

DEPARTMENT OF ART

The Art Department is committed to quality visual arts education consistent with high professional standards. To achieve its mission, the Art Department seeks to provide:

1. A strong core foundation in visual art concepts, skills, processes, technology and other art media.
2. Substantive curriculum content that challenges students to think critically in both creating and responding to art.
3. Historical perspectives necessary for student understanding of the role of art across time, as a form of communication, and in cultural contexts.
4. Opportunities for developing and assessing a portfolio consistent with areas of professional specialization.
5. Leadership in developing and providing access to visual arts programming for the university and community.

The department has three major components leading to the baccalaureate degree. The first, Art Education (curriculum located in Secondary Education), provides a foundation of art skills, methodology, and advanced work through teaching internships necessary for teacher licensure. The second, the Fine Arts area, concentrates on drawing, painting, printmaking, ceramics, and sculpture and other special art interests. Third, the Graphic Design program enables a student to develop the skills and techniques required to engage in the various fields of advertising art. All three curricula lead to the bachelor of arts degree. The department also offers a service course required in the area of general education. In addition, the department offers an art minor which provides an opportunity to investigate a range of content and studio experiences.

All majors will enroll in a foundations core made up of ART 1303, Introduction to Drawing; ART 1403, Two-Dimensional Design; ART 2403, Color Design; ART 2413, Three-Dimensional Design; ART 2103, Art History I, World; and ART 2303, Figure Drawing. Graphic Design and Art Education students are expected to include Art 1503, Introduction to Graphic design in their foundations core. These courses may be taken independently of one another, and more than one may be taken in a semester. All art majors are required to enroll in twelve hours of art history. All majors participate in an assessment process beginning with the Sophomore Review after students complete 12 hours of core courses to include Art 1303, Art 1403, Art 2403, Art 2413. It is prerequisite to advanced course work in all program areas. The Junior Review is to be completed one year before enrolling in the Senior Project Course for Fine Arts and Graphic Design majors.

Curriculum in Fine Art

Freshman Year	Hours
English Composition I, II (ENGL 1013, 1023) ¹	6
Social Sciences ¹	3
Science ¹	8
Introduction to Drawing (ART 1303)	3
Two-dimensional Design (ART 1403)	3
Three-dimensional Design (ART 2413)	3

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Curriculum in Fine Art

Color Design (ART 2403)	3
Art History I, World (ART 2103)	3
Total	32
Sophomore Year	
Social Sciences ¹	3
Physical Activity ¹	2
Algebra for General Education (MATH 1103) ¹	3
Figure Drawing (ART 2303)	3
Drawing Studio (ART 3303)	3
Introduction to Ceramics (ART 3603)	3
Introduction to Printmaking (ART 3803)	3
Introduction to Sculpture (ART 2703)	3
Fine Arts ¹ (excludes ART 2123)	3
Introduction to Opaque Painting (ART 2503) or Watercolor Painting (ART 3533)	3
Art History II, World (ART 2113)	3
Total	32
Junior Year	
Art Electives (3000 - 4000 level)	3
Humanities ¹	3
Social Sciences ¹	6
Art History	3
Electives ²	9
Sculpture Studio I (ART 3703)	3
Art Electives (3000 - 4000 level)	3
Total	30
Senior Year	
Art History	3
Art Electives (3000-4000 level)	9
Electives ²	15
Senior Project and Exhibition (ART 4703)	3
Total	30

¹See appropriate alternatives or substitutions in "General Education Requirements" on page 74.

²At least 40 of the total hours required for graduation must be 3000 - 4000 level courses.

Curriculum in Graphic Design

	Hours
Freshman Year	
English Composition I, II (ENGL 1013, 1023) ¹	6
Social Sciences ¹	6
Science ¹	4
Color Design (ART 2403)	3
Introduction to Graphic Design (ART 1503)	3
Introduction to Drawing (ART 1303)	3
Two-dimensional Design (ART 1403)	3
Art History I (ART 2103)	3
Total	31
Sophomore Year	
Digital Skills for the Graphic Designer (ART 2213)	3
Science ¹	4
Algebra for General Education (MATH 1103) ¹	3
Figure Drawing (ART 2303)	3
Three-dimensional Design (ART 2413)	3
Typography and Layout (ART 3203)	3
Introduction to Printmaking (ART 3803)	3

Curriculum in Graphic Design

Fine Arts ¹ (excludes ART 2123)	3
Humanities ¹	3
Physical Activity ¹	2
Art History II (ART 2113)	3
Total	33
Junior Year	
Social Sciences ¹	6
Art History (3000-4000 level)	3
Art Electives (3000 - 4000 level)	3
3D Graphic Design (Art 3223)	3
Production Techniques (Art 3233)	3
Electives ²	12
Total	30
Senior Year	
Senior Project and Exhibition (ART 4703)	3
Art History (3000-4000 level)	3
Professional Portfolio Preparation (Art 4243)	3
Electives	18
Art Electives (3000-4000 level)	3
Total	30

¹ See appropriate alternatives or substitutions in "General Education Requirements" on page 74.(excludes ART 2123)

²At least 40 hours of the total hours required for graduation must be 3000 - 4000 level courses.

Curriculum in Art For Teacher Licensure^{1,2,3}

	Hours
Freshman Year	
English Composition I, II(ENGL 1013, 1023) ²	6
Social Sciences ²	3
Science ²	8
Art History I, World (ART 2103)	3
Introduction to Drawing (ART 1303)	3
Two-dimensional Design (ART 1403)	3
Introduction to Graphic Design (ART 1503)	3
Color Design (ART 2403)	3
Total	32
Sophomore Year	
Social Sciences ²	6
Algebra for General Education (MATH 1103) ²	3
Figure Drawing (ART 2303)	3
Art Elective	3
Art History II, World (ART 2113)	3
Introduction to Secondary Education (SEED 2002)	2
Three-dimensional Design (ART 2413)	3
Introduction to Ceramics (ART 3603)	3
Fine Arts ²	3
Painting (ART 2503 or 3533)	3
Physical Activity ²	2
Total	34
Junior Year	
Humanities ²	3
Social Sciences ²	3
Speech (SPH 2003 or 3083)	3
Art History (3000-4000 level)	3

**Curriculum in Art
For Teacher Licensure^{1,2,3}**

Concepts in Art Education (ART 3003)	3
Art Education Practicum (ART 3013)	3
Adolescent Development and Exceptionalities (SEED 3554)	4
Introduction to Educational Technology (SEED 3702)	2
Introduction to Printmaking (ART 3803)	3
Introduction to Sculpture (ART 2703)	3
Total	30

Senior Year	
Art Criticism and Aesthetics (ART 4823)	3
Art Electives (3000-4000 level)	6
Special Methods in Art (ART 4701)	1
Classroom Application of Educational Psychology (SEED 4556)	6
Seminar in Secondary Education (SEED 4503)	3
Teaching in the Elementary and Secondary School (SEED 4809)	9
Total	28

¹See major and general education statements under Art.

²See appropriate alternatives or substitutions in "General Education Requirements" on page 74.

³For licensure, students must achieve the minimum score on the Praxis II Specialty Area and Principles of Learning and Teaching Tests as determined by the Arkansas Department of Education.

**Minor
Art**

The minor program provides an opportunity to investigate a range of content and studio experiences. Students who wish to take advanced level coursework in any studio area must meet prerequisites. The minor in art requires 18 hours of courses:

- ART 1303 Introduction to Drawing
- ART 1403 Two Dimensional Design
- ART Electives (9 hours)

AND

3 hours selected from the following:

- ART 2123 Experiencing Art
- ART 2103 Art History I, World
- ART 2113 Art History II, World