

**PROGRAM PROPOSAL**

Proposed Name of Degree/Credential: **Master of Fine Arts in Art**  
\_\_\_\_\_

Faculty Proposing New Program: Jack Reilly, Chair and Professor of Art  
Irina Costache, Professor of Art History  
Liz King, Assistant Professor of Art Technology  
Matthew Furmanski, Assistant Professor of Art  
Luke Matjas, Assistant Professor of Design/Art Technology  
\_\_\_\_\_

**Review and Approval:**

Signature of Proposer: \_\_\_\_\_  \_\_\_\_\_

Signature of Proposer: \_\_\_\_\_

Signature of Proposer: \_\_\_\_\_

Signature of Proposer: \_\_\_\_\_

Signature of Proposer: \_\_\_\_\_

1. Curriculum Committee Approval:

Curriculum Chair: \_\_\_\_\_ Date: \_\_\_\_\_

2. Academic Senate Approval:

Chair, Academic Senate: \_\_\_\_\_ Date: \_\_\_\_\_

3. Administration Approval:

President (or designee): \_\_\_\_\_ Date: \_\_\_\_\_

**1. Definition of the Proposed Degree Major Program**

The Master of Fine Arts degree (MFA) is the internationally recognized terminal degree in the field of studio art. The degree consists of sixty semester units. Students in the MFA Studio Art program are involved in intensive studio work and research focusing on the conceptual, theoretical and productive aspects of art making. Proposed projects lead to the completion of an exhibition of a congruent body of work accompanied by theoretical writings and visual documentation.

**1a. *Name of the campus submitting the request, the full and exact designation (degree terminology) for the proposed degree major program, and academic year of intended implementation.***

**Campus** - California State University Channel Islands  
**Degree** – Master of Fine Arts in Art  
**Implementation** – Fall 2008

**1b. *Name of the department, departments, division or other unit of the campus that would offer the proposed degree major program. Identify the unit that will have primary responsibility.***

Art Program, division of Academic Affairs; Extended Education will support the operational end of the proposed degree as a special sessions program.

**1c. *Name, title, and rank of the individual(s) primarily responsible for drafting the proposed degree major program.***

Jack Reilly, Professor of Art  
Irina Costache, Professor of Art History  
Liz King, Assistant Professor of Art Technology  
Matthew Furmanski, Assistant Professor of Art  
Luke Matjas, Assistant Professor of Design/Art Technology

**1d. *Objectives of the proposed degree major program.***

By completing the academic and studio requirements in the MFA in Art students will:

- Conduct in-depth research and artistic experimentation with selected media
- Formulate artistic theories and apply them to artwork produced
- Formulate new pedagogical strategies, tools, and techniques
- Develop proficiency in selected artistic media and methods of art production
- Write a thesis based upon creative research conducted and theories developed
- Create a congruent body of artwork based on information and theories in the written thesis.
- Gain in-depth understanding of the history of art and its influence on contemporary movements
- Mount an exhibition of artwork (solo graduate exhibition) at a professional format and venue
- Produce a catalog including written thesis and documentation of work produced and exhibited
- Demonstrate a readiness for a career in a variety of creative fields

**1e. *Total number of units required for the major. List of all courses, by catalog number, title, and units of credit, to be specifically required for a major under the proposed degree program. Identify those new courses that are (1) needed to initiate the program and (2) needed during the first two years after implementation. Include proposed catalog descriptions of all new courses.***

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Total units for graduation: 60

Studio Art Courses 36 Units

*MFA Studio Art Courses are repeatable for up to twelve units.*

- ART 520 Graduate Studio: Two-Dimensional Art (3)
- ART 521 Graduate Studio: Three-Dimensional Art (3)
- ART 522 Graduate Studio: Digital Media Art and Technology (3)
- ART 523 Graduate Studio: New Artistic Genres (3)
- ART 620 Advanced Graduate Studio: Two-Dimensional Art (3)
- ART 621 Advanced Graduate Studio: Three-Dimensional Art (3)
- ART 622 Advanced Graduate Studio: Digital Media Art and Technology (3)
- ART 623 Advanced Graduate Studio: New Artistic Genres (3)

Art History and Theory Courses 9 Units

- ART 530 Analysis and Criticism of Art (3)
- ART 630 Philosophies of Contemporary Art Movements (3)
- ART 631 Conceptual and Theoretical Issues (3)

Seminar, Thesis and Artistic Performance 9 Units

- ART 598 Master of Fine Arts Seminar (3)
- ART 599 Master of Fine Arts Thesis: Analysis and Critical Writing Workshop (3)
- ART 699 MFA Artistic Performance (3)

MFA Electives 6 units

Elective courses are selected in consultation with the student's faculty mentor.

- ART 400-699 Elective Art Courses (3)
- ART 694 Graduate Directed Research (1-3)

- 1f. *List of elective courses, by catalog number, title, and units of credit that can be used to satisfy requirements for the major. Identify those new courses that are (1) needed to initiate the program and (2) needed during the first two years after implementation. Include proposed catalog descriptions of all new courses.***

Art Studio Electives

- ART 420 Advanced Artistic Problems: Two-Dimensional Art (3)
- ART 421 Advanced Artistic Problems: Three-Dimensional Art (3)
- ART 422 Advanced Artistic Problems: Digital Media Art (3)
- ART 423 Advanced Artistic Problems: Communication Design Technology (3)

Art History Electives

- ART 433 Women in the Arts (3)
- ART 434 The Museum: Culture, Business, Education (3)
- ART 435 Postmodern Visual Culture (3)
- ART 436 Modern Art (3)
- ART 437 Diversity in the Visual Arts (3)

Internship and Directed Study

- ART 492 Internship in the Arts (1-3)
- ART 694 Graduate Directed Research 1-3

## NEW COURSE DESCRIPTIONS

### ART 520 Graduate Studio: Two-Dimensional Art (3)

Prerequisites: Graduate standing

Studio projects explore theoretical, structural, and media-based approaches to the development of two-dimensional artwork. Assignments lead to conceptual, visual and technical competency working in painting, drawing and related art processes involved in the creation of individual works of art. Six hours studio activity per week. Repeatable for up to twelve units.

### ART 521 Graduate Studio: Three-Dimensional Art (3)

Prerequisites: Graduate standing

Studio projects explore theoretical, structural, and media-based approaches to the development of three-dimensional artwork. Assignments lead to conceptual, visual and technical competency working with traditional as well as contemporary materials and related art processes involved in the creation of individual works of art. Six hours studio activity per week. Repeatable for up to twelve units.

### ART 522 Graduate Studio: Digital Media Art and Technology (3)

Prerequisites: Graduate standing

This studio course combines history, theory, and production of projects in a range of digital media and emerging art technologies. Emphasis is placed on the interaction of advancing media and historical trends, evolving methods of communication, and the shifting relationship between art, design and technology. The goal of the course is to foster independent research and art production skills in conjunction with personal artistic vision, while also completing experimental and/or innovative industry-oriented projects. Six hours studio activity per week. Repeatable for up to twelve units.

### ART 523 Graduate Studio: New Artistic Genres (3)

Prerequisites: Graduate standing

The New Genres curriculum includes performance, installation, projected image, hybrid and emerging art forms. New Genres is a practice which begins with ideas and then moves to the appropriate form or media for that particular idea, sometimes inventing entirely new sites of cultural production, new methodologies, technologies, or genres in the process. The area gives emphasis to questioning preconceived notions of the role of art in culture and its relationship to a specific form or medium. Six hours studio activity per week. Repeatable for up to twelve units.

### ART 530 Analysis and Criticism of Art (3)

Investigations into theoretical and practical approaches to the analysis and criticism of art. Philosophy of aesthetic and critical view on the relationship of art, history, culture and society will form the conceptual basis for evaluation followed by rigorous in-class analysis of individual art works that respect contexts and individual visions. The practice of criticism encourages research-based writing, writing for specific audiences, and the genres involved. Three hours per week in lecture and discussion. Three hours lecture/discussion per week.

### ART 598 Master of Fine Arts Seminar (3)

Prerequisites: Graduate standing

Students interact with guest speakers, visiting artists, art critics and industry professionals in a seminar environment. Group and individual projects facilitate MFA candidates in analyzing their personal artwork and its place in the professional environment in preparation for a career in the arts. Three hours seminar per week.

### ART 599 Master of Fine Arts Thesis: Analysis and Critical Writing Workshop (3)

Prerequisites: Graduate standing

Students focus attention on the development, articulation, and analysis of the written component for the final Master of Fine Arts thesis presentation. Through the investigation of existing theoretical and historical texts, as well as classroom workshops, discussions, and critiques, students will build critical

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skills and broaden interpretive writing techniques. Particular emphasis is placed on formulating drafts and planning the phase-by-phase development of this scholarly document that complements the exhibition-based portion of the degree. Six hours activity per week.

### ART 620 Advanced Graduate Studio: Two-Dimensional Art (3)

Prerequisites: Graduate standing and ART 520

Studio projects explore advanced levels of theoretical, structural, and media-based approaches to the development of two-dimensional artwork. Complex individual projects lead to an in-depth approach to conceptual, visual and technical proficiency working in painting, drawing and related two-dimensional art processes involved in the development of individual pieces and a congruent body of work. Six hours studio activity per week. Repeatable for up to twelve units.

### ART 621 Advanced Graduate Studio: Three-Dimensional Art (3)

Prerequisites: Graduate standing and ART 521

Studio projects explore advanced levels of theoretical, structural, and media-based approaches to the development of three-dimensional artwork. Increasingly complex assignments lead to an in-depth approach to conceptual, visual and technical proficiency working with traditional as well as contemporary materials and related art processes involved in the creation of individual pieces leading to the development of a congruent body of work. Six hours studio activity per week. Repeatable for up to twelve units.

### Art 622 Advanced Graduate Studio: Digital Media Arts And Technology

Prerequisites: Graduate standing and ART 522

This advanced studio course combines history, theory, and production of projects in an expanded range of digital media and emerging art technologies. Emphasis is placed on advancing proficiency utilizing digital media as an art form. In-depth investigations are conducted into historical trends, evolving methods of communication, and the shifting relationship between art, design and technology. Students increase proficiency in independent research skills and artistic production in conjunction with personal artistic vision, while completing experimental and/or innovative industry-oriented projects leading to a congruent body of work. Six hours studio activity per week. Repeatable for up to twelve units.

### Art 623 Advanced Graduate Studio: New Artistic Genres (3)

Prerequisites: Graduate standing and ART 523

The New Genres advanced curriculum includes performance, installation, projected image, hybrid and emerging art forms. New Genres is a practice which begins with ideas and then moves to the appropriate form or media for that particular idea, sometimes inventing entirely new sites of cultural production, new methodologies, technologies, or genres in the process. The area gives emphasis to questioning preconceived notions of the role of art in culture and its relationship to a specific form or medium. The advanced courses continue where the beginning leave off, delving deeper into the issues related to new genres. Six hours activity per week. Repeatable for up to twelve units.

### ART 630 Philosophies of Contemporary Art Movements (3)

Prerequisites: Graduate standing

Philosophical investigations into aspects of contemporary art movements involve methods including analytical philosophy in the assessment of representational art theory, formalism, neo formalism and aesthetic theories of art. Students will employ philosophical viewpoints to diagnosis the affects of art on society and assess the validity of contemporary movements and artistic "isms." Three hours lecture/discussion per week

### Art 631 Conceptual and Theoretical Issues (3)

Prerequisites: Graduate standing

Explorations into the historical and theoretical issues and consequential diversification of artistic media that led to the development and sustenance of conceptual art. Topics investigate the growth of performance art and installation into distinct artistic media, the impact of new technologies on art practice, the rise of media arts and the use of science and technology by artists. Three hours lecture/discussion per week.

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ART 694 Graduate Directed Research (1-3)

Prerequisites: Graduate standing and consent of instructor

Students conduct research unique to the area of investigation under the direction of a selected faculty member. Repeatable for up to six units.

ART 699 MFA Artistic Performance (3)

Prerequisites: Graduate standing, completion of or enrollment in required MFA courses and approval of MFA committee.

This course is the culminating experience in the MFA program. Upon approval from the student's MFA committee, an exhibition of selected works produced in graduate studio courses is mounted and presented to the public. Printed documentation (catalog), including the written thesis and visual images of artworks produced and exhibited, will accompany the exhibition, be distributed and archived. Six hours activity per week.

**1g. *If any formal options, concentrations, or special emphases are planned under the proposed major, explain fully.***

**Concentrated study is offered in the following areas:**

Two-Dimensional Art

- painting, drawing, printmaking, and mixed media

Three-Dimensional Art

- sculpture, ceramics, installation

Digital Media Art and Technology

- interactive, Web-based, digital/graphic design and/or time-based media

New Artistic Genres

- conceptual art and hybrid media.

**1h. *Course prerequisites and other criteria for admission of students to the proposed degree major program, and for their continuation in it.***

Requirements for acceptance into the MFA program and classified graduate status

- B.A. degree from an accredited institution (minimum of 24 units of upper division art courses)
- An undergraduate GPA of 3.0 minimum
- A minimum GPA of 3.5 in undergraduate art courses
- Three letters of recommendation
- Written statement of artistic philosophies and intent
- Successful passing of the qualifying portfolio review
- Successful passing of the personal screening interview

Advancement to Candidacy

- Successful completion of periodic work in progress and committee portfolio evaluation.
- Maintain a minimum average of 3.5 on all course work undertaken for the program
- Successful completion of Advancement to Candidacy portfolio review.
- Committee approval of the Thesis Project.
- Committee approval of the Exhibition Proposal.

**1i. *Explanation of special characteristics of the proposed degree major program, e.g., in terminology, units of credit required, types of course work, etc.***

The MFA in Art is the terminal degree in the field of studio art. It is a performance-based degree consisting of sixty units of study as opposed to thirty units required for an MA in art. Applicants go through a rigorous application process involving portfolio reviews and personal interviews. The majority of coursework in the MFA program involves intensive studio work.

In addition to art historical and theoretical studies, Students conduct extensive research in developing a written thesis, which will accompany the work produced in the studio. The end goal is for the graduating student to have completed a congruent, professional body of work, which is suitable for exhibition in the professional world and has prepared the graduate for a professional career in the arts.

**1j. *For undergraduate programs, provisions for articulation of the proposed major with community college programs.***

N/A

**1k. *Provision for meeting accreditation requirements, where applicable, and anticipated date of accreditation request.***

The MFA degree as proposed is designed to meet the accreditation standards of the National Association of Schools of Art and Design (NASAD). The accreditation process will begin after the first year of offering the degree.

**2. *Need for the Proposed Degree Major Program***

The need for the MFA in Art at California State University is clearly established. Currently there is no other university in Ventura County that offers an MFA degree program in art. Ventura County is a well-known art community in the state of California with numerous museums, galleries in the vicinity. In addition, there are numerous community colleges in the area that offer healthy art programs that feed directly into the CSUCI Art major. The CSUCI Art Program receives continuous inquiries regarding the establishment of an MFA program. In addition, the close proximity of CSUCI to Los Angeles, which supports one of the largest art communities in the world, affords CSUCI graduates numerous professional opportunities for MFA graduates in the professional art community, academia, and the entertainment industry.

**2a. *List of other California State University campuses currently offering or projecting the proposed degree major program; list of neighboring institutions, public and private, currently offering the proposed degree major program.***

**CSU Campuses currently offering the MFA degree in Art**

California State University Chico  
California State University Fullerton  
California State University Long Beach  
California State University Los Angeles  
California State University Northridge  
San Diego State University  
San Francisco State University  
San Jose State University

**Neighboring Institutions that offer the MFA in Art**

**Los Angeles County**

Art Center College of Design, Pasadena, CA  
California Institute of the Arts, Valencia CA  
Claremont Graduate University, Claremont, CA  
Otis School of Art and Design, Los Angeles, CA  
University of California Los Angeles

University of Southern California, Los Angeles, CA

Ventura County  
None

Santa Barbara County  
University of California Santa Barbara

**2b. *Differences between the proposed program and programs listed in Section 2a above.***

The MFA in Art at CSUCI differs from those listed above in that it is a truly interdisciplinary program. All graduate students are required to explore and work in no less than three separate concentrated areas of study. The MFA graduate student studios will be located off campus, directly in the community, resulting in the students engaging in direct interaction with practicing art professionals and art organizations. In addition, it is one of the few MFA programs that offers state-of-the-art curriculum involving the exploration into emerging digital technologies, which augments traditional artistic practices as generally found in other MFA programs.



**2f. *Professional uses of the proposed degree major program.***

The following chart lists professions that may apply to the MFA degree in Art

<p><b>Visual Artist</b></p> <ul style="list-style-type: none"> <li>• Ceramicist</li> <li>• Installation Artist</li> <li>• Multimedia Artist</li> <li>• Muralist</li> <li>• Painter</li> <li>• Performance Artist</li> <li>• Photographer</li> <li>• Printmaker</li> <li>• Public Art Artist</li> <li>• Sculptor</li> <li>• Video Artist</li> </ul> <p><b>Communication Design</b></p> <ul style="list-style-type: none"> <li>• Advertisement Illustrator</li> <li>• Art Director</li> <li>• Bio-Medical Illustrator</li> <li>• Cartoonist</li> <li>• Children's Book Illustrator</li> <li>• Creative Director</li> <li>• Editorial Illustrator</li> <li>• Graphic Designer</li> <li>• Mechanical/Technical Illustrator</li> <li>• Multimedia Designer</li> <li>• Packaging Designer</li> <li>• Production Artist</li> <li>• Website Designer</li> </ul> <p><b>Gallery/Museum</b></p> <ul style="list-style-type: none"> <li>• Art Consultant</li> <li>• Art Preparator</li> <li>• Gallery Director</li> <li>• Museum Director</li> <li>• Museum Curator</li> <li>• Art Conservation and Restoration</li> </ul> <p><b>Academic</b></p> <ul style="list-style-type: none"> <li>• Art Historian</li> <li>• College/University Professor</li> <li>• Multiple Subject Elementary Teacher</li> <li>• Single Subject High School Teacher</li> <li>• Visual Resource library Curator</li> </ul>	<p><b>Animation &amp; Game Design</b></p> <ul style="list-style-type: none"> <li>• 3D Character Designer</li> <li>• 3D Computer Animator</li> <li>• 3D Wireframe Modeler</li> <li>• Background Plate Painter</li> <li>• Cell Painter (Traditional &amp; Digital)</li> <li>• Clean-Up Artist</li> <li>• Digital Composer</li> <li>• In-Betweenner</li> <li>• Interactive Game Designer</li> <li>• Lead Animator</li> <li>• Storyboard Artist</li> <li>• Texture Map Painter</li> <li>• Traditional Character Designer</li> <li>• Virtual Environment Designer</li> <li>• Visual Effects Animator</li> </ul> <p><b>Television, Film, Video and Theater</b></p> <ul style="list-style-type: none"> <li>• Animatronics Sculptor</li> <li>• Art Director</li> <li>• Background Painter</li> <li>• Creature-Mask Fabricator</li> <li>• Digital Effects Painter</li> <li>• Digital Imaging Composer</li> <li>• Faux Effects Painter</li> <li>• Make-up Artist</li> <li>• Miniature Set Fabricator</li> <li>• Model Sculptor</li> <li>• On-Air/Broadcast Graphics Artist</li> <li>• Product Sculptor (aftermarket)</li> <li>• Production Designer</li> <li>• Prop Designer/Fabricator</li> <li>• Set Designer</li> <li>• Storyboard Artist</li> <li>• Title Designer</li> <li>• Video/Film Editor</li> <li>• Visual Effects Artist</li> </ul> <p><b>Photography</b></p> <ul style="list-style-type: none"> <li>• Advertising/Product Photographer</li> <li>• Documentary Photographer</li> <li>• Fashion Photographer</li> <li>• Film Still Photographer</li> <li>• Fine Art Photographer</li> <li>• Forensic Photographer</li> <li>• Photo Journalist</li> </ul>
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- 2g. *The expected number of majors in the year of initiation and three years and five years thereafter. The expected number of graduates in the year of initiation and three years and five years thereafter.***

Year of Operation	2008	2011	2013	Beyond 20013
Students in Program	12	16	20	20 (maximum)

**3. Existing Support Resources for the Proposed Degree Major Program**

Currently, the CSUCI Art Program has a dedicated building, the Topanga Hall Art Complex, that consists of painting, drawing, sculpture and ceramics studios as well as a tool/fabrication area, and a dedicated state-of-the-art computer lab for graphic design and digital media art.

- 3a. *Faculty members, with rank, appointment status, highest degree earned, date and field of highest degree, and professional experience (including publications if the proposal is for a graduate degree), who would teach in the program\****

Jack Reilly, MFA, Professor of Art  
 Irina Costache, Ph.D., Professor of Art History  
 Liz King, MFA, Assistant Professor of Art Technology  
 Matthew Furmanski, MFA, Assistant Professor of Art  
 Luke Matjas, MFA, Assistant Professor of Design/Art Technology

*\* Please refer to the attached individual curriculum vitae.*

**4. Additional Support Resources Required**

The MFA in Art at CSUCI is a self-supported program, which will not rely on state support to fund its operations. Additional resources needed to run the program will be generated through tuition and fees paid by students enrolled in the program through extended education.

- 4b. *Any special characteristics of the additional faculty or staff support positions needed to implement the proposed program.***

n/a

- 4c. *The amount of additional lecture and/or laboratory space required to initiate and sustain the program over the next five years. Indicate any additional special facilities that will be required. If the space is under construction, what is the projected occupancy date? If the space is planned, indicate campus-wide priority of the facility, capital outlay program priority, and projected date of occupancy.***

Graduate studios will be located off campus, which will accommodate the needs of the students enrolled. CSUCI Extended Education is in the process of identifying appropriate space for lease. Studio space needed is estimated at 150 sq.ft. per student. 12 students are the target enrollment for the first year. By the third year, the expectation is that we will reach an annual capacity of 20

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new MFA students per year. Staffing and equipment costs have also been estimated and will be supported by student fees.

**4d. *Additional library resources needed. Indicate the commitment of the campus to purchase or borrow through interlibrary loan these additional resources.***

The library will purchase the *Art Index*. Additional direct or indirect costs to the library will be reimbursed by Extended Education.

**4e. *Additional equipment or specialized materials that will be (1) needed to implement the program and (2) needed during the first two years after initiation. Indicate the source of funds and priority to secure these resource needs.***

N/A

**5. *Abstract of the Proposal and Proposed Catalog Description***

**Master of Fine Arts in Art**

The MFA in Art involves intensive studio work and research focusing on the conceptual, theoretical and productive aspects of art. Course work and projects lead to the completion and exhibition of a congruent body of work accompanied by theoretical writings and visual documentation.

**Careers**

Students prepare for opportunities in today's professional and academic fields. Careers in the visual arts include positions related to galleries, museums, academic institutions and can involve the areas of graphic and Web design, multimedia, computer generated graphics and digital imaging, time-based art, video and numerous other related professions in the visual arts.

**Concentrated study is offered in the following areas of emphasis**

- Two-Dimensional Art: Painting, Drawing, Printmaking, Mixed Media
- Three-Dimensional Art: Sculpture, Ceramics, On-Site Installation
- Digital Media Art and Technology: Design, Multimedia, Photography, Time-Based Art, Video
- New Artistic Genres: Conceptual Art, Hybrid Forms

**Admissions**

**Requirements for acceptance into the MFA program and classified graduate status**

- B.A. degree from an accredited institution (minimum of 24 units of upper division art courses)
- An undergraduate GPA of 3.0 minimum
- A minimum GPA of 3.5 in undergraduate art courses
- Three letters of recommendation
- Written statement of artistic philosophies and intent
- Successful passing of the qualifying portfolio review
- Successful passing of the personal screening interview
- Students must meet CSU minimum TOEFL standards for graduate-level admission.

**Requirements for the MFA in Art (60 Units)**

In addition to the completion of sixty semester units, MFA students are required to:

- Select a graduate mentor from their main area of concentrated study.
- Select a thesis/exhibition committee consisting of a minimum of three and a maximum of five members. Three committee members must be selected from the full time, tenure-track Art

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faculty. Additional committee members may be selected from other university faculty or qualified members of the community.

- Take courses within a minimum of three different areas of concentrated study.
- Complete a minimum of 12 units within in one specific concentrated study area.
- Remain enrolled in a minimum of 12 units per semester.

Studio Art Courses 36 Units

*MFA Studio courses are repeatable for up to twelve units.*

- ART 520 Graduate Studio: Two-Dimensional Art (3)
- ART 521 Graduate Studio: Three-Dimensional Art (3)
- ART 522 Graduate Studio: Digital Media Art and Technology (3)
- ART 523 Graduate Studio: New Artistic Genres (3)
- ART 620 Advanced Graduate Studio: Two-Dimensional Art (3)
- ART 621 Advanced Graduate Studio: Three-Dimensional Art (3)
- ART 622 Advanced Graduate Studio: Digital Media Art and Technology (3)
- ART 623 Advanced Graduate Studio: New Artistic Genres (3)

Art History and Theory Courses 9 Units

- ART 530 Analysis and Criticism of Art (3)
- ART 630 Philosophies of Contemporary Art Movements (3)
- ART 631 Conceptual/Theoretical Issues (3)

Seminar, Thesis and Artistic Performance 9 Units

- ART 598 Master of Fine Arts Seminar (3)
- ART 599 Master of Fine Arts Thesis: Analysis and Critical Writing Workshop (3)
- ART 699 MFA Artistic Performance (3)

MFA Electives 6 units

Elective courses are selected in consultation with the student's faculty mentor.

- ART 400-699 Elective Art Courses (3)
- ART 694 Graduate Directed Research (1-3)


**Advancement to Candidacy**

- Successful completion of periodic work in progress and portfolio evaluation.
- Maintain a minimum average of 3.5 on all course work undertaken for the program
- Successful completion of Advancement to Candidacy portfolio review
- Committee approval of the Thesis Project
- Committee approval of the Exhibition Proposal

*New Program Consultation Sheet*

Program Title: Master of Fine Arts in Art

**Recommend Approval**

<b>Program Area/Unit</b>	<b>Program/Unit Chair</b>	<b>YES</b>	<b>NO</b> (attach objections)	<b>Date</b>
Art		X		12-14-16
Biology				
Business & Economics				
Education				
English				
History				
Liberal Studies				
Mathematics & CS				
Multiple Programs				
Psychology				
Library				
Information Technology				