 Ceramics III (3)
- ART 357 Interactive Media Design II (3)

### 3D Art and Design Core - Advanced (3 Units)

ART 418 Advanced 3D Practice (3)

### Fine Arts Practice Concentration

#### BFA in Fine Arts Practice

The Fine Arts Practice concentration is offered for students who wish to delve deeper into their art practice, develop their key concepts, and create a focused body of work to propel their career in the Arts to the next level. Through intensive hands-on studio courses, thought-provoking academics, and BFA critiques, faculty work with students to hone their skills, widen critical thinking, strengthen creative expression, and form a deeper understanding of their role as a cultural maker. Students can specialize in drawing, painting, printmaking, sculpture, ceramics, or hybrid approaches to artmaking which may incorporate multiple media and digital media. Bridging traditional and contemporary art practices, the program prepares students with skills to produce and sustain a culturally responsive practice that embraces the emerging issues and technologies that impact society and cultural production. This degree is chosen by students who intend to become professional working artists, work in art related fields, or apply for graduate work.

### Fine Arts Practice Core - Beginning (12 Units)

ART 111 Sculpture I (3)
or
ART 115 Ceramics I (3)
ART 172 Painting I (3)
ART 270 Drawing II (3)

or
ART 274 Figure Drawing I (3)
ART 272 Painting II (3)

Restricted Elective (21 Units)

Only with faculty advisement -- select seven classes from the list below to create a coherent course of study. Choose at least five courses in a specific media area (drawing-painting-printmaking OR ceramics-sculpture), and at least five must be upper division. Up to 2 electives may be lower or upper div. from another concentration; example: Video 1, Audio Production, Photo 2, etc.

ART 111 Sculpture I (3)
If not previously taken.
ART 115 Ceramics I (3)
If not previously taken.
ART 211 Sculpture II (3)
ART 215 Ceramics II (3)
ART 260 Introduction to Illustration (3)
ART 270 Drawing II (3)
repeatable once.
ART 272 Painting II (3)
repeatable once.
ART 274 Figure Drawing I (3)
repeatable once.
ART 278 Bookmaking I (3)
ART 279 Printmaking I (3)
repeatable if medium changes.
ART 311 Sculpture III (3)
ART 315 Ceramics III (3)
ART 370 Drawing III (3)
repeatable three times.
ART 378 Bookmaking II (3)
repeatable.
ART 379 Printmaking II (3)
repeatable.
ART 472 Painting III (3)
repeatable three times.
ART 474 Figure Drawing II (3)
repeatable.
Up to 2 lower division or upper division courses from another art option area.

Graphic Design Concentration

In the Graphic Design Concentration students build a professional body of knowledge and the skills required for career entry as a visual designer. Projects enable students to acquire refined visual skills in research, aesthetics awareness, humanistic sensibilities, design composition and organization of information. Multifaceted design briefs require individual and collaborative teamwork, greater sophistication of design thinking, and skill sets for working within a broad application of traditional and new media formats. Students develop the ability to respond to more complex communication challenges with creative conceptual solutions and with enhanced technical expertise.

Graphic Design - Beginning (27 Units)

ART 152 Web Design I (3)  
ART 226 History of Graphic Design (3)  
ART 230 Graphic Arts (3)  
ART 330 Typography I (3)  
ART 331 Design Concepts and Narratives (3)  
ART 332 Design for Production (3)  
ART 335 Design Strategy and Collaborations (3)  
ART 336 Information Design (3)  
ART 430 Typography for Print and Interactive Publications (3)

Image Elective (3 Units)

Take one of the following:

ART 270 Drawing II (3)  
ART 272 Painting II (3)  
ART 274 Figure Drawing I (3)  
ART 361 Concept and Color in Illustration (3)  
ART 362 Illustrating Dynamic Forms (3)  
ART 363 Narrative Illustration (3)
Curriculum

ART 348A Studio Lighting and Product Photography (3)
ART 349A Portrait Photography (3)

Advanced Graphic Design Elective (3 Units)

Take one of the following:

ART 245 Motion Graphics I (3)
ART 345 Motion Graphics II (3)
ART 251 Interaction Design (3)
ART 255 Game Design I (3)
ART 259 Coding for Interactivity (3)
ART 351 Usability Theory and Experience Design (3)
ART 352 Web Design II (3)
ART 356 Interactive Media Design I (3)
ART 378 Bookmaking II (3)
ART 379 Printmaking II (3)

Illustration Concentration

The concentration in Illustration prepares students for careers focused in various areas of this professional field. Illustration occupies an artistic space between creativity and communication and is influenced by society, culture and technology. Our program offers courses to enhance knowledge, skill, creative and professional development. Illustration has areas of specialty including publishing, games, film, concept art, graphic novels, cartoons, children’s books, and editorial. Our program begins with practiced emphasis on core and pictorial work then goes on to familiarize the student in ideas and tools specific to the Illustration field, including career and portfolio preparation. The program covers traditional and digital tools to give students a foundation with which to branch out into their own creative endeavors.

Illustration Core - Beginning (12 Units)
ART 260 Introduction to Illustration (3)
ART 172 Painting I (3)
ART 274 Figure Drawing I (3)
ART 226 History of Graphic Design (3)

Restricted Elective (3 Units)
Take one from the following:
ART 230 Graphic Arts (3)
ART 240 Photography II (3)
ART 244 Animation I (3)
ART 245 Motion Graphics 1 (3)
ART 270 Drawing II (3)
ART 272 Painting II (3)
ART 278 Bookmaking I (3)
ART 330 Typography I (3)
ART 362 Illustrating Dynamic Forms (3) repeatable
ART 363 Narrative Illustration (3) repeatable
ART 464 Advanced Illustration (3) repeatable
ART 245 Motion Graphics I (3)

Illustration Core - Advanced (18 Units)
ART 332 Design for Production (3)
ART 361 Concept and Color in Illustration (3)
ART 362 Illustrating Dynamic Forms (3)
ART 363 Narrative Illustration (3)
ART 464 Advanced Illustration (3)
ART 474 Figure Drawing II (3)
ART 496 Special Topics (3)

Interaction & Game Design Concentration
Interaction Design focuses on the creation of meaningful experiences expressed as interactive applications and objects. Game Design applies this to entertainment, both experimental and commercial. Students analyze interactivity in art, design, and
everyday life, acquire skills and develop prototypes, and work in collaborative teams to produce successful games and creatively solve real world problems.

**Interaction & Game Design Core (27 Units)**

- ART 127 History of Play, Games, and Interactivity (3)
- ART 152 Web Design I (3)
- ART 241 4D Project Development and Pre-Production (3)
- ART 251 Interaction Design (3)
- ART 255 Game Design I (3)
- ART 259 Coding for Interactivity (3)
- ART 351 Usability Theory and Experience Design (3)
- ART 352 Web Design II (3)
- ART 356 Interactive Media Design I (3)

**Restricted Elective (6 Units)**

Take two of the following:

- ART 242 Audio Production for Video & Animation (3)
- ART 355 Game Design II (3)
- ART 357 Interactive Media Design 2 (3)
- ART 452 Web Design III (3)

**Photography Concentration**

The Photography Concentration provides well-grounded studies in the aesthetic and practical areas of contemporary camera-generated imagery with an emphasis on digital technologies. Students take a wide range of classes, including fine art, studio lighting, and advanced digital imaging which culminate in capstone classes designed to prepare the students for a career in photography or to apply to graduate school. Our goal is to provide students with
the visual, technical, conceptual, and professional vocabulary they need to succeed in their field.

### Photography Core (24 Units)

- ART 152 Web Design I (3)
- ART 240 Photography II (3)
- ART 340A Creative Photography I (3)
- ART 340B Creative Photography II (3)
- ART 340C Creative Photography III (3)
  - Repeatable as an elective
- ART 341 Advanced Photography and Social Justice (3)
- ART 348A Studio Lighting and Product Photography (3)
- ART 349A Portrait Photography (3)

### Restricted Elective (9 Units)

Take three of the following:

- ART 111 Sculpture I (3)
- ART 115 Ceramics I (3)
- ART 172 Painting I (3)
- ART 241 4D Project Development and Pre-Production (3)
- ART 242 Audio Production for Video & Animation (3)
- ART 243 Video I (3)
- ART 247 Landscape Photography (3)
- ART 251 Interaction Design (3)
- ART 270 Drawing II (3)
- ART 274 Figure Drawing I (3)
- ART 278 Bookmaking I (3)
- ART 279 Printmaking I (3)
- ART 340C Creative Photography 3 (3)
- ART 348B Advanced Studio Lighting and Product Photography (3)
- ART 349B Advanced Portrait Photography (3)
- ART 496 Special Topics (3)
- ART 340C Creative Photography III (3)

### Transdisciplinary Arts Concentration
The concentration in Transdisciplinary Arts prepares students to tackle complex real world problems that demand multiple ways of knowing. The program is designed with flexibility, to permit new pathways for learning between, across, and beyond traditional disciplines. Coursework is completed in two or more departments so students acquire a breadth of skills with which to creatively answer future design challenges. Students are also trained in visual arts research and the integration of theory and practice. They practice strategies for successful collaboration that will prepare them for careers as Art Directors, Medical Illustrators, Information Designers, Game Developers, Imagineers, Medical Animators, Science and Technical Illustrators, Executive Communications and Marketing Specialists, Creative Technologist or continue their education to become Art Teachers and Professors or Art Therapists.

Transdisciplinary Arts Core - Beginning (18 Units)

ART 181 Introduction to Transdisciplinary Art and Design (3)

or

MM 183 Foundations in Creativity and Innovation (3)

or

ART 251 Interaction Design (3)

ART 351 Usability Theory and Experience Design (3)

Plus:

Two lower division electives from ART or MM (6 Units)

and

Two lower division electives outside of ART or MM (6 Units)

Transdisciplinary Arts Core - Advanced (15 Units)

ART 426 Contemporary Visual Studies II (3)
Curriculum

ART 481 Transdisciplinary Art and Design Seminar (3)
ART 485 Transdisciplinary Arts Laboratory (3)
Or
One upper division elective from ART or MM (3 Units) and
Two lower division or upper division electives from outside of ART or MM (6 Units)

Video and Animation Concentration

Based on a broad range of critical, conceptual, and production courses in the Video and Animation Concentration, students create artworks that gives expression to their ideas while engaging their audiences whether it is on monitors, theater screens, hand-held devices, or installations. Students' interests and films range from traditional to experimental, fictional to factual, and simply entertaining to highly conceptual. Upon graduation, students are prepared for further study in a graduate program or for entry into the work force.

Video and Animation Core - Beginning (21 Units)

ART 241 4D Project Development and Pre-Production (3)
ART 242 Audio Production for Video & Animation (3)
ART 243 Video I (3)
ART 244 Animation I (3)
ART 245 Motion Graphics I (3)
ART 246 3D Modeling and Animation I (3)
ART 327 Cinema Art Studies (3)

Restricted Elective (9 Units)

Take three classes from the following:

ART 343 Video 2 (3)
ART 344 Animation 2 (3)
ART 345 Motion Graphics 2 (3)
ART 346 3D Modeling and Animation 2 (3)
ART 449 Select Topics Video Animation (3)

**Video and Animation Core - Advanced (3 Units)**

ART 448 Advanced 4D Projects (3)

To revise an existing concentration (formerly option) or create a new concentration, select form 3a. *Semester Conversion Request for Approval of New or Revised Undergraduate Concentration.*

**Total Units Required**

| Quarter Based Program:* | 100 -102 | Semester Based Program:* | 70 |

Total Units should not exceed **120 Semester Units** unless previously approved by Chancellor’s Office for exemption.

**B.A. Programs:** Major requirements are a minimum of 24 units with at least 12 upper division units.

**B.S. Programs:** Major requirements are a minimum of 36 units with at least 18 upper division units.

See [Unit Calculator](https://csueastbay.curriculog.com/proposal:1748/print) for assistance.

If the program has a similar transfer model curriculum (TMC), please e-mail Kyle Burch, Articulation Officer, Academic Programs and Graduate Studies, to verify that the revised program meets the TMC requirements prior to submitting the program revision request form.
Is the major approved as a "similar" degree under the STAR Act (SB 1440)?

- Yes
- No
- I'm not sure (Articulation Office will contact you)

If yes, explain how this modification will affect the "similar" degree agreement.

Were any concentrations (options) discontinued?

- Yes
- No

If yes, please explain below. If no, please enter "N/A" or "not applicable."

The BFA degree options in "Traditional Art" and "Multimedia" were discontinued. These options now have split into new concentrations that reflect the evolution of study in their fields.

Is this major approved as an online degree program?

- Yes
- No

If no, is there any pathway in the revised degree that is more than 50% online?

- Yes
- No

Resource implications of the proposed revision, if any:
Relationship of Revised Program to requirements for teaching credentials, accreditation, and/or licensing, if any:

N/A

Consultation with other affected departments and programs:

The following department(s) has (have) been consulted and raised no objections:* The Art Department is consulting with all affected academic departments and programs.

NA

The following department(s) has (have) been consulted and raised concerns:
Attachments

Please scroll to the top of this form and select the Files icon to attach the following documents to your proposal:

- Bachelor's Degree Roadmap
- Curriculum Map 1 - PLOs to Courses
- Curriculum Map 2 - PLOs to ILOs
- Five Year Assessment Plan

Did you attach your Curriculum Maps, Five Year Assessment Plan or other supporting documents to this proposal?*

- Yes
- No

Catalog Item Types

- Degree Type*
  - Bachelor of Fine Arts

- Program Type*
  - Bachelor
Attachments for ART, Bachelor of Fine Arts

Art BFA Assessment Checklist.docx (uploaded by Elizabeth Graw, 4/25/2016 9:46 am)

ART BFA Fine Art Practice -roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:54 am)

ART BFA Video & Animation- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:54 am)

ART BFA Transdisciplinary Art- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:54 am)

ART BFA Photography- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:54 am)

ART BFA Interaction and Game Design- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

ART BFA Illustration- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

ART BFA 3D Art & Design- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

ART BFA Graphic Design- roadmap w_GE.xls (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

five-year-plan_BFA.docx (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

CurriculumMapPLO-CoursesBFA.docx (uploaded by Elizabeth Graw, 5/10/2016 10:55 am)

ART BFA Curriculum Map 2 .docx (uploaded by Sarah Aubert, 10/20/2016 12:55 pm)
Comments for ART, Bachelor of Fine Arts

Mitch Watnik  
12/6/2016 10:56 am

CIC unanimously approved the program on November 14. This is documented as 16-17 CIC 38.

CIC recommended change to program description: BFA students may only take upper division BFA courses once they have passed a junior-level Portfolio Review. All students must pass the Portfolio Review to remain in the BFA program. Those who do not pass the review on their first or second attempt will be changed to the BA Art degree with an option of either Design, or Studio Arts. Both native and transfer students with an GPA of 3.5 or higher in their Lower Division Art Foundation classes can choose to waive the Portfolio Review.

Donna Wiley  
11/14/2016 2:40 pm

The proposal currently says that there is no application to the BFA. However a portfolio requirement is being added. So the following text should replace that sentence in the program description:

BFA students may only take upper division BFA courses once they have passed a junior-level Portfolio Review. All students must pass the Portfolio Review to remain in the BFA program. Those who do not pass the review on their first or second attempt will be changed to the BA Art degree with an option of either Design, or Studio Arts. Both native and transfer students with an GPA of 3.5 or higher in their Lower Division Art Foundation classes can choose to waive the Portfolio Review.

Donna Wiley  
10/26/2016 4:08 pm

Thanks to the ART department for making suggested modifications to the curriculum. I still have concerns about the costs of moving so many concentrations from the BA to the BFA, which is a more costly program, but this is something for the college to monitor.

I know that the Undergraduate Dean has concerns about the lack of additional admission criteria to the BFA (such as a portfolio). This can be discussed at CIC and amended if agreed upon.

Kyle Burch  
6/6/2016 9:58 am

BFA/Art is not a SB-1440 (STAR ACT) eligible program.

Sarah Taylor  
4/25/2016 1:37 am

I like these PLOs!

Andrew Wong  
4/23/2016 1:53 pm
Should there be a proposal for each of the eight concentrations? Is there a maximum number of units for a major? 70 units seem like a lot. Students will still have to take GE courses. Will they be able to finish in four years?

Dennis Chester

Also significant concern about BFA critique class running as S-course.

Dennis Chester

see my comment about the special projects on the BA degree proposal. Also, have concentration proposals been submitted individually?

Dennis Chester

also significant concern about BFA critique class running as S-course.

Dennis Chester

see my comment about the special projects on the BA degree proposal. Also, have concentration proposals been submitted individually?

Dennis Chester

also significant concern about BFA critique class running as S-course.

Dennis Chester

This looks fine. You can finish the rest. Janet’s description should probably be only one paragraph.

Gwyan Rhabyt

Here’s the Graphic Design Concentration. Please also check on Janet’s long program description. I’ll also notify her that she needs to change the 493 course to 493C.

Phillip Hofstetter

Phil, This is the schema format that I had in mind. - Gwyan

Gwyan Rhabyt

Decision Summary for ART, Bachelor of Fine Arts

Committee on Instruction and Curriculum

Step Summary
This step requires 100% approval from all participants to move forward.

Participants

<table>
<thead>
<tr>
<th></th>
<th>CIC 11/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIC</td>
<td>Sophie Rollins *</td>
</tr>
<tr>
<td></td>
<td>Mitch Watnik *</td>
</tr>
</tbody>
</table>

Totals

- Users Approved: 1
- Users Rejected: 0