

ART AND DESIGN MEDIA, B.A.

Contact

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Mission

Arts programs are staffed by a community of professional artists with national reputations. The mission of the faculty is to nurture and encourage students' individual growth, development, and expression while preparing them to pursue a professional career.

After a firm grounding in the foundations, students are mentored in the development of an original body of work in their preferred medium.

Major Description

The School of Arts and Humanities offers a Bachelor of Arts with a major in Art and Design Media.

The Art and Design Media course of study develops intellectual curiosity and critical thinking skills through an active hands-on curriculum taught by professional scholars and artists. While imparting foundational expressive skills in traditional art media, the program encourages students to expand their conceptual and perceptual capabilities and receive training in current technological media that both support the traditional arts and are essential tools in contemporary society.

Developing connections between their personal experience and art, science, social science, and the environment is an important part of the program and is emphasized in a semester long studio concentration seminar experience (required of all majors) where students choose an area of focus ranging from traditional arts such as painting and ceramics to graphic design or video production. Majors will gain a strong understanding of the creative process and their own expressive capabilities culminating in an exhibition of their personal creative work. Whether planning a career in the arts, digital media or developing innovative interdisciplinary work in a double major, the Art and Design Media program will build diverse strengths and skills for the 21st century student.

Program Description

The Art and Design Media program stresses students' acquisition of skills that represent appropriate professional practices and a clear understanding of how to evaluate their own work for accuracy, expression, and clarity. Among these skills students will develop experience in and knowledge of:

- Creative and compositional methods across traditional and digital media.
- The creative process starting from initial sketches and outlines to the finished work. Problem solving is intrinsic to this process.
- The development of their personal voice through intensive study in the senior capstone year.
- The link between concept and media.

- Art history with an emphasis on contemporary practice in Western and non-Western worlds.
- Critical thinking and aesthetic assessment both verbal and written.

The program provides students with hands-on experience with the tools and latest technologies used in the arts professions in which they will work. They study and learn to:

1. Appreciate, understand, and utilize methods of craftsmanship in a variety of traditional and digital media.
2. Develop their knowledge and abilities in graphic and web design, with commercially viable skills with broad applicability.
3. Develop working knowledge of the gallery and museum world.

Students are encouraged to link their study of art with other disciplines, while creating work that expresses their interests. The 36 credits required of an art media major allow them the possibility to double major in a variety of disciplines.

Students can also take three credit internships in art, graphic design, and/or communications organizations as part of their course of study. Faculty will work with interested students to facilitate this option.

Honors Program

We offer qualified students the option of graduating with Honors. This includes significant scholarly, creative, or experiential activity under the direction of a faculty member. Interested students should consult with their advisor.

Admissions

See Undergraduate Admissions (<https://catalog.une.edu/undergraduate/admissions/>) for more information.

Transfer Credit

See Undergraduate Admissions (<https://catalog.une.edu/undergraduate/admissions/>) for more information.

Financial Information

Tuition and fees for subsequent years may vary. Other expenses include books and housing. For more tuition and fee information, please consult this catalog's Financial Information (<https://catalog.une.edu/undergraduate/financial-information-undergraduate-programs/>) section.

Curricular Requirements

Code	Title	Hours
Nor'easter Core Requirements		
Nor'easter Core Requirements (https://catalog.une.edu/undergraduate/core-curriculum/)		40
Program Required Courses		
Select one of the following:		3
ARH 210	Art History Survey I	
ARH 211	Art History Survey II	
ARH 270	Art in the Modern World	
ART 104	Painting I	3
ART 113	Three Dimensional Fundamentals	3
ART 118	Drawing & Design Fundamentals	3
ART 200	Advanced Drawing	3
Select one of the following:		3

ART 214	Color Digital Photography	
CMM 300	Documentary Video	
CMM 311	Digital Video Production	
WRT 304	(Read & Write in Digital Environments)	
ART 230	Graphic Design	3
ART 395	Studio Concentration Seminar	3
LIL 420	Arts & Humanities Capstone	3
	Three credits of elective coursework from List A	3
	Six credits of elective coursework from either List A or List B	6
	Open Elective Courses (Students complete open elective credits as necessary to meet the University's 120-credit minimum for graduation. The total number of elective credits required will depend on the student's completed program, core, and other degree requirements.)	44
Total Hours		120

Electives

Code	Title	Hours
List A – Elective Options		
ART 101	Watercolor	3
ART 102	Photography	3
ART 105	Elements of Acting	3
ART 109	T-Shirt Design	3
ART 110	Ceramics I	3
ART 111	Scientific Illustration	3
ART 114	Printmaking	3
ART 124	The Painted Book	3
ART 130	The Art of the Letter	3
ART 199	Topics in Art (any media)	3
ART 207	Landscape Painting	3
ART 214	Color Digital Photography	3
ART 234	Digital Animation	3
ART 299	(Advanced Topics in Arts)	3
ART 324	The Painted Book 3D	3
ART 401	Creative/Fine Arts Internship	3
List B – Elective Options		
CMM 115	Media Production Fundamentals	3
CMM 120	Visual Storytelling and the Natural World	3
CMM 210	Understanding Mass Media	3
CMM 300	Documentary Video	3
CMM 310	DV Studio I	3
CMM 311	Digital Video Production	3
CMM 315	Narrative Production III	3
CMM 405	DV Studio II	3
CMM 430	Internship in Communication	3
HIS 345	(Museums & Public History)	3
LIL 120	Introductory Arts and Humanities Seminar	3
LIL 320	Topics in Arts & Humanities	3
WRT 111	(Topics in Creative Writing)	3
WRT 211	Creative Writing: Poetry	3
WRT 212	Creative Writing: Short Fiction	3
WRT 213	(Creative Writing: Non-Fiction)	3
WRT 304	(Read & Write in Digital Environments)	3

WRT 312	Fiction Writing Workshop	3
WRT 317	Proposal and Grant Writing	3

Please note: While some courses can fulfill both core and program requirements, the credits earned do not count twice towards the minimum total required credits for the degree.

An average GPA of 2.0 or higher is required for this degree.

Students in this major can participate in the pre-health graduate school preparation tracks. (<https://catalog.une.edu/programs/science-prerequisites-health-professions/>)

Art Learning Outcomes

At the completion of their Bachelor of Arts degree in Art and Design Media, students will be able to:

- Create works that demonstrate standards of craftsmanship.
- Write, discuss, and critique creative works.
- Develop a distinct personal body of work that emphasizes their interests and experiences.