CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS PROGRAM MODIFICATION

PROGRAM CHANGES MUST BE SUBMITTED BY NOVEMBER 5, 2007

DATE: 10-30-2007 REV 12.5.07

PROGRAM AREA: ART

SEMESTER /YEAR FIRST EFFECTED: FALL 2008

Instructions: Please use the following format to modify any existing program. Your entire program,

as last approved should be cut and pasted on the left side of the form:

Deletions from an existing program need to be <u>underlined</u> (left hand column)

Amendments to the program need to be in CAPS (right hand column) and highlight the changes in

YELLOW. Thank you.

EXISTING PROGRAM

Name of Degree Program

ART

Catalog Description of the Program

Bachelor of Arts Degree in Art

LOWER DIVISION ART REQUIREMENTS (Total 24 Units)

Complete a minimum of 24 units of lower division required Art courses in preparation for upper division studies.

Art Studio Fundamentals (12 units)

ART 105 Drawing and Composition (3)

ART 106 Color and Design (3)

ART 107 Life Drawing (3)

ART 108 Visual Technologies (3)

Art History (6 units)

Select two courses from the following:

ART 110 Prehistoric Art to the Middle Ages (3)

ART 111 Renaissance to Modern Art (3)

ART 112 Arts of the Eastern World (3)

Lower Division Studio Courses (6 units minimum) In selecting lower division studio courses (100 and 200 level), students are encouraged to enroll in courses that satisfy prerequisites for upper division study in specific areas. Transfer students may substitute CSU transferable lower division studio art, graphic design and multimedia courses subject to the approval of the CSUCI art program. Select a minimum of two courses from the following:

PROPOSED PROGRAM

Name of Degree Program

ART

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ART 201 Painting (3)

ART 202 Sculpture (3)

ART 203 Illustration (3)

ART 204 Graphic Design (3)

ART 205 Multimedia (3)

ART 206 Animation (3)

ART 207 Ceramics (3)

ART 208 Physics of Art and Visual Perception (3)

UPPER DIVISION REQUIREMENTS (Total 33 Units)

Upper Division ART Majors are required to select an option within the major and complete a minimum of thirty-three units of upper division ART courses.

STUDIO ART OPTION

Upper Division Art Studio Courses (18 units) Upper Division Art History-Interdisciplinary Courses (6 units)

Professional Preparation Courses (9 units)

ART HISTORY OPTION

Upper Division Art History-Interdisciplinary Courses (18 units)

Upper Division Art Studio Courses (6 units) Professional Preparation Courses (9 units)

Upper Division Studio Art Courses

Students are encouraged to pursue an integrated approach in the exploration of media and artistic processes by integrating traditional methods of art production with digital technologies in at least two areas of study. Assignments incorporate projects created with basic art materials working in conjunction with digital art technologies that lead toward development of artistic skills and computer literacy, (six hours studio/lab activity per week). All ART Majors are required to select a minimum of two (6 units) of the following courses: (310, 311, 312, 313, 314, 315, 316). Upon completion of these courses, ART Majors in the Studio Art Option are required to select an additional four courses (12 units) of upper division 300/400 level studio art courses.

ART 310 Two-dimensional Art: Painting Media and Techniques (3)

ART 201 Painting (3)

ART 202 Sculpture (3)

ART 203 Illustration (3)

ART 204 Graphic Design (3)

ART 205 Multimedia (3)

ART 206 Animation (3)

ART 207 Ceramics (3)

ART 208 Physics of Art and Visual Perception (3)

ART 209 PHOTOGRAPHY (3)

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ART 310 Two-dimensional Art: Painting Media

ART 311 Three-dimensional Art: Sculpture Media and Techniques (3)

ART 312 Digital Media Art: Time-Based Imaging and Compositing (3)

ART 313 Communication Design Technology: Graphic Design for Print Media (3)

ART 314 Digital Media Art: Digital Photography (3)

ART 315 Animation Media and Techniques (3) ART 316 Digital Illustration And Painting (3)

Upon completion of prerequisite courses, select additional studio art courses from at least two areas of study. Assignments focus on the development artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (six hours studio/lab activity per week - 3 unit courses, repeatable one time for additional credit).

ART 320 Two-dimensional Art: Painting Theory and Processes (3)

ART 321 Three-dimensional Art: Sculpture Theory and Processes (3)

ART 322 Digital Media Art: Time-Based Graphics and Visual Effects (3)

ART 323 Communication Design Technology: Packaging and Pre-Press (3)

ART 324 Communication Design Technology: Web Design (3)

ART 325 Digital Media Art: Digital Filmmaking (3)

ART 326 Digital Media Art: 3D Computer Animation (3)

ART 327 Communication Design Technology: Multimedia Theory and Process (3)

ART 328 Digital Media Art: Photographic Theory and Process: (3)

ART 329 Three-Dimensional Art: Ceramics Theory and Process (3)

Advanced artistic problems courses provide students with the opportunity to continue in-depth investigations working in selected media, leading to the development of sound artistic concepts and proficiency in advanced artistic processes. Continued exploration into the integration of media and technologies lead students to the

and Techniques (3)

ART 311 Three-dimensional Art: Sculpture Media and Techniques (3)

ART 312 Digital Media Art: Time-Based Imaging and Compositing (3)

ART 313 Communication Design Technology: Graphic Design for Print Media (3)

ART 314 Digital Media Art: Digital Photography (3)

ART 315 Animation Media and Techniques (3) ART 316 Digital Illustration And Painting (3) ART 317 VIDEO GAME PRODUCTION (3)

Upon completion of prerequisite courses, select additional studio art courses from at least two areas of study. Assignments focus on the development artistic concepts and theories, visual continuity and increased competency in media and applied techniques that result in the creation of individual art projects (six hours studio/lab activity per week - 3 unit courses, repeatable one time for additional credit).

ART 320 Two-dimensional Art: Painting Theory and Processes (3)

ART 321 Three-dimensional Art: Sculpture Theory and Processes (3)

ART 322 Digital Media Art: Time-Based Graphics and Visual Effects (3)

ART 323 Communication Design Technology: Packaging and Pre-Press (3)

ART 324 Communication Design Technology: Web Design (3)

ART 325 Digital Media Art: Digital Filmmaking (3)

ART 326 Digital Media Art: 3D Computer Animation (3)

ART 327 Communication Design Technology: Multimedia Theory and Process (3)

ART 328 Digital Media Art: Photographic Theory and Process: (3)

ART 329 Three-Dimensional Art: Ceramics Theory and Process (3)

Advanced artistic problems courses provide students with the opportunity to continue in-depth investigations working in selected media, leading to the development of sound artistic concepts and proficiency in advanced artistic processes.

development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work (six hours studio/lab activity per week - 3 unit courses, repeatable one time for additional credit).

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-Interdisciplinary Art Courses
Upper division Art History courses focus on the
History of Art and Art Theory, Interdisciplinary
Art Courses integrate academic study of Art with
related content from other disciplines. All ART
Majors are required to select a minimum of two (6
units) of Art History-Interdisciplinary Art Courses.
ART Majors in the Art History Option are
required to select an additional four courses (12
units) of upper division 300/400 level Art History-Interdisciplinary Art courses from the list below.

ART 330 Critical Thinking In A Visual World (3)

ART 331 Art And Mass Media (3)

ART 332 Multicultural Art Movements (3)

ART 333 History Of Southern California Chicana/o Art (3)

ART 334 The Business Of Art (3)

ART 337 Art On Film And Film On Art (3)

ART 338 Psychology Of Art And Artists (3)

ART 339 Visual Canons Of The Ancient World (3)

ART 340 The Medieval World: Spirituality And Representation (3)

ART 351 The Baroque Eye: Art, Culture, Money, Power (3)

ART 431 European Renaissance Literature And Art (3)

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)

Continued exploration into the integration of media and technologies lead students to the development of a congruent body of work. Creation and presentation of a professional portfolio is a required component of the course work (six hours studio/lab activity per week - 3 unit courses, repeatable one time for additional credit).

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-Interdisciplinary Art Courses Upper division Art History courses focus on the History of Art and Art Theory, Interdisciplinary Art Courses integrate academic study of Art with related content from other disciplines. All Art Majors are required to select a minimum of two (6 units) of Art History-Interdisciplinary Art Courses. Art Majors in the Art History Option are required to select an additional four courses (12 units) of upper division 300/400 level Art History-Interdisciplinary Art courses from the list below.

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ART 434 The Museum: Culture, Business,

Education (3)

ART 437 Diversity In The Visual Arts (3)

Professional Preparation Courses (9 units) Upper division Professional Preparation courses provide an understanding of current issues in the arts, application of specialized studio work, field activities and service learning.

ART 489 Art Seminar (3) ART 490 Special Topics in Art (3) ART 499 Arts Capstone Project (3)

Upper Division ART Electives Portfolio review required.

ART 492 Internship In The Arts (1-3) Restricted Enrollment Course, Portfolio Review Required. ART 494 Independent Study (1-3) Restricted Enrollment Course, Portfolio review required.

Total Units for the BA Degree in Art: 120

Art Courses: 57

General Education Courses: 48

Title V Courses: 6

University Elective Courses: 9

ART 435 Postmodern Visual Culture (3)

ART 436 Modern Art (3)

ART 437 Diversity In The Visual Arts (3)

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ART 489 Art Seminar (3)

ART 490 Special Topics in Art (3)

ART 499 Arts Capstone Project (3)

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Total Units for the BA Degree in Art: 120

Art Courses: 57

General Education Courses: 48

Title V Courses: 6

University Elective Courses: 9

SUMMARY OF CHANGES

Addition of two new courses to the ART Major. ART 209 Photography will be in the category of Lower Division Studio courses and ART 317 Video Game Design will be in the category of Upper Division Studio Art Courses.

JUSTIFICATION

Both of these new courses will augment Art Program studio course offerings for Art majors who wish to focus on studying specific media in the major.

Jack Reilly, Chair and Professor of Art	11-30-07	
Dronocor of Drogram Modification	Data	
Proposer of Program Modification	Date	

Approvals

Program Chair		
	Signature	Date
Program Chair		
	Signature	Date
Program Chair		
	Signature	Date
General Education Chair		
	Signature	Date
Service Learning Ctr Director		
<u> </u>	Signature	Date
Curriculum Chair		
	Signature	Date
Dean of Faculty		
,	Signature	Date
Program Chair	Date	
Curriculum Committee Chair	Date	
Dean	Date	